

# P12. Soldat Drow

Fighter 6

CHARACTER LEVEL (favored class = Fighter)

Chaotic Evil

ALIGNMENT

Drow

Medium

Male

124

5' 11"

121lb.

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

Abraxas

DEITY

SKIN

HAIR

EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
<b>STR</b> Strength	13	+1		
<b>DEX</b> Dexterity	20	+5		
<b>CON</b> Constitution	14	+2		
<b>INT</b> Intelligence	13	+1		
<b>WIS</b> Wisdom	10	+0		
<b>CHA</b> Charisma	9	-1		

<b>HP</b> HIT POINTS	TOTAL	58	DR	
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WOUNDS/CURRENT HP	
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NONLETHAL DAMAGE	
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<b>INITIATIVE</b>				HERO PTS
+5	=	5	+	0
TOTAL		DEX MOD.		MISC MOD.
				0

<b>AC</b> 20	=	10	+	4	+		+	5	+		+		+		+		<b>TOUCH</b> 16
TOTAL				ARMOR BONUS				SHIELD BONUS									
				NATURAL ARMOR				DEFLECT MODIFIER									<b>FLAT-FOOTED</b> 14
								MISC MODIFIER									DODGE BONUS
																	1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER					
<b>FORTITUDE</b> (CONSTITUTION)	7	=	5	+	2	+		+		+	
<b>REFLEX</b> (DEXTERITY)	7	=	2	+	5	+		+		+	
<b>WILL</b> (WISDOM)	2	=	2	+		+		+		+	

**Situational Modifiers**

Will Saves: +2 vs. fear  
All Saves: +2 vs. enchantments

<b>BASE ATTACK BONUS</b> +6	<b>SPELL RESISTANCE</b> 12
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<b>CMB</b> 5	=	6	+	1	+	0				
TOTAL		BASE ATTACK		STRENGTH MODIFIER		SIZE MODIFIER				
<b>CMD</b> 23	=	6	+	1	+	5	+	0	+	10
TOTAL		BASE ATTACK		STRENGTH MODIFIER		DEXTERITY MODIFIER		SIZE MODIFIER		

WEAPON [in main hand]		ATTACK BONUS	CRITICAL
+1 agile rapier		+12/+7	18-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
P			1d6+13

WEAPON		ATTACK BONUS	CRITICAL
Masterwork hand crossbow		+12/+7	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
P	30'		1d4



<b>SPEED</b> LAND	30 FT. 6 SQ.	30 FT. 6 SQ.	MODIFIERS	
	BASE SPEED		WITH ARMOR	
FLY	MANEUVERABILITY	SWIM	CLIMB	BURROW

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
Acrobatics	8	=Dex	5 + 3	+
Appraise	1	=Int	1 + 0	+
Bluff	-1	=Cha	-1 + 0	+
✓ Climb	7	=Str	1 + 3 + 3	+
Diplomacy	-1	=Cha	-1 + 0	+
Disguise	-1	=Cha	-1 + 0	+
Escape Artist	5	=Dex	5 + 0	+
Fly	5	=Dex	5 + 0	+
Heal	0	=Wis	0 + 0	+
✓ Intimidate	-1	=Cha	-1 + 0	+
Perception	5	=Wis	0 + 3	+
Perform (dance)	-1	=Cha	-1 + 0	+
✓ Ride	11	=Dex	5 + 3 + 3	+
Sense Motive	0	=Wis	0 + 0	+
Stealth	11	=Dex	5 + 6	+
✓ Survival	0	=Wis	0 + 0	+
✓ Swim	1	=Str	1 + 0	+

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

**LANGUAGES**

Drow Sign Language • Elven • Undercommon



## COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+5	23
Dirty Trick	+5	23
Disarm	+5	23
Drag	+5	23
Feint	+5	23
Grapple	+5	23
Overrun	+5	23
Pull	+5	23
Push	+5	23
Reposition	+5	23
Steal	+5	23
Sunder	+5	23
Trip	+5	23

## MONEY

Platinum 0  
Gold 0  
Silver 0  
Copper 0  
Valuables 0

## ENCUMBRANCE

Current 18 lbs  
Light 50 lbs  
Medium 100 lbs  
Heavy 150 lbs

## EXPERIENCE

Current 0  
Next Level 35000

## TRACKED RESOURCES

Resource	Max.	Used
Crossbow bolt, acid	5	
Crossbow bolt, drow poison	5	
Crossbow bolt, fire	5	
Dancing Lights (1/day)	1	
Darkness (1/day)	1	
Faerie Fire (1/day)	1	

## GEAR

### Gear In No Container

Qty	Item	Weight	Cost
1	+1 agile rapier	2 lbs	8,320 gp
1	Masterwork hand crossbow	2 lbs	400 gp
1	Mithral chain shirt	12.5 lbs	1,100 gp
5	Crossbow bolt, acid	0.1 lbs	200 gp
5	Crossbow bolt, drow poison	0.1 lbs	500 gp
5	Crossbow bolt, fire	0.1 lbs	250 gp

## SPECIAL ABILITY/FEATURE SUMMARY

Darkvision (120 feet)  
Low-Light Vision  
Bravery +2 (Ex)  
Drow Immunities - Sleep  
Elven Immunities  
Spell Resistance (12)  
Light Blindness (Ex)  
Weapon Training (Blades, Light) +1 (Ex)  
Poison Use (Ex)

## FEATS SUMMARY

Armor Proficiency (Heavy)  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Blind-Fight  
Dodge  
Martial Weapon Proficiency - All  
Power Attack -2/+4  
Rapid Reload (Hand crossbow)  
Shield Proficiency  
Simple Weapon Proficiency - All  
Tower Shield Proficiency  
Weapon Finesse  
Weapon Focus (Rapier)  
Weapon Specialization (Rapier)

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## Gecko, riding (Combat trained)

Gecko, Giant  
N Medium Animal

**Init** +4; **Senses** Low-Light Vision • Scent • Perception +8

### DEFENSE

**AC** 18, touch 14, flat-footed 14 (+4 dex, +4 natural)

**hp** 42 (3d8+16)

**Fort** +10, **Ref** +8, **Will** +2

### OFFENSE

**Speed** 30 ft., Climbing (30 feet)

**Melee** Bite (Gecko, Giant) +6 (1d8+4 plus grab, crit=x2)

**Special Attacks** Grab

### STATISTICS

**Str** 16, **Dex** 18, **Con** 18, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +3, **CMB** +6 (Grapple +10 •), **CMD** 20 (24 vs Trip)

**Feats** Great Fortitude • Skill Focus (Perception)

**Skills** Acrobatics +8 • Appraise -4 • Bluff -2 • Climb +15 • Diplomacy -2 • Disguise -2 • Escape Artist +4 • Fly +4 • Heal +1 • Intimidate -2 • Perception +8 • Ride +4 • Sense Motive +1 • Stealth +12 • Survival +1 • Swim +3

### SPECIAL ABILITIES

**Grab** - If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The creature has the option to conduct the grapple normally, or simply to use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text). Creatures with grab receive a +4 bonus on combat maneuver checks made to start and maintain a grapple. Unless otherwise noted, grab works only against opponents no larger than the same size category as the creature. If the creature can use grab on sizes other than the default, this is noted in the creature's Special Attacks line.

**+4 Stealth in undergrowth** - You gain a bonus to Stealth Checks under the listed conditions.

**Combat Riding** - An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes 6 weeks. You may also "upgrade" an animal trained for riding to one trained for combat by spending 3 weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew. Many horses and riding dogs are trained in this way.

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## TRAITS

### SPECIAL ABILITIES/FEATURES

#### **Darkvision (120 feet)**

You can see in the dark (black and white vision only).

#### **Low-Light Vision**

See twice as far as a human in low light, distinguishing color and detail.

#### **Bravery +2 (Ex)**

Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

#### **Drow Immunities - Sleep**

You are immune to magic sleep effects.

#### **Elven Immunities**

+2 save bonus vs Enchantments.

#### **Spell Resistance (12)**

You have Spell Resistance.

#### **Light Blindness (Ex)**

Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

#### **Weapon Training (Blades, Light) +1 (Ex)**

Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Every four levels thereafter (9th, 13th, and 17th), a fighter becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a fighter reaches 9th level, he receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

A fighter also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the fighter's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

Blades, Light: dagger, kama, kukri, rapier, sickle, starknife, and short sword.

#### **Poison Use (Ex)**

You do not risk poisoning yourself accidentally while poisoning a weapon.

## FEATS

#### **Armor Proficiency (Heavy) (Combat)**

You are skilled at wearing heavy armor.

**Prerequisites:** Light Armor Proficiency, Medium Armor Proficiency.

**Benefit:** See Armor Proficiency, Light.

**Normal:** See Armor Proficiency, Light.

**Special:** Fighters and paladins automatically have Heavy Armor Proficiency as a bonus feat. They need not select it.

#### **Armor Proficiency (Light) (Combat)**

You are skilled at wearing light armor.

**Benefit:** When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

**Normal:** A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

**Special:** All characters except monks, sorcerers, and wizards automatically have Light Armor Proficiency as a bonus feat. They need not select it.

#### **Armor Proficiency (Medium) (Combat)**

You are skilled at wearing medium armor.

**Prerequisite:** Light Armor Proficiency.

**Benefit:** See Armor Proficiency, Light.

**Normal:** See Armor Proficiency, Light.

**Special:** Barbarians, clerics, druids, fighters, paladins, and rangers automatically have Medium Armor Proficiency as a bonus feat. They need not select it.

#### **Blind-Fight (Combat)**

You are skilled at attacking opponents that you cannot clearly perceive.

**Benefit:** In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You do not need to make Acrobatics skill checks to move at full speed while blinded.

**Normal:** Regular attack roll modifiers invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

**Special:** The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

#### **Dodge (Combat)**

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

**Prerequisite:** Dex 13.

**Benefit:** You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

#### **Martial Weapon Proficiency - All**

**Benefit:** You are proficient with all Martial weapons.

**Normal:** When using a weapon with which you are not proficient, you are at -4 to attack rolls.

### **Power Attack -2/+4** (Combat)

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

**Prerequisites:** Str 13, base attack bonus +1.

**Benefit:** You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

### **Rapid Reload (Hand crossbow)** (Combat)

Choose a type of crossbow (hand, light, heavy) or a single type of one-handed or two-handed firearm that you are proficient with.

You can reload such a weapon quickly.

**Prerequisite:** Weapon Proficiency (crossbow type chosen) or Exotic Weapon Proficiency (firearm).

**Benefit:** The time required for you to reload your chosen type of weapon is reduced to a free action (for a hand or light crossbow), a move action (for a heavy crossbow or one-handed firearm), or a standard action (for a two-handed firearm). Reloading a crossbow or firearm still provokes attacks of opportunity.

If you have selected this feat for a hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow.

**Normal:** A character without this feat needs a move action to reload a hand or light crossbow, a standard action to reload a one-handed firearm, or a full-round action to load a heavy crossbow or a two-handed firearm.

**Special:** You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow or a new type of firearm.

### **Shield Proficiency** (Combat)

You are trained in how to properly use a shield.

**Benefit:** When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

**Normal:** When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving.

**Special:** Barbarians, bards, clerics, druids, fighters, paladins, and rangers all automatically have Shield Proficiency as a bonus feat. They need not select it.

### **Simple Weapon Proficiency - All** (Combat)

You are trained in the use of basic weapons.

**Benefit:** You make attack rolls with simple weapons without penalty.

**Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

**Special:** All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

### **Tower Shield Proficiency** (Combat)

You are trained in how to properly use a tower shield.

**Prerequisite:** Shield Proficiency.

**Benefit:** When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

**Normal:** A character using a shield with which he is not proficient takes the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

**Special:** Fighters automatically have Tower Shield Proficiency as a bonus feat. They need not select it.

### **Weapon Finesse** (Combat)

You are trained in using your agility in melee combat, as opposed to brute strength.

**Benefit:** With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

**Special:** Natural weapons are considered light weapons.

### **Weapon Focus (Rapier)** (Combat)

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, base attack bonus +1.

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

### **Weapon Specialization (Rapier)** (Combat)

You are skilled at dealing damage with one weapon. Choose one type of weapon (including unarmed strike or grapple) for which you have already selected the Weapon Focus feat. You deal extra damage when using this weapon.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th.

**Benefit:** You gain a +2 bonus on all damage rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon..

## MAGIC ITEMS

### **+1 agile rapier**

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn't a light weapon. You can't wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage.

Agile

Agile weapons are unusually well balanced and responsive. A wielder with the Weapon Finesse feat can choose to apply her Dexterity modifier to damage rolls with the weapon in place of her Strength modifier. This modifier to damage is not increased for two-handed weapons, but is still reduced for off-hand weapons. The agile weapon enhancement can only be placed on melee weapons that are usable with the Weapon Finesse feat.

Construction Requirements Craft Magic Arms and Armor, cat's grace

### **Masterwork hand crossbow**

You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity. A hand crossbow fires standard crossbow bolts, like those used by light and heavy crossbows.

You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

### **Mithral chain shirt** (Armor)

Covering the torso, this shirt is made up of thousands of interlocking metal rings.

#### **Mithral**

Mithral is a rare, silvery metal that is lighter than steel but just as hard. When worked like steel, it can be used to create amazing armor, and is occasionally used for other items as well. Most mithral armors are one category lighter than normal for purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. This decrease does not apply to proficiency in wearing the armor. A character wearing mithral full plate must be proficient in wearing heavy armor to avoid adding the armor's check penalty on all his attack rolls and skill checks that involve moving. Spell failure chances for armors and shields made from mithral are decreased by 10%, maximum Dexterity bonuses are increased by 2, and armor check penalties are decreased by 3 (to a minimum of 0).

An item made from mithral weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Items not primarily of metal are not meaningfully affected by being partially made of mithral. (A longsword can be a mithral weapon, while a quarterstaff cannot.) Mithral weapons count as silver for the purpose of overcoming damage reduction.

Weapons and armors fashioned from mithral are always masterwork items as well; the masterwork cost is included in the prices given below. Mithral has 30 hit points per inch of thickness and hardness 15.

# P13. Gadak Simiryin

Rogue 9

CHARACTER LEVEL (favored class = Rogue)

Chaotic Evil

ALIGNMENT

Drow

Medium

Male

125

6' 3"

123lb.

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

Abraxas

DEITY

SKIN

HAIR

EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
<b>STR</b> Strength	12	+1		
<b>DEX</b> Dexterity	27	+8		
<b>CON</b> Constitution	16	+3		
<b>INT</b> Intelligence	10	+0		
<b>WIS</b> Wisdom	14	+2		
<b>CHA</b> Charisma	16	+3		

<b>HP</b> TOTAL	86	DR	
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WOUNDS/CURRENT HP	
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NONLETHAL DAMAGE	
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<b>INITIATIVE</b>				HERO PTS
+8	=	8	+	0
TOTAL		DEX MOD.		MISC MOD.

<b>AC</b> 21	=	10	+	5	+		+	6	+		+		+		<b>TOUCH</b> 16					
TOTAL				ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER		NATURAL ARMOR		DEFLECT MODIFIER		MISC MODIFIER		DODGE BONUS		<b>FLAT-FOOTED</b> 15

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
<b>FORTITUDE</b> (CONSTITUTION)	6	3	3			
<b>REFLEX</b> (DEXTERITY)	14	6	8			
<b>WILL</b> (WISDOM)	5	3	2			

### Situational Modifiers

Reflex Saves: +3 bonus vs. traps

All Saves: +2 vs. enchantments

**BASE ATTACK BONUS** +6    **SPELL RESISTANCE** 15

<b>CMB</b> 7	=	6	+	1	+	0				
TOTAL		BASE ATTACK		STRENGTH MODIFIER		SIZE MODIFIER				
<b>CMD</b> 25	=	6	+	1	+	8	+	0	+	10
TOTAL		BASE ATTACK		STRENGTH MODIFIER		DEXTERITY MODIFIER		SIZE MODIFIER		

WEAPON		ATTACK BONUS	CRITICAL
Masterwork shortsword		+15/+10	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
P			1d6+1

WEAPON [in main hand]		ATTACK BONUS	CRITICAL
+2 hand crossbow		+14/+14	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
P	30'		1d4+7



<b>SPEED</b> LAND	30 FT. 6 SQ.	30 FT. 6 SQ.	MODIFIERS	
	BASE SPEED		WITH ARMOR	
FLY	MANEUVERABILITY	SWIM	CLIMB	BURROW

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
✓ Acrobatics	20	=Dex 8	+ 9 + 3	+
✓ Appraise	0	=Int 0	+ 0	+
✓ Bluff	15	=Cha 3	+ 9 + 3	+
✓ Climb	1	=Str 1	+ 0	+
✓ Diplomacy	9	=Cha 3	+ 3 + 3	+
✓ Disguise	3	=Cha 3	+ 0	+
✓ Escape Artist	20	=Dex 8	+ 9 + 3	+
Fly	8	=Dex 8	+ 0	+
Handle Animal	12	=Cha 3	+ 9	+
Heal	2	=Wis 2	+ 0	+
✓ Intimidate	3	=Cha 3	+ 0	+
Knowledge (nature)	9	=Int 0	+ 9	+
✓ Perception	16	=Wis 2	+ 9 + 3	+
Ride	9	=Dex 8	+ 1	+
✓ Sense Motive	2	=Wis 2	+ 0	+
✓ Sleight of Hand	12	=Dex 8	+ 1 + 3	+
✓ Stealth	23	=Dex 8	+ 9 + 3	+
Survival	2	=Wis 2	+ 0	+
✓ Swim	1	=Str 1	+ 0	+
✓ Use Magic Device	15	=Cha 3	+ 9 + 3	+

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

### LANGUAGES

Elven • Undercommon



**COMBAT MANEUVERS**

Maneuver	CMB	CMD
Bull Rush	+7	25
Dirty Trick	+7	25
Disarm	+7	25
Drag	+7	25
Feint	+7	25
Grapple	+7	25
Overrun	+7	25
Pull	+7	25
Push	+7	25
Reposition	+7	25
Steal	+7	25
Sunder	+7	25
Trip	+7	25

**MONEY**

Platinum 0  
 Gold 0  
 Silver 0  
 Copper 0  
 Valuables 0

**ENCUMBRANCE**

Current 18.5 lbs  
 Light 43 lbs  
 Medium 86 lbs  
 Heavy 130 lbs

**EXPERIENCE**

Current 15000  
 Next Level 105000

**TRACKED RESOURCES**

Resource	Max.	Used
Crossbow bolt, acid	20	
Dancing Lights (1/day)	1	
Darkness (1/day)	1	
Faerie Fire (1/day)	1	
Potion of bear's endurance	1	1
Potion of cat's grace	1	1
Potion of cure moderate wounds	1	

**GEAR****Gear In No Container**

Qty	Item	Weight	Cost
1	+1 Mithral chain shirt	12.5 lbs	2,100 gp
1	+2 hand crossbow	2 lbs	8,400 gp
1	Masterwork shortsword	2 lbs	310 gp
1	Potion of bear's endurance		300 gp
1	Potion of cat's grace		300 gp
1	Potion of cure moderate wounds		300 gp
20	Crossbow bolt, acid	0.1 lbs	800 gp

**SPECIAL ABILITY/FEATURE SUMMARY**

Darkvision (120 feet)  
 Low-Light Vision  
 Evasion (Ex)  
 Improved Uncanny Dodge (Lv >=13) (Ex)  
 Trap Sense +3 (Ex)  
 Drow Immunities - Sleep  
 Elven Immunities  
 Spell Resistance (15)  
 Light Blindness (Ex)  
 Hidden Weapons +9 (Ex)  
 Sneak Attack +5d6  
 Fast Stealth (Ex)  
 Poison Use (Ex)  
 Trapfinding +4

**FEATS SUMMARY**

Armor Proficiency (Light)  
 Deadly Aim -2/+4  
 Point-Blank Shot  
 Rapid Shot  
 Rogue Weapon Proficiencies  
 Simple Weapon Proficiency - All  
 Skill Focus (Stealth)  
 Toughness  
 Weapon Finesse  
 Weapon Focus (Hand crossbow)

## TRAITS

### SPECIAL ABILITIES/FEATURES

#### **Darkvision (120 feet)**

You can see in the dark (black and white vision only).

#### **Low-Light Vision**

See twice as far as a human in low light, distinguishing color and detail.

#### **Evasion (Ex)**

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw.

#### **Improved Uncanny Dodge (Lv >=13) (Ex)**

You gain the ability to react to danger before her senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker has at least four more rogue levels than you have levels of uncanny dodge.

#### **Trap Sense +3 (Ex)**

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

#### **Drow Immunities - Sleep**

You are immune to magic sleep effects.

#### **Elven Immunities**

+2 save bonus vs Enchantments.

#### **Spell Resistance (15)**

You have Spell Resistance.

#### **Light Blindness (Ex)**

Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

#### **Hidden Weapons +9 (Ex)**

A ninja with this ability can easily conceal weapons on her body. The ninja adds her level on opposed Sleight of Hand checks made to conceal a weapon. In addition, she can draw hidden weapons as a move action, instead of as a standard action.

#### **Sneak Attack +5d6**

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The character's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the character flanks her target. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a character can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A character cannot sneak attack while striking a creature with concealment.

#### **Fast Stealth (Ex)**

This ability allows a rogue to move at full speed using the Stealth skill without penalty.

#### **Poison Use (Ex)**

You do not risk poisoning yourself accidentally while poisoning a weapon.

#### **Trapfinding +4**

A rogue adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

## FEATS

#### **Armor Proficiency (Light) (Combat)**

You are skilled at wearing light armor.

**Benefit:** When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

**Normal:** A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

**Special:** All characters except monks, sorcerers, and wizards automatically have Light Armor Proficiency as a bonus feat. They need not select it.

#### **Deadly Aim -2/+4 (Combat)**

You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

**Prerequisites:** Dex 13, base attack bonus +1.

**Benefit:** You can choose to take a -1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

#### **Point-Blank Shot (Combat)**

You are especially accurate when making ranged attacks against close targets.

**Benefit:** You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.



### **Rapid Shot** (Combat)

You can make an additional ranged attack.

**Prerequisites:** Dex 13, Point-Blank Shot.

**Benefit:** When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

### **Rogue Weapon Proficiencies**

**Benefit:** You are proficient with the Hand Crossbow, Rapier, Sap, Shortbow and Shortsword.

**Normal:** When using a weapon with which you are not proficient, you are at -4 to attack rolls.

### **Simple Weapon Proficiency - All** (Combat)

You are trained in the use of basic weapons.

**Benefit:** You make attack rolls with simple weapons without penalty.

**Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

**Special:** All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

### **Skill Focus (Stealth)**

Choose a skill. You are particularly adept at that skill.

**Benefit:** You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

### **Toughness**

You have enhanced physical stamina.

**Benefit:** You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

### **Weapon Finesse** (Combat)

You are trained in using your agility in melee combat, as opposed to brute strength.

**Benefit:** With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

**Special:** Natural weapons are considered light weapons.

### **Weapon Focus (Hand crossbow)** (Combat)

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, base attack bonus +1.

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

## MAGIC ITEMS

### **+1 Mithral chain shirt** (Armor)

Covering the torso, this shirt is made up of thousands of interlocking metal rings.

Mithral

Mithral is a rare, silvery metal that is lighter than steel but just as hard. When worked like steel, it can be used to create amazing armor, and is occasionally used for other items as well. Most mithral armors are one category lighter than normal for purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. This decrease does not apply to proficiency in wearing the armor. A character wearing mithral full plate must be proficient in wearing heavy armor to avoid adding the armor's check penalty on all his attack rolls and skill checks that involve moving. Spell failure chances for armors and shields made from mithral are decreased by 10%, maximum Dexterity bonuses are increased by 2, and armor check penalties are decreased by 3 (to a minimum of 0).

An item made from mithral weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Items not primarily of metal are not meaningfully affected by being partially made of mithral. (A longsword can be a mithral weapon, while a quarterstaff cannot.) Mithral weapons count as silver for the purpose of overcoming damage reduction.

Weapons and armors fashioned from mithral are always masterwork items as well; the masterwork cost is included in the prices given below. Mithral has 30 hit points per inch of thickness and hardness 15.

### **+2 hand crossbow**

You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity. A hand crossbow fires standard crossbow bolts, like those used by light and heavy crossbows.

You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

### **Masterwork shortsword**

Short swords are some of the most common weapons found in any martial society, and thus designs are extremely varied, depending on the region and creator. Most are around 2 feet in length. Their blades can be curved or straight, single- or double-edged, and wide or narrow. Hilts may be ornate or simple, with crossguards, basket hilts, or no guard at all. Such weapons are often used on their own, but can also be paired as a matched set, or used in conjunction with a dagger or longer sword.

### **Potion of bear's endurance**

Subject gains +4 to Con for 1 min./level.

### **Potion of cat's grace**

Subject gains +4 to Dex for 1 min./level.

### **Potion of cure moderate wounds**

Cures 2d8 damage +1/level (max +10).

# P19. Tiryin Vonnarc

Antipaladin 2/Duelist 3/Fighter (Mobile Fighter) 4/Rogue 4  
CHARACTER LEVEL (favored class = Rogue)

Chaotic Evil

ALIGNMENT

Drow, Noble

Medium

Male

124

6' 1"

127lb.

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

Areshkagal

DEITY

SKIN

HAIR

EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
<b>STR</b> Strength	16	+3		
<b>DEX</b> Dexterity	26	+8		
<b>CON</b> Constitution	16	+3		
<b>INT</b> Intelligence	16	+3		
<b>WIS</b> Wisdom	12	+1		
<b>CHA</b> Charisma	20	+5		

<b>HP</b> HIT POINTS	TOTAL	165	DR	
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WOUNDS/CURRENT HP	
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NONLETHAL DAMAGE	
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<b>INITIATIVE</b>	HERO PTS
+10 = 8 + 0	0
TOTAL	DEX MOD.
	MISC MOD.

<b>SPEED</b>	LAND	30 FT. 6 SQ.	30 FT. 6 SQ.	MODIFIERS
	BASE SPEED		WITH ARMOR	
	FLY		CLIMB	
	MANEUVERABILITY		BURROW	

<b>AC</b> 28	= 10 +	12	+	1	+	4	+		<b>TOUCH</b> 15
TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER	
	+		+		+		+	1	<b>FLAT-FOOTED</b> 23
		NATURAL ARMOR		DEFLECT MODIFIER		MISC MODIFIER		DODGE BONUS	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
<b>FORTITUDE</b> (CONSTITUTION)	17	9	3		5	
<b>REFLEX</b> (DEXTERITY)	20	7	8		5	
<b>WILL</b> (WISDOM)	12	6	1		5	

### Situational Modifiers

Reflex Saves: +1 bonus vs. traps

All Saves: +2 vs. enchantments • +1 bonus vs. effects that cause paralyzed, slowed, or entangled conditions

<b>BASE ATTACK BONUS</b> +12	<b>SPELL RESISTANCE</b> 24
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<b>CMB</b> 16	= 12	+	3	+	0		
TOTAL	BASE ATTACK		STRENGTH MODIFIER		SIZE MODIFIER		
<b>CMD</b> 34	= 12	+	3	+	8	+	0
TOTAL	BASE ATTACK		STRENGTH MODIFIER		DEXTERITY MODIFIER		SIZE MODIFIER

WEAPON [in main hand]			
+2 rapier	ATTACK BONUS	CRITICAL	
	+16/+11/+6	15-20/x2	
TYPE	RANGE	AMMUNITION	DAMAGE
P			1d6+14

WEAPON [in off hand]			
+2 rapier	ATTACK BONUS	CRITICAL	
	+16/+11/+6	15-20/x2	
TYPE	RANGE	AMMUNITION	DAMAGE
P			1d6+10

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
✓ Acrobatics	21	=Dex	8 + 12 + 3	+ -2
✓ Appraise	10	=Int	3 + 4 + 3	+
✓ Bluff	5	=Cha	5 + 0	+
✓ Climb	10	=Str	3 + 6 + 3	+ -2
✓ Diplomacy	5	=Cha	5 + 0	+
✓ Disguise	5	=Cha	5 + 0	+
✓ Escape Artist	21	=Dex	8 + 12 + 3	+ -2
✓ Fly	6	=Dex	8 + 0	+ -2
✓ Heal	1	=Wis	1 + 0	+
✓ Intimidate	20	=Cha	5 + 12 + 3	+
✓ Perception	18	=Wis	1 + 12 + 3	+
✓ Perform (oratory)	20	=Cha	5 + 12 + 3	+
✓ Ride	15	=Dex	8 + 6 + 3	+ -2
✓ Sense Motive	10	=Wis	1 + 6 + 3	+
✓ Sleight of Hand	10	=Dex	8 + 1 + 3	+ -2
✓ Stealth	21	=Dex	8 + 12 + 3	+ -2
✓ Survival	1	=Wis	1 + 0	+
✓ Swim	1	=Str	3 + 0	+ -2

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

### LANGUAGES

Abyssal • Common • Drow Sign Language • Elven • Undercommon



**COMBAT MANEUVERS**

Maneuver	CMB	CMD
Bull Rush	+16	34
Dirty Trick	+16	34
Disarm	+16	34
Drag	+16	34
Feint	+16	34
Grapple	+16	34
Overrun	+16	34
Pull	+16	34
Push	+16	34
Reposition	+16	34
Steal	+16	34
Sunder	+16	34
Trip	+16	34

**MONEY**

Platinum 0  
Gold 0  
Silver 0  
Copper 0  
Valuables 0

**ENCUMBRANCE**

Current 30 lbs  
Light 76 lbs  
Medium 153 lbs  
Heavy 230 lbs

**EXPERIENCE**

Current 155000  
Next Level 445000

**TRACKED RESOURCES**

Resource	Max.	Used
Dancing Lights (At will) (Sp)	1	
Dispel Magic (1/day) (Sp)	1	
Divine Favor (1/day) (Sp)	1	
Smite Good (1/day) (Su)	1	
Suggestion (1/day) (Sp)	1	
Touch of Corruption (1d6) (6/day) (Su)	6	

**GEAR****Gear In No Container**

Qty	Item	Weight	Cost
1	+2 rapier	2 lbs	8,320 gp
1	+2 rapier	2 lbs	8,320 gp
1	+3 Mithral full plate	25 lbs	19,500 gp

**SPECIAL ABILITY/FEATURE SUMMARY**

Darkvision (120 feet)  
Low-Light Vision  
Agility +1 (Ex)  
Parry (Ex)  
Trap Sense +1 (Ex)  
Uncanny Dodge (Ex)  
Drow Immunities - Sleep  
Elven Immunities  
Spell Resistance (24)  
Light Blindness (Ex)  
Precise Strike (Ex)  
Smite Good (1/day) (Su)  
Sneak Attack +2d6  
Dancing Lights (At will) (Sp)  
Deeper Darkness (At will) (Sp)  
Detect Good (At will) (Sp)  
Detect Magic (Constant) (Sp)  
Dispel Magic (1/day) (Sp)  
Divine Favor (1/day) (Sp)  
Faerie Fire (At will) (Sp)  
Featherfall (At will) (Sp)  
Levitate (At will) (Sp)  
Suggestion (1/day) (Sp)  
Aura of Evil (Ex)  
Poison Use (Ex)  
Touch of Corruption (1d6) (6/day) (Su)  
Trapfinding +2  
Unholy Resilience (Su)

**FEATS SUMMARY**

Armor Proficiency (Heavy)  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Dodge  
Double Slice  
Greater Two-weapon Fighting  
Improved Critical (Rapier)  
Improved Two-weapon Fighting  
Martial Weapon Proficiency - All  
Mobility  
Piranha Strike -4/+8  
Rogue Weapon Proficiencies  
Shield Proficiency  
Simple Weapon Proficiency - All  
Tower Shield Proficiency  
Two-weapon Defense  
Two-weapon Fighting  
Two-weapon Rend  
Weapon Finesse  
Weapon Focus (Rapier)

## TRAITS

### SPECIAL ABILITIES/FEATURES

#### **Darkvision (120 feet)**

You can see in the dark (black and white vision only).

#### **Low-Light Vision**

See twice as far as a human in low light, distinguishing color and detail.

#### **Agility +1 (Ex)**

At 2nd level, a mobile fighter gains a +1 bonus on saving throws made against effects that cause him to become paralyzed, slowed, or entangled. This bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

#### **Parry (Ex)**

At 2nd level, a duelist learns to parry the attacks of other creatures, causing them to miss. Whenever the duelist takes a full attack action with a light or one-handed piercing weapon, she can elect not to take one of her attacks. At any time before her next turn, she can attempt to parry an attack against her or an adjacent ally as an immediate action. To parry the attack, the duelist makes an attack roll, using the same bonuses as the attack she chose to forego during her previous action. If her attack roll is greater than the roll of the attacking creature, the attack automatically misses. For each size category that the attacking creature is larger than the duelist, the duelist takes a -4 penalty on her attack roll. The duelist also takes a -4 penalty when attempting to parry an attack made against an adjacent ally. The duelist must declare the use of this ability after the attack is announced, but before the roll is made.

#### **Trap Sense +1 (Ex)**

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

#### **Uncanny Dodge (Ex)**

You gain the ability to react to danger before her senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

#### **Drow Immunities - Sleep**

You are immune to magic sleep effects.

#### **Elven Immunities**

+2 save bonus vs Enchantments.

#### **Spell Resistance (24)**

You have Spell Resistance.

#### **Light Blindness (Ex)**

Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

#### **Precise Strike (Ex)**

A duelist gains the ability to strike precisely with a light or one-handed piercing weapon, adding her duelist level to her damage roll.

When making a precise strike, a duelist cannot attack with a weapon in her other hand or use a shield. A duelist's precise strike only works against living creatures with discernible anatomies. Any creature that is immune to critical hits is also immune to a precise strike, and any item or ability that protects a creature from critical hits also protects a creature from a precise strike.

#### **Smite Good (1/day) (Su)**

Once per day, an antipaladin can call out to the dark powers to crush the forces of good. As a swift action, the antipaladin chooses one target within sight to smite. If this target is good, the antipaladin adds his Charisma bonus (if any) on his attack rolls and adds his antipaladin level on all damage rolls made against the target of his smite. If the target of smite good is an outsider with the good subtype, a good-aligned dragon, or a good creature with levels of cleric or paladin, the bonus to damage on the first successful attack increases to 2 points of damage per level the antipaladin possesses. Regardless of the target, smite good attacks automatically bypass any DR the creature might possess.

In addition, while smite good is in effect, the antipaladin gains a deflection bonus equal to his Charisma modifier (if any) to his AC against attacks made by the target of the smite. If the antipaladin targets a creature that is not good, the smite is wasted with no effect.

The smite good effect remains until the target of the smite is dead or the next time the antipaladin rests and regains his uses of this ability. At 4th level, and at every three levels thereafter, the antipaladin may smite good one additional time per day, as indicated on Table 2-13, to a maximum of seven times per day at 19th level.

**Note:** Either activation checkbox on the in-play tab will apply the to-hit and AC modifiers, select "Activated" for x1 damage or "Double Damage" for x2.

#### **Sneak Attack +2d6**

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The character's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the character flanks her target. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a character can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A character cannot sneak attack while striking a creature with concealment.

#### **Dancing Lights (At will) (Sp)**

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

### **Deeper Darkness (At will) (Sp)**

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

### **Detect Good (At will) (Sp)**

At will, an antipaladin can use detect good, as the spell. An antipaladin can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is good, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the antipaladin does not detect good in any other object or individual within range.

### **Detect Magic (Constant) (Sp)**

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

### **Dispel Magic (1/day) (Sp)**

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

### **Divine Favor (1/day) (Sp)**

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

### **Faerie Fire (At will) (Sp)**

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

### **Featherfall (At will) (Sp)**

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

### **Levitate (At will) (Sp)**

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

### **Suggestion (1/day) (Sp)**

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

### **Aura of Evil (Ex)**

The power of an antipaladin's aura of evil (see the detect evil spell) is equal to his antipaladin level. A paladin who uses smite evil on an antipaladin deals 2 points of damage per paladin level on his first successful attack.

### **Poison Use (Ex)**

You do not risk poisoning yourself accidentally while poisoning a weapon.

### **Touch of Corruption (1d6) (6/day) (Su)**

Beginning at 2nd level, an antipaladin surrounds his hand with a fiendish flame, causing terrible wounds to open on those he touches. Each day he can use this ability a number of times equal to 1/2 his antipaladin level + his Charisma modifier. As a touch attack, an antipaladin can cause 1d6 points of damage for every two antipaladin levels he possesses. Using this ability is a standard action that does not provoke attacks of opportunity.

Alternatively, an antipaladin can use this power to heal undead creatures, restoring 1d6 hit points for every two levels the antipaladin possesses. This ability is modified by any feat, spell, or effect that specifically works with the lay on hands paladin class feature. For example, the Extra Lay On Hands feat grants an antipaladin 2 additional uses of the touch of corruption class feature.

### **Trapfinding +2**

A rogue adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

### **Unholy Resilience (Su)**

At 2nd level, an antipaladin gains a bonus equal to his Charisma bonus (if any) on all saving throws.

## **FEATS**

### **Armor Proficiency (Heavy) (Combat)**

You are skilled at wearing heavy armor.

**Prerequisites:** Light Armor Proficiency, Medium Armor Proficiency.

**Benefit:** See Armor Proficiency, Light.

**Normal:** See Armor Proficiency, Light.

**Special:** Fighters and paladins automatically have Heavy Armor Proficiency as a bonus feat. They need not select it.

### **Armor Proficiency (Light)** (Combat)

You are skilled at wearing light armor.

**Benefit:** When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

**Normal:** A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

**Special:** All characters except monks, sorcerers, and wizards automatically have Light Armor Proficiency as a bonus feat. They need not select it.

### **Armor Proficiency (Medium)** (Combat)

You are skilled at wearing medium armor.

**Prerequisite:** Light Armor Proficiency.

**Benefit:** See Armor Proficiency, Light.

**Normal:** See Armor Proficiency, Light.

**Special:** Barbarians, clerics, druids, fighters, paladins, and rangers automatically have Medium Armor Proficiency as a bonus feat. They need not select it.

### **Dodge** (Combat)

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

**Prerequisite:** Dex 13.

**Benefit:** You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

### **Double Slice** (Combat)

Your off-hand weapon while dual-wielding strikes with greater power.

**Prerequisite:** Dex 15, Two-Weapon Fighting.

**Benefit:** Add your Strength bonus to damage rolls made with your off-hand weapon.

**Normal:** You normally add only half of your Strength modifier to damage rolls made with a weapon wielded in your off-hand.

### **Greater Two-weapon Fighting** (Combat)

You are incredibly skilled at fighting with two weapons at the same time.

**Prerequisites:** Dex 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

**Benefit:** You get a third attack with your off-hand weapon, albeit at a -10 penalty.

### **Improved Critical (Rapier)** (Combat)

Attacks made with your chosen weapon are quite deadly.

**Prerequisite:** Proficient with weapon, base attack bonus +8.

**Benefit:** When using the weapon you selected, your threat range is doubled.

**Special:** You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

### **Improved Two-weapon Fighting** (Combat)

You are skilled at fighting with two weapons.

**Prerequisites:** Dex 17, Two-Weapon Fighting, base attack bonus +6.

**Benefit:** In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

**Normal:** Without this feat, you can only get a single extra attack with an off-hand weapon.

### **Martial Weapon Proficiency - All**

**Benefit:** You are proficient with all Martial weapons.

**Normal:** When using a weapon with which you are not proficient, you are at -4 to attack rolls.

### **Mobility** (Combat)

You can easily move through a dangerous melee.

**Prerequisites:** Dex 13, Dodge.

**Benefit:** You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

### **Piranha Strike -4/+8** (Combat)

**Prerequisites:** Weapon Finesse, base attack bonus +1.

**Benefit:** When wielding a light weapon, you can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and for every 4 points thereafter, the penalty increases by -1 and the bonus on damage rolls increases by +2. You must choose to use this feat before the attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage. This feat cannot be used in conjunction with the Power Attack feat.

### **Rogue Weapon Proficiencies**

**Benefit:** You are proficient with the Hand Crossbow, Rapier, Sap, Shortbow and Shortsword.

**Normal:** When using a weapon with which you are not proficient, you are at -4 to attack rolls.

### **Shield Proficiency** (Combat)

You are trained in how to properly use a shield.

**Benefit:** When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

**Normal:** When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving.

**Special:** Barbarians, bards, clerics, druids, fighters, paladins, and rangers all automatically have Shield Proficiency as a bonus feat. They need not select it.

### **Simple Weapon Proficiency - All** (Combat)

You are trained in the use of basic weapons.

**Benefit:** You make attack rolls with simple weapons without penalty.

**Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

**Special:** All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

### **Tower Shield Proficiency** (Combat)

You are trained in how to properly use a tower shield.

**Prerequisite:** Shield Proficiency.

**Benefit:** When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

**Normal:** A character using a shield with which he is not proficient takes the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

**Special:** Fighters automatically have Tower Shield Proficiency as a bonus feat. They need not select it.

### **Two-weapon Defense** (Combat)

You are skilled at defending yourself while dual-wielding.

**Prerequisites:** Dex 15, Two-Weapon Fighting.

**Benefit:** When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC.

When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

### **Two-weapon Fighting** (Combat)

You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.

**Prerequisite:** Dex 15.

**Benefit:** Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Combat.

**Normal:** If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

### **Two-weapon Rend** (Combat)

Striking with both of your weapons simultaneously, you can use them to deliver devastating wounds.

**Prerequisites:** Dex 17, Double Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

**Benefit:** If you hit an opponent with both your primary hand and your off-hand weapon, you deal an additional 1d10 points of damage plus 1-1/2 times your Strength modifier. You can only deal this additional damage once each round.

### **Weapon Finesse** (Combat)

You are trained in using your agility in melee combat, as opposed to brute strength.

**Benefit:** With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

**Special:** Natural weapons are considered light weapons.

### **Weapon Focus (Rapier)** (Combat)

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, base attack bonus +1.

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

## MAGIC ITEMS

### **+2 rapier**

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn't a light weapon. You can't wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage.

### **+2 rapier**

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn't a light weapon. You can't wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage.

### **+3 Mithral full plate** (Armor)

This metal suit comprises multiple pieces of interconnected and overlaying metal plates, incorporating the benefits of numerous types of lesser armor. A complete suit of full plate (or platemail, as it is often called) includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner at a cost of 200 to 800 (2d4x100) gold pieces.

Mithral

Mithral is a rare, silvery metal that is lighter than steel but just as hard. When worked like steel, it can be used to create amazing armor, and is occasionally used for other items as well. Most mithral armors are one category lighter than normal for purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. This decrease does not apply to proficiency in wearing the armor. A character wearing mithral full plate must be proficient in wearing heavy armor to avoid adding the armor's check penalty on all his attack rolls and skill checks that involve moving. Spell failure chances for armors and shields made from mithral are decreased by 10%, maximum Dexterity bonuses are increased by 2, and armor check penalties are decreased by 3 (to a minimum of 0).

An item made from mithral weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Items not primarily of metal are not meaningfully affected by being partially made of mithral. (A longsword can be a mithral weapon, while a quarterstaff cannot.) Mithral weapons count as silver for the purpose of overcoming damage reduction.

Weapons and armors fashioned from mithral are always masterwork items as well; the masterwork cost is included in the prices given below. Mithral has 30 hit points per inch of thickness and hardness 15.

# P27. Drider

Sorcerer 2

CHARACTER LEVEL (favored class = Sorcerer)

Chaotic Evil

ALIGNMENT

Drider (Sorcerer)

Large  
SIZE

Male  
GENDER

0  
AGE

0'  
HEIGHT

0lb.  
WEIGHT

Abraxas

DEITY

SKIN

HAIR

EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
<b>STR</b> Strength	24	+7		
<b>DEX</b> Dexterity	14	+2		
<b>CON</b> Constitution	18	+4		
<b>INT</b> Intelligence	14	+2		
<b>WIS</b> Wisdom	14	+2		
<b>CHA</b> Charisma	24	+7		

<b>HP</b> HIT POINTS	TOTAL	98	DR	
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WOUNDS/CURRENT HP	
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NONLETHAL DAMAGE	
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<b>INITIATIVE</b>				HERO PTS
+2	=	2	+	0
TOTAL		DEX MOD.		MISC MOD.
				0

<b>AC</b> 28	=	10	+	4	+	4	+	2	+	-1	<b>TOUCH</b> 12
TOTAL											
				ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER	
				8						1	<b>FLAT-FOOTED</b> 25
				NATURAL ARMOR		DEFLECT MODIFIER		MISC MODIFIER		DODGE BONUS	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER				
<b>FORTITUDE</b> (CONSTITUTION)	7	=	3	+	4	+		+		
<b>REFLEX</b> (DEXTERITY)	5	=	3	+	2	+		+		
<b>WILL</b> (WISDOM)	11	=	9	+	2	+		+		

**BASE ATTACK BONUS** +7    **SPELL RESISTANCE** 18

<b>CMB</b> 15	=	7	+	7	+	1				
TOTAL										
		BASE ATTACK		STRENGTH MODIFIER		SIZE MODIFIER				
<b>CMD</b> 28	=	7	+	7	+	2	+	1	+	10
TOTAL										
		BASE ATTACK		STRENGTH MODIFIER		DEXTERITY MODIFIER		SIZE MODIFIER		

WEAPON [in both hands]			ATTACK BONUS	CRITICAL
+2 heavy mace			+16/+11	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B			1d8+12	

WEAPON			ATTACK BONUS	CRITICAL
Bite (Drider (Sorcerer))			+9	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B/P/S			1d4+3	

WEAPON			ATTACK BONUS	CRITICAL
Masterwork composite longbow			+9/+4	x3
TYPE	RANGE	AMMUNITION	DAMAGE	
P	110'		1d8+2	



<b>SPEED</b> LAND	30 FT. 6 SQ.	30 FT. 6 SQ.	MODIFIERS	
BASE SPEED		WITH ARMOR		
FLY	MANEUVERABILITY	SWIM		CLIMB
				BURROW

SKILLS				
Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
✓ Acrobatics	9	=Dex	2 + 4 + 3	+
✓ Appraise	2	=Int	2 + 0	+
✓ Bluff	7	=Cha	7 + 0	+
✓ Climb	27	=Str	7 + 9 + 3	+
Diplomacy	7	=Cha	7 + 0	+
Disguise	7	=Cha	7 + 0	+
✓ Escape Artist	2	=Dex	2 + 0	+
✓ Fly	0	=Dex	2 + 0	+
Heal	2	=Wis	2 + 0	+
✓ Intimidate	19	=Cha	7 + 9 + 3	+
✓ Knowledge (arcana)	14	=Int	2 + 9 + 3	+
✓ Perception	14	=Wis	2 + 9 + 3	+
Ride	2	=Dex	2 + 0	+
Sense Motive	2	=Wis	2 + 0	+
✓ Spellcraft	14	=Int	2 + 9 + 3	+
✓ Stealth	14	=Dex	2 + 9 + 3	+
✓ Survival	2	=Wis	2 + 0	+
✓ Swim	7	=Str	7 + 0	+
✓ Use Magic Device	14	=Cha	7 + 4 + 3	+

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

**LANGUAGES**  
Common • Elven • Undercommon





**COMBAT MANEUVERS**

Maneuver	CMB	CMD
Bull Rush	+15	28
Dirty Trick	+15	28
Disarm	+15	28
Drag	+15	28
Feint	+15	28
Grapple	+15	28
Overrun	+15	28
Pull	+15	28
Push	+15	28
Reposition	+15	28
Steal	+15	28
Sunder	+15	28
Trip	+15	28

**MONEY**

Platinum 0  
Gold 0  
Silver 0  
Copper 0  
Valuables 0

**ENCUMBRANCE**

Current 14 lbs  
Light 466 lbs  
Medium 932 lbs  
Heavy 1400 lbs

**EXPERIENCE**

Current 0  
Next Level 5000

**TRACKED RESOURCES**

Resource	Max.	Used
Acidic Ray (10/day) (Sp)	10	
Arrows	20	
Clairaudience/Clairvoyance (1/day)	1	
Dancing Lights (At will)	0	
Darkness (At will)	0	
Deeper Darkness (1/day)	1	
Detect Good (Constant)	0	
Detect Law (Constant)	0	
Detect Magic (Constant)	0	
Dispel Magic (1/day)	1	
Faerie Fire (At will)	0	
Levitate (1/day)	1	1
Potion of bull's strength	1	1
Suggestion (1/day)	1	
Web (+8 ranged, 11 hp) (8/day) (DC 18) (Ex)	8	

**SPECIAL ABILITY/FEATURE SUMMARY**

Darkvision (120 feet)  
Immunity to Sleep  
Spell Resistance (18)  
Climbing (20 feet)  
Acidic Ray (10/day) (Sp)  
Bloodline Arcana: Aberrant (Ex)  
Poison: Bite - injury (DC 18) (Ex)  
Web (+8 ranged, 11 hp) (8/day) (DC 18) (Ex)  
Clairaudience/Clairvoyance (1/day)  
Dancing Lights (At will)  
Darkness (At will)  
Deeper Darkness (1/day)  
Detect Good (Constant)  
Detect Law (Constant)  
Detect Magic (Constant)  
Dispel Magic (1/day)  
Faerie Fire (At will)  
Levitate (1/day)  
Suggestion (1/day)  
Aberrant

**GEAR****Gear In No Container**

Qty	Item	Weight	Cost
1	+2 heavy mace	8 lbs	8,312 gp
1	Masterwork composite longbow	3 lbs	600 gp
1	Potion of bull's strength		300 gp
20	Arrows	0.15 lbs	1 gp

**FEATS SUMMARY**

Blind-Fight  
Combat Casting  
Dodge  
Eschew Materials  
Simple Weapon Proficiency - All  
Spell Penetration  
Weapon Focus (Bite)  
Weapon Focus (Heavy mace)

## SPELL SUMMARY

### SORCERER SPELLS

<b>Spell Level:</b>	0	1	2	3	4
<b>Casts Per Day:</b>	8	8	8	7	4

Level	Spell	Casting Time	Range	DC/Resist	Duration
0	Acid Splash	1 action	Close (25 + 5 ft./2 levels)	17 No	Instantaneous
0	Arcane Mark	1 action	Touch	17 No	Permanent
0	Bleed	1 action	Close (25 + 5 ft./2 levels)	17 Yes	Instantaneous
0	Breeze	1 action	Close (25 + 5 ft./2 levels)	17 Yes	1 hour (D)
0	Chameleon Scales	1 action	Personal	17	10 minutes/level (D)
0	Dancing Lights	1 action	Medium (100 + 10 ft./level)	17 No	1 minute (D)
0	Daze	1 action	Close (25 + 5 ft./2 levels)	17 Yes	1 round
0	Detect Magic	1 action	60 ft.	17 No	Concentration, up to 1 min./level (D)
1	Identify	1 action	60 ft.	18 No	3 rounds/level (D)
1	Infernal Healing	1 round	Touch	18 Yes (harmless)	1 minute
1	Jump	1 action	Touch	18 Yes	1 min./level (D)
1	Mage Armor	1 action	Touch	18 No	1 hour/level (D)
1	Magic Missile	1 action	Medium (100 + 10 ft./level)	18 Yes	Instantaneous
2	Bull's Strength	1 action	Touch	19 Yes (harmless)	1 min./level
2	Cat's Grace	1 action	Touch	19 Yes	1 min./level
2	Mirror Image	1 action	Personal	19	1 min./level
3	Fireball	1 action	Long (400 + 40 ft./level)	20 Yes	Instantaneous
3	Lightning Bolt	1 action	120 ft.	20 Yes	Instantaneous
4	Confusion	1 action	Medium (100 + 10 ft./level)	21 Yes	1 round/level

## TRAITS

### SPECIAL ABILITIES/FEATURES

#### **Darkvision (120 feet)**

You can see in the dark (black and white vision only).

#### **Immunity to Sleep**

You are immune to sleep effects.

#### **Spell Resistance (18)**

You have Spell Resistance.

#### **Climbing (20 feet)**

You have a climb speed.

You gain a +8 racial bonus to climb checks. You may take 10 on climb checks, even when rushed or threatened.

#### **Acidic Ray (10/day) (Sp)**

Starting at 1st level, you can fire an acidic ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. The acidic ray deals 1d6 points of acid damage + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

#### **Bloodline Arcana: Aberrant (Ex)**

Whenever you cast a spell of the polymorph subschool, increase the duration of the spell by 50% (minimum 1 round). This bonus does not stack with the increase granted by the Extend Spell feat.

#### **Poison: Bite - injury (DC 18) (Ex)**

Poison—Injury; save Fort DC 18; freq 1/rd for 6 rds; effect 1d2 Str; cure 1 save.

#### **Web (+8 ranged, 11 hp) (8/day) (DC 18) (Ex)**

Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to 10 + 1/2 creature's HD + creature's Con modifier. Attempts to burst a web by those caught in it suffer a -4 penalty.

Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/—. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

#### **Clairaudience/Clairvoyance (1/day)**

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.

#### **Dancing Lights (At will)**

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'-wisp), 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. If you make this spell permanent, it does not count against this limit.

Dancing lights can be made permanent with a permanency spell.

#### **Darkness (At will)**

This spell causes an object to radiate darkness out to a 20-foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (20% miss chance) in dim light. All creatures gain total concealment (50% miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than darkness. If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. This spell does not stack with itself. Darkness can be used to counter or dispel any light spell of equal or lower spell level.

#### **Deeper Darkness (1/day)**

This spell functions as darkness, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps. Bright light becomes dim light and normal light becomes darkness. Areas of dim light and darkness become supernaturally dark. This functions like darkness, but even creatures with darkvision cannot see within the spell's confines. This spell does not stack with itself. Deeper darkness can be used to counter or dispel any light spell of equal or lower spell level.

#### **Detect Good (Constant)**

This spell functions like detect evil, except that it detects the auras of good creatures, clerics or paladins of good deities, good spells, and good magic items, and you are vulnerable to an overwhelming good aura if you are evil.

#### **Detect Law (Constant)**

This spell functions like detect evil, except that it detects the auras of lawful creatures, clerics of lawful deities, lawful spells, and lawful magic items, and you are vulnerable to an overwhelming lawful aura if you are chaotic.

### **Detect Magic (Constant)**

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.

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 - 1d6 x 10 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.

Detect magic can be made permanent with a permanency spell.

### **Dispel Magic (1/day)**

You can use dispel magic 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 magic. Dispel magic 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 magic can take effect. You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic 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 magic, 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 magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

### **Faerie Fire (At will)**

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Creatures outlined by faerie fire take a -20 penalty on all Stealth checks. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd-level or higher magical darkness effect functions normally), blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

### **Levitate (1/day)**

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.

### **Suggestion (1/day)**

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2).

### **Aberrant**

There is a taint in your blood, one that is alien and bizarre. You tend to think in odd ways, approaching problems from an angle that most would not expect. Over time, this taint manifests itself in your physical form.

Bloodline Arcana: Whenever you cast a spell of the polymorph subschool, increase the duration of the spell by 50% (minimum 1 round). This bonus does not stack with the increase granted by the Extend Spell feat.

Bloodline Powers: Aberrant sorcerers show increasing signs of their tainted heritage as they increase in level, although they are only visible when used.

### **Blind-Fight** (Combat)

You are skilled at attacking opponents that you cannot clearly perceive.

**Benefit:** In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You do not need to make Acrobatics skill checks to move at full speed while blinded.

**Normal:** Regular attack roll modifiers invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

**Special:** The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

### **Combat Casting**

You are adept at spellcasting when threatened or distracted.

**Benefit:** You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

### **Dodge** (Combat)

Your training and reflexes allow you to react swiftly to avoid an opponent's attacks.

**Prerequisite:** Dex 13.

**Benefit:** You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

### **Eschew Materials**

You can cast many spells without needing to utilize minor material components.

**Benefit:** You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.

### **Simple Weapon Proficiency - All** (Combat)

You are trained in the use of basic weapons.

**Benefit:** You make attack rolls with simple weapons without penalty.

**Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

**Special:** All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

### **Spell Penetration**

Your spells break through spell resistance more easily than most.

**Benefit:** You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

### **Weapon Focus (Bite)** (Combat)

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, base attack bonus +1.

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

### **Weapon Focus (Heavy mace)** (Combat)

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, base attack bonus +1.

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

## MAGIC ITEMS

### **+2 heavy mace**

A heavy mace has a larger head and a longer handle than a light mace.

### **Masterwork composite longbow**

You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use it with proficiency). If your Strength modifier is less than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength modifier on damage rolls, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gp to its cost. If you have a negative modifier due to low Strength, apply it to damage rolls when you use a composite longbow. A composite longbow fires arrows.

For the purposes of Weapon Proficiency and similar feats, a composite longbow is treated as if it were a longbow.

### **Potion of bull's strength**

Bull's Strength, Will negates (harmless) (DC 13)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

## SORCERER SPELLS

### **Acid Splash**

**School** Conjuration, Earth Elemental(Creation); **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Effect** One missile of acid

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** No

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round.

### **Arcane Mark**

**School** Universal; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Touch

**Effect** One personal rune or mark, all of which must fit within 1 sq. ft.

**Duration** Permanent

**Saving Throw** None; **Spell Resistance** No

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An arcane mark spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a detect magic spell causes it to glow and be visible, though not necessarily understandable.

See invisibility, true seeing, a gem of seeing, or a robe of eyes likewise allows the user to see an invisible arcane mark. A read magic spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an erase spell.

If an arcane mark is placed on a living being, the effect gradually fades in about a month.

Arcane mark must be cast on an object prior to casting instant summons on the same object (see that spell description for details).

### **Bleed**

**School** Necromancy; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** One living creature

**Duration** Instantaneous

**Saving Throw** DC 17 Will negates; **Spell Resistance** Yes

You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

### **Breeze**

**School** Evocation; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

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

**Target** one creature or object

**Duration** 1 hour (D)

**Saving Throw** Harmless Will Negates; **Spell Resistance** Yes

You create a light wind that blows against the target, from a direction of your choice. The breeze grants the subject a +2 bonus on saves against very hot conditions, severe heat, breath weapons, and saves against cloud vapors and gases (such as cloudkill, stinking cloud, and inhaled poisons). This spell does not function without air or underwater.

You can only have one breeze active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

### **Bull's Strength**

**School** Transmutation; **Level** 2

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

**Range** Touch

**Target** Creature touched

**Duration** 1 min./level

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

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

### **Cat's Grace**

**School** Transmutation, Wood Elemental; **Level** 2

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** Touch

**Target** Creature touched

**Duration** 1 min./level

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

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

### **Chameleon Scales**

**School** Transmutation; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic, Divine Focus

**Range** Personal

**Target** You

**Duration** 10 minutes/level (D)

**Saving Throw ; Spell Resistance**

You temporarily alter the color of your skin, hide, or scales to another option legal for your race. You take no penalty for using

Disguise to appear as a member of a different race as long as that race has the same type and color of skin, hide, or scales as you.

### **Confusion**

**School** Enchantment(Compulsion); **Level** 4

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

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

**Target** All creatures in a 15-ft.-radius burst

**Duration** 1 round/level

**Saving Throw** DC 21 Will negates; **Spell Resistance** Yes

This spell causes confusion in the targets, making them unable to determine their actions. Roll on the following table at the start of each subject's turn each round to see what it does in that round.

d% - Behavior

01-25 - Act normally

26-50 - Do nothing but babble incoherently

51-75 - Deal 1d8 points of damage + Str modifier to self with item in hand

76-100 - Attack nearest creature (for this purpose, a familiar counts as part of the subject's self)

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

### **Dancing Lights**

**School** Evocation; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Effect** 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'-wisp), 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. If you make this spell permanent, it does not count against this limit.

Dancing lights can be made permanent with a permanency spell.

### **Daze**

**School** Enchantment(Compulsion); **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

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

**Target** One humanoid creature of 4 HD or less

**Duration** 1 round

**Saving Throw** DC 17 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.

### **Detect Magic**

**School** Divination; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

**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.

**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 - 1d6 x 10 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.

Detect magic can be made permanent with a permanency spell.

### **Fireball**

**School** Evocation, Fire Elemental; **Level** 3

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

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

**Area** 20-ft.-radius spread

**Duration** Instantaneous

**Saving Throw** DC 20 Reflex half; **Spell Resistance** Yes

A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure. You point your finger and determine the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely. The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

### **Identify**

**School** Divination; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**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.

### **Infernal Healing**

**School** Conjuration(Healing); **Level** 1

**Casting Time** 1 round

**Components** Verbal, Somatic, Material

**Range** Touch

**Duration** 1 minute

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

You touch a drop of devil's blood to a wounded creature, giving it fast healing 1. This ability cannot repair damage caused by silver weapons, good-aligned weapons, or spells or effects with the good descriptor. The target detects as an evil creature for the duration of the spell and can sense the evil of the magic, though this has no long-term effect.

### **Jump**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** Touch

**Target** Creature touched

**Duration** 1 min./level (D)

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

The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

### **Lightning Bolt**

**School** Evocation, Air Elemental, Metal Elemental; **Level** 3

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** 120 ft.

**Area** 120-ft. line

**Duration** Instantaneous

**Saving Throw** DC 20 Reflex half; **Spell Resistance** Yes

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

### **Mage Armor**

**School** Conjuration(Creation); **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Focus

**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.

### **Magic Missile**

**School** Evocation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** Up to five creatures, no two of which can be more than 15 ft. apart

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** Yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell. For every two caster levels beyond 1st, you gain an additional missile - two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.



**Mirror Image****School** Illusion(Figment); **Level** 2**Casting Time** 1 action**Components** Verbal, Somatic**Range** Personal**Target** You**Duration** 1 min./level**Saving Throw ; Spell Resistance**

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you. When mirror image is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment. An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect (although the normal miss chances still apply).

# P29. Safan Domvesia

Barbarian (Urban Barbarian) 1/Fighter (Mobile Fighter) 10  
CHARACTER LEVEL (favored class = Fighter, Barbarian)

Chaotic Evil  
ALIGNMENT

**Drow** Medium Female 124 5' 11" 121lb.  
RACE SIZE GENDER AGE HEIGHT WEIGHT  
**Areshkagal** Dark White Dark  
DEITY SKIN HAIR EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
<b>STR</b> Strength	22	+6		
<b>DEX</b> Dexterity	18	+4		
<b>CON</b> Constitution	16	+3		
<b>INT</b> Intelligence	14	+2		
<b>WIS</b> Wisdom	14	+2		
<b>CHA</b> Charisma	9	-1		

<b>HP</b> TOTAL	120	DR	
<b>HIT POINTS</b>			

WOUNDS/CURRENT HP	
NONLETHAL DAMAGE	

<b>INITIATIVE</b>				HERO PTS
<b>+6</b>	=	<b>4</b>	+	<b>0</b>
TOTAL		DEX MOD.		MISC MOD.
				0

<b>AC</b> <b>32</b>	=	10	+	11	+	3	+	4	+		<b>TOUCH</b> <b>17</b>
TOTAL				ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER	
				1		1				2	
				NATURAL ARMOR		DEFLECT MODIFIER		MISC MODIFIER		DODGE BONUS	
											<b>FLAT-FOOTED</b> <b>26</b>

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
<b>FORTITUDE</b> (CONSTITUTION)	<b>13</b>	9	3	1		
<b>REFLEX</b> (DEXTERITY)	<b>8</b>	3	4	1		
<b>WILL</b> (WISDOM)	<b>7</b>	3	2	1	1	

### Situational Modifiers

All Saves: +2 vs. enchantments • +1 morale vs. fear • +3 bonus vs. effects that cause paralyzed, slowed, or entangled conditions • +1 bonus vs. effects that cause paralyzed, slowed, or entangled conditions • +1 bonus vs. effects that cause paralyzed, slowed, or entangled conditions

<b>BASE ATTACK BONUS</b> +11	<b>SPELL RESISTANCE</b> 17
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<b>CMB</b> <b>16</b>	=	11	+	6	+	0				
TOTAL		BASE ATTACK		STRENGTH MODIFIER		SIZE MODIFIER				
<b>CMD</b> <b>34</b>	=	11	+	6	+	4	+	0	+	10
TOTAL		BASE ATTACK		STRENGTH MODIFIER		DEXTERITY MODIFIER		SIZE MODIFIER		

WEAPON [in main hand]		ATTACK BONUS	CRITICAL
+2 falcata		+22/+17/+12	17-20/x3
TYPE	RANGE	AMMUNITION	DAMAGE
S			1d8+18

WEAPON		ATTACK BONUS	CRITICAL
+1 adaptive Darkwood composite longbow		+18/+13/+8	x3
TYPE	RANGE	AMMUNITION	DAMAGE
P	110'		1d8+7



<b>SPEED</b> LAND	30 FT. 6 SQ.	30 FT. 6 SQ.	MODIFIERS
	BASE SPEED	WITH ARMOR	
FLY	MANEUVERABILITY	SWIM	CLIMB BURROW

### SKILLS

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
✓ Acrobatics	11	=Dex 4	5 + 3	-1
Appraise	2	=Int 2	0	0
Bluff	-1	=Cha -1	0	0
✓ Climb	5	=Str 6	0	-1
✓ Diplomacy	-1	=Cha -1	0	0
Disguise	-1	=Cha -1	0	0
Escape Artist	3	=Dex 4	0	-1
Fly	3	=Dex 4	0	-1
✓ Handle Animal	11	=Cha -1	9 + 3	0
Heal	2	=Wis 2	0	0
✓ Intimidate	11	=Cha -1	9 + 3	0
✓ Perception	18	=Wis 2	11 + 3	0
✓ Ride	15	=Dex 4	9 + 3	-1
Sense Motive	2	=Wis 2	0	0
Stealth	3	=Dex 4	0	-1
✓ Survival	7	=Wis 2	2 + 3	0
✓ Swim	9	=Str 6	1 + 3	-1

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

### LANGUAGES

Draconic • Drow Sign Language • Elven • Undercommon



**COMBAT MANEUVERS**

Maneuver	CMB	CMD
Bull Rush	+16	34
Dirty Trick	+16	34
Disarm	+16	34
Drag	+16	34
Feint	+16	34
Grapple	+16	34
Overrun	+16	34
Pull	+16	34
Push	+16	34
Reposition	+16	34
Steal	+16	34
Sunder	+16	34
Trip	+16	34

**MONEY**

Platinum 16  
Gold 9  
Silver 0  
Copper 0  
Valuables 0

**ENCUMBRANCE**

Current 44.5 lbs  
Light 173 lbs  
Medium 346 lbs  
Heavy 520 lbs

**EXPERIENCE**

Current 155000  
Next Level 220000

**TRACKED RESOURCES**

Resource	Max.	Used
arrows	50	
Dancing Lights (1/day)	1	
Darkness (1/day)	1	
Faerie Fire (1/day)	1	
Rage (7 rounds/day) (Ex)	7	
Wand of cure light wounds	50	

**GEAR****Gear In No Container**

Qty	Item	Weight	Cost
1	+1 adaptive Darkwood composite longbow	1.5 lbs	3,430 gp
1	+2 Darkwood light wooden quickdraw shield	3 lbs	4,263 gp
1	+2 falcata	4 lbs	8,318 gp
1	+2 Mithral full plate	25 lbs	14,500 gp
1	Amulet of natural armor +1		2,000 gp
50	arrows	0.15 lbs	2 gp, 5 sp
1	Belt of physical perfection +2	1 lb	16,000 gp
1	Cloak of resistance +1	1 lb	1,000 gp
1	Headband of aerial agility (Int +2) (Perception)		4,500 gp
1	Ring of protection +1		2,000 gp
1	Wand of cure light wounds		750 gp

**TRAIT SUMMARY**

Indomitable Faith  
Reactionary

**SPECIAL ABILITY/FEATURE SUMMARY**

Darkvision (120 feet)  
Low-Light Vision  
Agility +3 (Ex)  
Drow Immunities - Sleep  
Elven Immunities  
Spell Resistance (17)  
Light Blindness (Ex)  
Leaping Attack +2 (Ex)  
Rage (7 rounds/day) (Ex)  
Controlled Rage (Ex)  
Crowd Control (Ex)  
Poison Use (Ex)

**FEATS SUMMARY**

Armor Proficiency (Heavy)  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Combat Reflexes (5 AoO/round)  
Dazzling Display (Falcata)  
Deadly Stroke (Falcata)  
Dodge  
Exotic Weapon Proficiency (Falcata)  
Greater Weapon Focus (Falcata)  
Improved Critical (Falcata)  
Martial Weapon Proficiency - All  
Power Attack -3/+6  
Quick Draw  
Shatter Defenses (Falcata)  
Shield Proficiency  
Simple Weapon Proficiency - All  
Tower Shield Proficiency  
Weapon Focus (Falcata)  
Weapon Specialization (Falcata)

## TRAITS

### **Indomitable Faith** (Faith)

You were born in a region where your faith was not popular, yet you never abandoned it. Your constant struggle to maintain your own faith has bolstered your drive; you gain a +1 trait bonus on Will saves as a result.

### **Reactionary** (Combat)

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus to Initiative checks.

## SPECIAL ABILITIES/FEATURES

### **Darkvision (120 feet)**

You can see in the dark (black and white vision only).

### **Low-Light Vision**

See twice as far as a human in low light, distinguishing color and detail.

### **Agility +3 (Ex)**

At 2nd level, a mobile fighter gains a +1 bonus on saving throws made against effects that cause him to become paralyzed, slowed, or entangled. This bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

### **Drow Immunities - Sleep**

You are immune to magic sleep effects.

### **Elven Immunities**

+2 save bonus vs Enchantments.

### **Spell Resistance (17)**

You have Spell Resistance.

### **Light Blindness (Ex)**

Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

### **Leaping Attack +2 (Ex)**

At 5th level, when a mobile fighter moves at least 5 feet prior to attacking, he gains a +1 bonus on attack and damage rolls. This bonus increases by +1 for every four levels beyond 5th. This ability replaces weapon training 1, 2, 3, and 4.

### **Rage (7 rounds/day) (Ex)**

A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage and spells like Bear's Endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

### **Controlled Rage (Ex)**

When an urban barbarian rages, instead of making a normal rage she may apply a +4 morale bonus to her Strength, Dexterity, or Constitution. This bonus increases to +6 when she gains greater rage and +8 when she gains mighty rage. She may apply the full bonus to one ability score or may split the bonus between several scores in increments of +2. When using a controlled rage, an urban barbarian gains no bonus on Will saves, takes no penalties to AC, and can still use Intelligence-, Dexterity-, and Charisma-based skills. This ability otherwise follows the normal rules for rage.

**Note:** To implement this ability, use the activated abilities on the In-Play tab, dividing up the bonus as desired. As you increase the other statistics, the Strength bonus will decrease. If you want a controlled rage with only a strength bonus, and no Dexterity or Constitution modifiers (and no AC penalty or Will save bonus), activate this ability on the In-Play tab, then activate Rage.

### **Crowd Control (Ex)**

At 1st level, an urban barbarian gains a +1 bonus on attack rolls and a +1 dodge bonus to AC when adjacent to two or more enemies. In addition, her movement is not impeded by crowds, and she gains a bonus equal to 1/2 her barbarian level on Intimidate checks to influence crowds (Core Rulebook 436). This ability replaces fast movement.

### **Poison Use (Ex)**

You do not risk poisoning yourself accidentally while poisoning a weapon.

## FEATS

### **Armor Proficiency (Heavy)** (Combat)

You are skilled at wearing heavy armor.

**Prerequisites:** Light Armor Proficiency, Medium Armor Proficiency.

**Benefit:** See Armor Proficiency, Light.

**Normal:** See Armor Proficiency, Light.

**Special:** Fighters and paladins automatically have Heavy Armor Proficiency as a bonus feat. They need not select it.

### **Armor Proficiency (Light)** (Combat)

You are skilled at wearing light armor.

**Benefit:** When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

**Normal:** A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

**Special:** All characters except monks, sorcerers, and wizards automatically have Light Armor Proficiency as a bonus feat. They need not select it.

### **Armor Proficiency (Medium)** (Combat)

You are skilled at wearing medium armor.

**Prerequisite:** Light Armor Proficiency.

**Benefit:** See Armor Proficiency, Light.

**Normal:** See Armor Proficiency, Light.

**Special:** Barbarians, clerics, druids, fighters, paladins, and rangers automatically have Medium Armor Proficiency as a bonus feat. They need not select it.

### **Combat Reflexes (5 AoO/round)** (Combat)

You can make additional attacks of opportunity.

**Benefit:** You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

**Normal:** A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

**Special:** The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

### **Dazzling Display (Falcata)** (Combat)

Your skill with your favored weapon can frighten enemies.

**Prerequisite:** Weapon Focus, proficiency with the selected weapon.

**Benefit:** While wielding the weapon in which you have Weapon Focus, you can perform a bewildering show of prowess as a full-round action. Make an Intimidate check to demoralize all foes within 30 feet who can see your display.

### **Deadly Stroke (Falcata)** (Combat)

With a well-placed strike, you can bring a swift and painful end to most foes.

**Prerequisites:** Dazzling Display, Greater Weapon Focus, Shatter Defenses, Weapon Focus, proficiency with the selected weapon, base attack bonus +11.

**Benefit:** As a standard action, make a single attack with the weapon for which you have Greater Weapon Focus against a stunned or flat-footed opponent. If you hit, you deal double the normal damage and the target takes 1 point of Constitution bleed (see Conditions). The additional damage and bleed is not multiplied on a critical hit.

### **Dodge** (Combat)

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

**Prerequisite:** Dex 13.

**Benefit:** You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

### **Exotic Weapon Proficiency (Falcata)** (Combat)

Choose one type of exotic weapon, such as the spiked chain or whip. You understand how to use that type of exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.

**Prerequisite:** Base attack bonus +1.

**Benefit:** You make attack rolls with the weapon normally.

**Normal:** A character who uses a weapon with which he is not proficient takes a -4 penalty on attack rolls.

**Special:** You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon.

### **Greater Weapon Focus (Falcata)** (Combat)

Choose one type of weapon (including unarmed strike or grapple) for which you have already selected Weapon Focus. You are a master at your chosen weapon.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, base attack bonus +1, 8th-level fighter.

**Benefit:** You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

**Special:** You can gain Greater Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

### **Improved Critical (Falcata)** (Combat)

Attacks made with your chosen weapon are quite deadly.

**Prerequisite:** Proficient with weapon, base attack bonus +8.

**Benefit:** When using the weapon you selected, your threat range is doubled.

**Special:** You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

### **Martial Weapon Proficiency - All**

**Benefit:** You are proficient with all Martial weapons.

**Normal:** When using a weapon with which you are not proficient, you are at -4 to attack rolls.

### **Power Attack -3/+6** (Combat)

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

**Prerequisites:** Str 13, base attack bonus +1.

**Benefit:** You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

### **Quick Draw** (Combat)

You can draw weapons faster than most.

**Prerequisite:** Base attack bonus +1.

**Benefit:** You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action.

A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

**Normal:** Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

### **Shatter Defenses (Falcata)** (Combat)

Your skill with your chosen weapon leaves opponents unable to defend themselves if you strike them when their defenses are already compromised.

**Prerequisites:** Weapon Focus, Dazzling Display, base attack bonus +6, proficiency with weapon.

**Benefit:** Any shaken, frightened, or panicked opponent hit by you this round is flat-footed to your attacks until the end of your next turn. This includes any additional attacks you make this round.

### **Shield Proficiency** (Combat)

You are trained in how to properly use a shield.

**Benefit:** When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

**Normal:** When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving.

**Special:** Barbarians, bards, clerics, druids, fighters, paladins, and rangers all automatically have Shield Proficiency as a bonus feat. They need not select it.

### **Simple Weapon Proficiency - All** (Combat)

You are trained in the use of basic weapons.

**Benefit:** You make attack rolls with simple weapons without penalty.

**Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

**Special:** All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

### **Tower Shield Proficiency** (Combat)

You are trained in how to properly use a tower shield.

**Prerequisite:** Shield Proficiency.

**Benefit:** When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

**Normal:** A character using a shield with which he is not proficient takes the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

**Special:** Fighters automatically have Tower Shield Proficiency as a bonus feat. They need not select it.

### **Weapon Focus (Falcata)** (Combat)

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, base attack bonus +1.

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

### **Weapon Specialization (Falcata)** (Combat)

You are skilled at dealing damage with one weapon. Choose one type of weapon (including unarmed strike or grapple) for which you have already selected the Weapon Focus feat. You deal extra damage when using this weapon.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th.

**Benefit:** You gain a +2 bonus on all damage rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon..

## MAGIC ITEMS

### **+1 adaptive Darkwood composite longbow**

You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use it with proficiency). If your Strength modifier is less than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength modifier on damage rolls, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gp to its cost. If you have a negative modifier due to low Strength, apply it to damage rolls when you use a composite longbow. A composite longbow fires arrows.

For the purposes of Weapon Proficiency and similar feats, a composite longbow is treated as if it were a longbow.

**Darkwood**

This rare magic wood is as hard as normal wood but very light. Any wooden or mostly wooden item (such as a bow or spear) made from darkwood is considered a masterwork item and weighs only half as much as a normal wooden item of that type. Items not normally made of wood or only partially of wood (such as a battleaxe or a mace) either cannot be made from darkwood or do not gain any special benefit from being made of darkwood. The armor check penalty of a darkwood shield is lessened by 2 compared to an ordinary shield of its type. To determine the price of a darkwood item, use the original weight but add 10 gp per pound to the price of a masterwork version of that item. Darkwood has 10 hit points per inch of thickness and hardness 5.

**Adaptive**

This ability can only be placed on composite bows. An adaptive bow responds to the strength of its wielder, acting as a bow with a strength rating equal to its wielder's Strength bonus. The wielder can fire it with a lesser Strength bonus (and cause less damage) if desired.

Construction Requirements Craft Magic Arms and Armor, warp wood; Cost +500 gp

### **+2 Darkwood light wooden quickdraw shield**

A wooden quickdraw shield is essentially the same as a steel quickdraw shield, except it responds differently to some spells and effects (such as rusting grasp). A druid can use a heavy wooden quickdraw shield, but not a steel quickdraw shield.

This light shield is specially crafted with a series of straps to allow a character proficient in shields to ready or stow it on his or her back quickly and easily. If you have a base attack bonus of +1 or higher, you may don or put away a quickdraw shield as a swift action combined with a regular move. If you have the Two-Weapon Fighting feat, you can draw a light or one-handed weapon with one hand and a quickdraw shield with the other in the time it would normally take you to draw one weapon. If you have the Quick Draw feat, you may don or put away a quickdraw shield as a free action.

#### **Darkwood**

This rare magic wood is as hard as normal wood but very light. Any wooden or mostly wooden item (such as a bow or spear) made from darkwood is considered a masterwork item and weighs only half as much as a normal wooden item of that type. Items not normally made of wood or only partially of wood (such as a battleaxe or a mace) either cannot be made from darkwood or do not gain any special benefit from being made of darkwood. The armor check penalty of a darkwood shield is lessened by 2 compared to an ordinary shield of its type. To determine the price of a darkwood item, use the original weight but add 10 gp per pound to the price of a masterwork version of that item. Darkwood has 10 hit points per inch of thickness and hardness 5.

### **+2 falcata**

This heavy blade has a single sharp edge, concave at the bottom and convex at the top, with a hook-shaped hilt. Its shape distributes the weight to give it the momentum of an axe with the cutting edge of a sword, much like a larger version of a kukri. The hooked hilt is sometimes carved to resemble the head of a horse or bird of prey, and may have a thin chain stretched across its opening, acting as a partial guard for the hand and fingers.

### **+2 Mithral full plate** (Armor)

This metal suit comprises multiple pieces of interconnected and overlaying metal plates, incorporating the benefits of numerous types of lesser armor. A complete suit of full plate (or platemail, as it is often called) includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner at a cost of 200 to 800 (2d4x100) gold pieces.

#### **Mithral**

Mithral is a rare, silvery metal that is lighter than steel but just as hard. When worked like steel, it can be used to create amazing armor, and is occasionally used for other items as well. Most mithral armors are one category lighter than normal for purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. This decrease does not apply to proficiency in wearing the armor. A character wearing mithral full plate must be proficient in wearing heavy armor to avoid adding the armor's check penalty on all his attack rolls and skill checks that involve moving. Spell failure chances for armors and shields made from mithral are decreased by 10%, maximum Dexterity bonuses are increased by 2, and armor check penalties are decreased by 3 (to a minimum of 0).

An item made from mithral weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Items not primarily of metal are not meaningfully affected by being partially made of mithral. (A longsword can be a mithral weapon, while a quarterstaff cannot.) Mithral weapons count as silver for the purpose of overcoming damage reduction.

Weapons and armors fashioned from mithral are always masterwork items as well; the masterwork cost is included in the prices given below. Mithral has 30 hit points per inch of thickness and hardness 15.

### **Amulet of natural armor +1** (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +1.

Construction Requirements: Craft Wondrous Item, barkskin, creator's caster level must be at least three times the amulet's bonus; Cost 1,000 gp

### **arrows**

An arrow used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier x2). Arrows come in a leather quiver that holds 20 arrows.

### **Belt of physical perfection +2** (Belt)

This belt has a large platinum buckle, usually depicting the image of a titan. The belt grants the wearer an enhancement bonus to all physical ability scores (Strength, Dexterity, and Constitution) of +2. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction Requirements: Craft Wondrous Item, bear's endurance, bull's strength, cat's grace; Cost 8,000 gp

### **Cloak of resistance +1** (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction Requirements: Craft Wondrous Item, resistance, creator's caster level must be at least three times the cloak's bonus; Cost 500 gp

### **Headband of aerial agility (Int +2) (Perception)** (Headband)

This headband is decorated with feathers from a number of colorful birds. It grants boons to flying magic, and more powerful versions grant the power of flight. The wearer of a headband of aerial agility +2 treats his caster level as if it were one level higher when casting spells or creating extracts that grant flight. A headband of aerial agility +4 gains the same benefits and, on command, grants the wearer the ability to fly (as the fly spell) three times per day. A headband of aerial agility +6 functions like a +4 version, but the headband grants the ability to use fly at will.

All versions also grant the wearer an enhancement bonus to one mental ability score (Intelligence, Wisdom, or Charisma) of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. This bonus is chosen when the headband is created and cannot be changed. If the headband grants a bonus to Intelligence, it also grants skill ranks as a headband of vast intelligence, usually granting ranks in Fly, Acrobatics, or Knowledge (planes).

Construction Requirements Craft Wondrous Item, Extend Spell, fly; Cost 2,250 gp

### **Ring of protection +1** (Ring)

This ring offers continual magical protection in the form of a deflection bonus of +1 to AC.

Construction Requirements: Forge Ring, shield of faith, caster must be of a level at least three times the bonus of the ring; Cost 1,000 gp

### **Wand of cure light wounds**

Cures 1d8 damage +1/level (max +5).





**COMBAT MANEUVERS**

Maneuver	CMB	CMD
Bull Rush	+5	21
Dirty Trick	+5	21
Disarm	+5	21
Drag	+5	21
Feint	+5	21
Grapple	+5	21
Overrun	+5	21
Pull	+5	21
Push	+5	21
Reposition	+5	21
Steal	+5	21
Sunder	+5	21
Trip	+5	21

**MONEY**

Platinum 0  
Gold 0  
Silver 0  
Copper 0  
Valuables 0

**ENCUMBRANCE**

Current 4 lbs  
Light 26 lbs  
Medium 53 lbs  
Heavy 80 lbs

**EXPERIENCE**

Current 220000  
Next Level 315000

**TRACKED RESOURCES**

Resource	Max.Used
Arcane Bond (+2 spell storing Darkwood quarterstaff) (1/day) (Sp)	1
Dancing Lights (At will) (Sp)	1
Dimensional Steps (360'/day) (72 5-ft inc/day) (Sp)	72
Dispel Magic (1/day) (Sp)	1
Divine Favor (1/day) (Sp)	1
Feather Fall (Constant)	0
Potion of cure serious wounds	2
Shift (30') (10/day) (Sp)	10
Suggestion (1/day) (Sp)	1
Wand of magic missile	50

**GEAR****Gear In No Container**

Qty	Item	Weight	Cost
1	+2 spell storing Darkwood quarterstaff	2 lbs	36,640 gp
1	Bracers of armor +5	1 lb	25,000 gp
1	Cloak of resistance +3	1 lb	9,000 gp
2	Potion of cure serious wounds		1,500 gp
1	Ring of feather falling		2,200 gp
1	Ring of protection +2		8,000 gp
1	Scroll of fly (CL 8th)		600 gp
1	Wand of magic missile		6,750 gp

**SPECIAL ABILITY/FEATURE SUMMARY**

Darkvision (120 feet)  
Low-Light Vision  
Drow Immunities - Sleep  
Elven Immunities  
Spell Resistance (23)  
Light Blindness (Ex)  
Shift (30') (10/day) (Sp)  
Dancing Lights (At will) (Sp)  
Deeper Darkness (At will) (Sp)  
Detect Magic (Constant) (Sp)  
Dispel Magic (1/day) (Sp)  
Divine Favor (1/day) (Sp)  
Faerie Fire (At will) (Sp)  
Featherfall (At will) (Sp)  
Levitate (At will) (Sp)  
Suggestion (1/day) (Sp)  
Arcane Bond (+2 spell storing Darkwood quarterstaff) (1/day) (Sp)  
Dimensional Steps (360'/day) (72 5-ft inc/day) (Sp)  
Divination  
Illusion  
Poison Use (Ex)  
Spell Storing  
Summoner's Charm (+6 rds) (Su)  
Teleportation

**FEATS SUMMARY**

Combat Casting  
Craft Wand  
Craft Wondrous Item  
Dazing Spell  
Greater Spell Penetration  
Scribe Scroll  
Sickening Spell  
Silent Spell  
Spell Penetration  
Wizard Weapon Proficiencies

## SPELL SUMMARY

### WIZARD SPELLS

<b>Spell Level:</b>	0	1	2	3	4	5	6
<b>Casts Per Day:</b>	4	6	6	6	4	4	3

Level	Spell	Casting Time	Range	DC Resist	Duration
0	Arcane Mark	1 action	Touch	17 No	Permanent
0	Detect Magic	1 action	60 ft.	17 No	Concentration, up to 1 min./level (D)
0	Message	1 action	Medium (100 + 10 ft./level)	17 No	10 min./level
1	Feather Fall	1 immediate action	Close (25 + 5 ft./2 levels)	18 Yes (object)	Until landing or 1 round/level
1	Magic Missile	1 action	Medium (100 + 10 ft./level)	18 Yes	Instantaneous
1	Shield	1 action	Personal	18	1 min./level (D)
1	Shocking Grasp (x2)	1 action	Touch	18 Yes	Instantaneous
1	Snowball	1 action	Close (25 + 5 ft./2 levels)	18 No	Instantaneous
1*	Mage Armor	1 action	Touch	18 No	1 hour/level (D)
2	Invisibility (x2)	1 action	Personal or touch	19 Yes (harmless) or yes (harmless, object)	1 min./level (D)
2	Scorching Ray (x2)	1 action	Close (25 + 5 ft./2 levels)	19 Yes	Instantaneous
2*	Glitterdust	1 action	Medium (100 + 10 ft./level)	19 No	1 round/level
3	Dispels Magic	1 action	Medium (100 + 10 ft./level)	20 No	Instantaneous
3	Fireball (x2)	1 action	Long (400 + 40 ft./level)	20 Yes	Instantaneous
3	Hold Person	1 action	Medium (100 + 10 ft./level)	20 Yes	1 round/level (D); see text
3	Summon Monster III (x2)	1 round	Close (25 + 5 ft./2 levels)	20 No	1 round/level (D)
3*	Summon Monster III	1 round	Close (25 + 5 ft./2 levels)	20 No	1 round/level (D)
4	Dimension Door	1 action	Long (400 + 40 ft./level)	21 No and yes (object)	Instantaneous
4	Enervation	1 action	Close (25 + 5 ft./2 levels)	21 Yes	Instantaneous
4	False Life, Greater	1 action	Personal	21 -	Special; See Text
4	Summon Monster IV	1 round	Close (25 + 5 ft./2 levels)	21 No	1 round/level (D)
4*	Summon Monster IV	1 round	Close (25 + 5 ft./2 levels)	21 No	1 round/level (D)
5	Cloudkill (x2)	1 action	Medium (100 + 10 ft./level)	22 No	1 min./level
5	Summon Monster V	1 round	Close (25 + 5 ft./2 levels)	22 No	1 round/level (D)
5	Wall of Force	1 action	Close (25 + 5 ft./2 levels)	22 No	1 round /level (D)
5*	Summon Monster V	1 round	Close (25 + 5 ft./2 levels)	22 No	1 round/level (D)
6	Disintegrate	1 action	Medium (100 + 10 ft./level)	23 Yes	Instantaneous
6	Dispels Magic, Greater	1 action	Medium (100 + 10 ft./level)	23 No	Instantaneous
6	Suggestion, Mass	1 action	Medium (100 + 10 ft./level)	23 Yes	1 hour/level or until completed
6*	Summon Monster VI	1 round	Close (25 + 5 ft./2 levels)	23 No	1 round/level (D)

## TRAITS

### SPECIAL ABILITIES/FEATURES

#### **Darkvision (120 feet)**

You can see in the dark (black and white vision only).

#### **Low-Light Vision**

See twice as far as a human in low light, distinguishing color and detail.

#### **Drow Immunities - Sleep**

You are immune to magic sleep effects.

#### **Elven Immunities**

+2 save bonus vs Enchantments.

#### **Spell Resistance (23)**

You have Spell Resistance.

#### **Light Blindness (Ex)**

Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

#### **Shift (30') (10/day) (Sp)**

At 1st level, you can teleport to a nearby space as a swift action as if using dimension door. This movement does not provoke an attack of opportunity. You must be able to see the space that you are moving into. You cannot take other creatures with you when you use this ability (except for familiars). You can move 5 feet for every two wizard levels you possess (minimum 5 feet). You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

#### **Dancing Lights (At will) (Sp)**

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

#### **Deeper Darkness (At will) (Sp)**

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

#### **Detect Magic (Constant) (Sp)**

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

#### **Dispel Magic (1/day) (Sp)**

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

#### **Divine Favor (1/day) (Sp)**

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

#### **Faerie Fire (At will) (Sp)**

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

#### **Featherfall (At will) (Sp)**

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

#### **Levitate (At will) (Sp)**

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

#### **Suggestion (1/day) (Sp)**

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

### **Arcane Bond (+2 spell storing Darkwood quarterstaff) (1/day) (Sp)**

Wizards who select a bonded object begin play with one at no cost. Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. If a wizard attempts to cast a spell without his bonded object worn or in hand, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. If the object is a ring or amulet, it occupies the ring or neck slot accordingly.

A bonded object can be used once per day to cast any one spell that the wizard has in his spellbook and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the wizard, including casting time, duration, and other effects dependent on the wizard's level. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from the wizard's opposition schools (see arcane school).

A wizard can add additional magic abilities to his bonded object as if he has the required item creation feats and if he meets the level prerequisites of the feat. For example, a wizard with a bonded dagger must be at least 5th level to add magic abilities to the dagger (see the Craft Magic Arms and Armor feat in Chapter 5). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the wizard who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

If a bonded object is damaged, it is restored to full hit points the next time the wizard prepares his spells. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per wizard level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A wizard can designate an existing magic item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

**Note:** If your bonded object does not have any other powers or properties yet, there are power-less versions of the wand, staff, ring, and amulet available on the magic tab.

### **Dimensional Steps (360'/day) (72 5-ft inc/day) (Sp)**

At 8th level, you can use this ability to teleport up to 30 feet per wizard level per day as a standard action. This teleportation must be used in 5-foot increments and such movement does not provoke an attack of opportunity. You can bring other willing creatures with you, but you must expend an equal amount of distance for each additional creature brought with you.

**Note:** Each usage on the In-Play tab represents 5' of movement used.

### **Divination**

You must spend 2 slots to cast spells from the Divination school.

### **Illusion**

You must spend 2 slots to cast spells from the Illusion school.

### **Poison Use (Ex)**

You do not risk poisoning yourself accidentally while poisoning a weapon.

### **Spell Storing**

A spell storing weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon. (The spell must have a casting time of 1 standard action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires. (This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.) Once the spell has been cast from the weapon, a spellcaster can cast any other targeted spell of up to 3rd level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled spell storing weapon has a 50% chance to have a spell stored in it already.

Construction

Requirements: Craft Magic Arms and Armor, creator must be a caster of at least 12th level; Cost +1 Bonus

### **Summoner's Charm (+6 rds) (Su)**

Whenever you cast a conjuration (summoning) spell, increase the duration by a number of rounds equal to 1/2 your wizard level (minimum 1). At 20th level, you can change the duration of all summon monster spells to permanent. You can have no more than one summon monster spell made permanent in this way at one time. If you designate another summon monster spell as permanent, the previous spell immediately ends.

### **Teleportation**

Associated School: Conjuration

## **FEATS**

### **Combat Casting**

You are adept at spellcasting when threatened or distracted.

**Benefit:** You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

### **Craft Wand (Item Creation)**

You can create magic wands.

**Prerequisite:** Caster level 5th.

**Benefit:** You can create a wand of any 4th-level or lower spell that you know. Crafting a wand takes 1 day for each 1,000 gp in its base price. To craft a wand, you must use up raw materials costing half of this base price. A newly created wand has 50 charges. See the magic item creation rules in Magic Items for more information.

### **Craft Wondrous Item (Item Creation)**

You can create wondrous items, a type of magic item.

**Prerequisite:** Caster level 3rd.

**Benefit:** You can create a wide variety of magic wondrous items. Crafting a wondrous item takes 1 day for each 1,000 gp in its price. To create a wondrous item, you must use up raw materials costing half of its base price. See the magic item creation rules in Magic Items for more information.

You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item.

### **Dazing Spell** (Metamagic)

You can daze creatures with the power of your spells.

**Benefit:** You can modify a spell to daze a creature damaged by the spell. When a creature takes damage from this spell, they become dazed for a number of rounds equal to the original level of the spell. If the spell allows a saving throw, a successful save negates the daze effect. If the spell does not allow a save, the target can make a Will save to negate the daze effect. If the spell effect also causes the creature to become dazed, the duration of this metamagic effect is added to the duration of the spell. A dazing spell uses up a spell slot three levels higher than the spell's actual level. Spells that do not inflict damage do not benefit from this feat.

### **Greater Spell Penetration**

Your spells break through spell resistance much more easily than most.

**Prerequisite:** Spell Penetration.

**Benefit:** You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration.

### **Scribe Scroll** (Item Creation)

You can create magic scrolls.

**Prerequisite:** Caster level 1st.

**Benefit:** You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Magic Items for more information.

### **Sickening Spell** (Metamagic)

You can sicken creatures with your spells.

**Benefit:** You can modify a spell to sicken a creature damaged by the spell. When a creature takes damage from this spell, they become sickened for a number of rounds equal to the original level of the spell. If the spell allows a saving throw, a successful save negates the sickening effect. If the spell does not allow a save, the target can make a Fortitude save to negate the sickening effect. If the spell effect also causes the creature to become sickened, the duration of this metamagic effect is added on to the duration of the spell. A sickening spell uses up a spell slot two levels higher than the spell's actual level.

Spells that do not inflict damage do not benefit from this feat.

### **Silent Spell** (Metamagic)

You can cast your spells without making any sound.

**Benefit:** A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

**Special:** Bard spells cannot be enhanced by this feat.

### **Spell Penetration**

Your spells break through spell resistance more easily than most.

**Benefit:** You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

### **Wizard Weapon Proficiencies**

**Benefit:** You are proficient with the Dagger, Crossbow (Light and Heavy) and Quarterstaff.

**Normal:** When using a weapon with which you are not proficient, you are at -4 to attack rolls.

## MAGIC ITEMS

### **+2 spell storing Darkwood quarterstaff**

A quarterstaff is a simple piece of wood, about 5 feet in length. In battle, it's held with one hand at the butt and the other a quarter of the way up the staff, allowing it to block blows and make quick strikes.

Darkwood

This rare magic wood is as hard as normal wood but very light. Any wooden or mostly wooden item (such as a bow or spear) made from darkwood is considered a masterwork item and weighs only half as much as a normal wooden item of that type. Items not normally made of wood or only partially of wood (such as a battleaxe or a mace) either cannot be made from darkwood or do not gain any special benefit from being made of darkwood. The armor check penalty of a darkwood shield is lessened by 2 compared to an ordinary shield of its type. To determine the price of a darkwood item, use the original weight but add 10 gp per pound to the price of a masterwork version of that item. Darkwood has 10 hit points per inch of thickness and hardness 5.

Spell Storing

A spell storing weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon. (The spell must have a casting time of 1 standard action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires. (This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.) Once the spell has been cast from the weapon, a spellcaster can cast any other targeted spell of up to 3rd level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled spell storing weapon has a 50% chance to have a spell stored in it already.

Construction Requirements: Craft Magic Arms and Armor, creator must be a caster of at least 12th level; Cost +1 Bonus

### **Bracers of armor +5** (Wrist)

These items appear to be wrist or arm guards, sometimes etched with symbols of protection or depictions of vigilant-looking animals. Bracers of armor surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +5, just as though he were wearing armor. Both bracers of armor must be worn for the magic to be effective.

Construction Requirements: Craft Wondrous Item, mage armor, creator's caster level must be at least two times that of the bonus placed in the bracers; Cost 12,500 gp

### **Cloak of resistance +3** (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +3 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction Requirements: Craft Wondrous Item, resistance, creator's caster level must be at least three times the cloak's bonus; Cost 4,500 gp

### **Potion of cure serious wounds**

Cures 3d8 damage +1/level (max +15).

### **Ring of feather falling** (Ring)

This ring is crafted with a feather pattern all around its edge. It acts exactly like a feather fall spell, activated immediately if the wearer falls more than 5 feet.

Construction Requirements: Forge Ring, feather fall; Cost 1,100 gp

**Ring of protection +2** (Ring)

This ring offers continual magical protection in the form of a deflection bonus of +2 to AC.

Construction Requirements: Forge Ring, shield of faith, caster must be of a level at least three times the bonus of the ring;  
Cost 4,000 gp

**Scroll of fly (CL 8th)**

Fly, Will negates (harmless) (DC 14)

The subject can fly at a speed of 60 feet (or 40 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. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level. 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, but not if it is negated by an antimagic field.

**Wand of magic missile**

(Caster Level 9th)

1d4+1 damage; +1 missile per two levels above 1st (max 5).

## WIZARD SPELLS

### WIZARD SPELLBOOK SUMMARY

Level	Spell	Casting Time	Range	DC/Resist	Duration
0	Acid Splash	1 action	Close (25 + 5 ft./2 levels)	17No	Instantaneous
0	Arcane Mark	1 action	Touch	17No	Permanent
0	Bleed	1 action	Close (25 + 5 ft./2 levels)	17Yes	Instantaneous
0	Breeze	1 action	Close (25 + 5 ft./2 levels)	17Yes	1 hour (D)
0	Chameleon Scales	1 action	Personal	17	10 minutes/level (D)
0	Dancing Lights	1 action	Medium (100 + 10 ft./level)	17No	1 minute (D)
0	Daze	1 action	Close (25 + 5 ft./2 levels)	17Yes	1 round
0	Daze	1 action	Close (25 + 5 ft./2 levels)	17Yes	1 round
0	Detect Magic	1 action	60 ft.	17No	Concentration, up to 1 min./level (D)
0	Detect Poison	1 action	Close (25 + 5 ft./2 levels)	17No	Instantaneous
0	Disrupt Undead	1 action	Close (25 + 5 ft./2 levels)	17Yes	Instantaneous
0	Drench	1 action	Close (25 + 5 ft./2 levels)	17Object Yes	1 round
0	Flare	1 action	Close (25 + 5 ft./2 levels)	17Yes	Instantaneous
0	Jolt	1 action	Close (25 + 5 ft./2 levels)	17Yes	Instantaneous
0	Light	1 action	Touch	17No	10 min./level
0	Mage Hand	1 action	Close (25 + 5 ft./2 levels)	17No	Concentration
0	Mending	10 minutes	10 ft.	17Yes (harmless, object)	Instantaneous
0	Message	1 action	Medium (100 + 10 ft./level)	17No	10 min./level
0	Open/Close	1 action	Close (25 + 5 ft./2 levels)	17Yes (object)	Instantaneous
0	Penumbra	1 action	Touch	17Yes	10 minutes/level (D)
0	Prestidigitation	1 action	10 ft.	17No	1 hour
0	Ray of Frost	1 action	Close (25 + 5 ft./2 levels)	17Yes	Instantaneous
0	Resistance	1 action	Touch	17Yes (harmless)	1 minute
0	Scrivener's Chant	1 action	5 ft.	17Yes (object)	Concentration, up to 1 minute/level
0	Sotto Voce	1 action	Close (25 + 5 ft./2 levels)	17Yes	1+ Rounds
0	Spark	1 action	Close (25 + 5 ft./2 levels)	17Yes (object)	Instantaneous
0	Touch of Fatigue	1 action	Touch	17Yes	1 round/level
1	Alchemical Tinkering	1 action	Touch	18Yes	1 minute/level
1	Alter Winds	1 minute	Touch	18Yes	1 hour/level
1	Animate Rope	1 action	Medium (100 + 10 ft./level)	18No	1 round/level
1	Ant Haul	1 action	Touch	18Yes (harmless)	2 hours/level
1	Anticipate Peril	1 action	Touch	18Yes	1 minute/level or until activated
1	Bed of Iron	1 action	Touch	18Yes (harmless)	8 hours
1	Blend	1 action	Personal	18	10 minutes/level
1	Blood Money	1 swift action	0 ft.	18	Instantaneous
1	Break	1 action	Close (25 + 5 ft./2 levels)	18Yes (object)	Instantaneous
1	Bungle	1 action	Close (25 + 5 ft./2 levels)	18Yes	Concentration + 2 rounds or until triggered
1	Burning Disarm	1 action	Close (25 ft. + 5 ft./2 levels)	18Yes (object)	Instantaneous
1	Burning Hands	1 action	15 ft.	18Yes	Instantaneous
1	Cause Fear	1 action	Close (25 + 5 ft./2 levels)	18Yes	1d4 rounds or 1 round; see text
1	Charm Person	1 action	Close (25 + 5 ft./2 levels)	18Yes	1 hour/level
1	Chastise	1 action	Personal	18	1 minute/level
1	Chill Touch	1 action	Touch	18Yes	Instantaneous
1	Clarion Call	1 action	Touch	18Yes (harmless)	10 minutes/level
1	Color Spray	1 action	15 ft.	18Yes	Instantaneous; see text
1	Comprehend Languages	1 action	Personal	18	10 min./level
1	Corrosive Touch	1 action	Touch	18Yes	Instantaneous
1	Crafter's Curse	1 action	Close (25 + 5 ft./2 levels)	18Yes	1 day/level (D)
1	Crafter's Fortune	1 action	Close (25 + 5 ft./2 levels)	18Yes (harmless)	1 day/level or until discharged (D)
1	Cultural	1 action	Personal	18-	10 minutes per level

Adaptation					
1	Damp Powder	1 action	Close (25 + 5 ft./2 levels)	18Yes (object)	Instantaneous
1	Dancing Lantern	1 action	Touch	18No	1 hour/level (D)
1	Dazzling Blade	1 Swift Action	Touch	18Yes (harmless, object)	1 minute/level
1	Decompose Corpse	1 action	Touch	18Yes (object)	Instantaneous or 1 minute; see text
1	Delusional Pride	1 action	Close (25 + 5 ft./2 levels)	18Yes	1 minute
1	Detect Charm	1 action	60 ft.	18No	Concentration, up to 1 minute/level (D)
1	Detect Secret Doors	1 action	60 ft.	18No	Concentration, up to 1 min./level (D)
1	Detect Undead	1 action	60 ft.	18No	Concentration, up to 1 minute/level (D)
1	Disguise Self	1 action	Personal	18	10 min./level (D)
1	Ear-Piercing Scream	1 action	Close (25 + 5 ft./2 levels)	18Yes	Instantaneous; see text
1	Emblazon Crest	1 action	Touch	18Yes (harmless)	1 hour/level
1	Endure Elements	1 action	Touch	18Yes (harmless)	24 hours
1	Enlarge Person	1 round	Close (25 + 5 ft./2 levels)	18Yes	1 min./level (D)
1	Enlarge Tail	1 action	Personal	18	1 hour/level
1	Erase	1 action	Close (25 + 5 ft./2 levels)	18No	Instantaneous
1	Expeditious Excavation	1 action	Close (25 + 5 ft./2 levels)	18No	Instantaneous
1	Expeditious Retreat	1 action	Personal	18	1 min./level (D)
1	Fabricate Bullets	1 round	Touch	18No	Instantaneous
1	Feather Fall	1 immediate action	Close (25 + 5 ft./2 levels)	18Yes (object)	Until landing or 1 round/level
1	Flare Burst	1 action	Close (25 + 5 ft./2 levels)	18Yes	Instantaneous
1	Floating Disk	1 action	Close (25 + 5 ft./2 levels)	18No	1 hour/level
1	Forced Quiet	1 action	Medium (100 + 10 ft./level)	18Yes	1 round/level
1	Gravity Bow	1 action	Personal	18	1 minute/level (D)
1	Grease	1 action	Close (25 + 5 ft./2 levels)	18No	1 min./level (D)
1	Hold Portal	1 action	Medium (100 + 10 ft./level)	18No	1 min./level (D)
1	Hydraulic Push	1 action	Close (25 + 5 ft./2 levels)	18Yes	Instantaneous
1	Hypnotism	1 round	Close (25 + 5 ft./2 levels)	18Yes	2d4 rounds (D)
1	Icicle Dagger	1 action	0 ft.	18No	1 minute/level
1	Identify	1 action	60 ft.	18No	3 rounds/level (D)
1	Illusion of Calm	1 action	Personal	18No	1 minute/level
1	Infernal Healing	1 round	Touch	18Yes (harmless)	1 minute
1	Interrogation	1 round	Touch	18Yes	1 minute/level
1	Jump	1 action	Touch	18Yes	1 min./level (D)
1	Jury-Rig	1 action	Touch	18Yes (harmless, object)	1 round/level
1	Keep Watch	1 action	Touch	18Yes (harmless)	8 hours or less; see text
1	Ki Arrow	1 action	Touch	18Yes (object)	Instantaneous
1	Kreighton's Perusal	1 action	Touch	18Yes (harmless, object)	Instantaneous
1	Liberating Command	Immediate	Close (25 ft. + 5 ft./2 levels)	18Yes (harmless)	Instantaneous
1	Lighten Object	1 action	Close (25 + 5 ft./2 levels)	18Yes (objects)	1 minute/level
1	Lock Gaze	1 action	Close (25 + 5 ft./2 levels)	18Yes	1 round/level
1	Longshot	1 action	Personal	18	1 minute/level
1	Mage Armor	1 action	Touch	18No	1 hour/level (D)
1	Magic Aura	1 action	Touch	18No	1 day/level (D)
1	Magic Missile	1 action	Medium (100 + 10 ft./level)	18Yes	Instantaneous
1	Magic Weapon	1 action	Touch	18Yes (harmless, object)	1 min./level
1	Marid's Mastery	1 action	Touch	18Yes (harmless)	1 minute/level
1	Memory Lapse	1 action	Close (25 + 5 ft./2 levels)	18Yes	Instantaneous
1	Mirror Strike	1 action	Personal	18	See text
1	Moment of Greatness	1 action	50 ft.	18Yes (harmless)	1 minute/level or until discharged
1	Mount	1 round	Close (25 + 5 ft./2 levels)	18No	2 hours/level (D)
1	Mud Ball	1 action	Close (25 ft. + 5 ft./2 levels)	18No	Instantaneous
1	Negative Reaction	1 action	Close (25 + 5 ft./2 levels)	18Yes	1 round/level



1	Obscuring Mist	1 action	20 ft.	18No	1 min./level (D)
1	Pattern Recognition	1 round	Personal	18no	10 min./level
1	Peacebond	1 action	Close (25 + 5 ft./2 levels)	18Yes (object)	1 minute/level
1	Petulengro's Validation	1 action	Touch	18Yes (harmless)	Instantaneous
1	Polypurpose Panacea	1 action	Personal	18	See below
1	Protection from Chaos	1 action	Touch	18No; see text	1 min./level (D)
1	Protection from Evil	1 action	Touch	18No; see text	1 min./level (D)
1	Protection from Good	1 action	Touch	18No; see text	1 min./level (D)
1	Protection from Law	1 action	Touch	18No; see text	1 min./level (D)
1	Ray of Enfeeblement	1 action	Close (25 + 5 ft./2 levels)	18Yes	1 round/level
1	Ray of Sickening	1 action	Close (25 + 5 ft./2 levels)	18Yes	1 round/level
1	Recharge Innate Magic	1 action	Personal	18	Instantaneous
1	Reduce Person	1 round	Close (25 + 5 ft./2 levels)	18Yes	1 min./level (D)
1	Reinforce Armaments	1 action	Touch	18Yes (harmless, object)	10 minutes/level
1	Restore Corpse	1 action	Touch	18No	Instantaneous
1	Sculpt Corpse	1 action	Touch	18No	Instantaneous
1	See Alignment	1 action	Personal	18	1/round per level
1	Serren's Swift Girding	1 action	Close (25 + 5 ft./2 levels)	18Yes (harmless)	Instantaneous
1	Shadow Weapon	1 action	0 ft.	18Yes	1 minute/level
1	Shield	1 action	Personal	18	1 min./level (D)
1	Shield Companion	1 action	Close (25 + 5 ft./2 levels)	18Yes (harmless)	1 hour/level (D)
1	Shield Speech	1 action	10 ft.	18Yes (harmless)	1 minute/level (D)
1	Shock Shield	1 action	Personal	18	1 minute/level (D)
1	Shocking Grasp	1 action	Touch	18Yes	Instantaneous
1	Silent Image	1 action	Long (400 + 40 ft./level)	18No	Concentration
1	Sleep	1 round	Medium (100 + 10 ft./level)	18Yes	1 min./level
1	Snapdragon Fireworks	1 action	Long (400 + 40 ft./level)	18Yes	1 round/level
1	Snow Shape	1 action	Touch	18No	Instantaneous
1	Snowball	1 action	Close (25 + 5 ft./2 levels)	18No	Instantaneous
1	Sow Thought	1 action	Close (25 ft. + 5 ft./2 levels)	18Yes.	Permanent
1	Stone Fist	1 action	Personal	18	1 minute/level (D)
1	Stone Shield	1 immediate action	0 ft.	18No	1 round
1	Strong Wings	1 action	Touch	18Yes (harmless)	1 minute/level
2	Glitterdust	1 action	Medium (100 + 10 ft./level)	19No	1 round/level
2	Invisibility	1 action	Personal or touch	19Yes (harmless) or yes (harmless, object)	1 min./level (D)
2	Scorching Ray	1 action	Close (25 + 5 ft./2 levels)	19Yes	Instantaneous
3	Dispel Magic	1 action	Medium (100 + 10 ft./level)	20No	Instantaneous
3	Fireball	1 action	Long (400 + 40 ft./level)	20Yes	Instantaneous
3	Hold Person	1 action	Medium (100 + 10 ft./level)	20Yes	1 round/level (D); see text
3	Lightning Bolt	1 action	120 ft.	20Yes	Instantaneous
3	Summon Monster III	1 round	Close (25 + 5 ft./2 levels)	20No	1 round/level (D)
4	Dimension Door	1 action	Long (400 + 40 ft./level)	21No and yes (object)	Instantaneous
4	Enervation	1 action	Close (25 + 5 ft./2 levels)	21Yes	Instantaneous
4	False Life, Greater	1 action	Personal	21-	Special; See Text
4	Summon Monster IV	1 round	Close (25 + 5 ft./2 levels)	21No	1 round/level (D)
5	Cloudkill	1 action	Medium (100 + 10 ft./level)	22No	1 min./level
5	Summon Monster V	1 round	Close (25 + 5 ft./2 levels)	22No	1 round/level (D)
5	Wall of Force	1 action	Close (25 + 5 ft./2 levels)	22No	1 round /level (D)

6	Disintegrate	1 action	Medium (100 + 10 ft./level)	23Yes	Instantaneous
6	Dispell Magic, Greater	1 action	Medium (100 + 10 ft./level)	23No	Instantaneous
6	Suggestion, Mass	1 action	Medium (100 + 10 ft./level)	23Yes	1 hour/level or until completed
6	Summon Monster VI	1 round	Close (25 + 5 ft./2 levels)	23No	1 round/level (D)

## WIZARD SPELL DESCRIPTIONS

### Acid Splash

**School** Conjuration, Earth Elemental(Creation); **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Effect** One missile of acid

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** No

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round.

### Alchemical Tinkering

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Touch

**Target** Firearm or alchemical item touched

**Duration** 1 minute/level

**Saving Throw** DC 18 Fortitude negates (object); **Spell Resistance** Yes

You transform one alchemical item or firearm into another alchemical item or firearm of the same or lesser cost. Magic items are unaffected by this spell. At the end of the spell's duration, alchemical items used while transformed are destroyed and do not return to a usable state and firearms transformed revert back to their original type

### Alter Winds

**School** Transmutation, Air Elemental, Wood Elemental; **Level** 1

**Casting Time** 1 minute

**Components** Verbal, Somatic

**Range** Touch

**Area** immobile 10-ft.-radius emanation

**Duration** 1 hour/level

**Saving Throw** DC 18 Will negates; **Spell Resistance** Yes

You subtly enhance or diminish the effects of natural winds within the spell's area, which is an immobile emanation around a point touched by you as the spell is cast. Within the area, natural (but not magical) wind effects are either increased or decreased by one step in intensity (Core Rulebook 439). The maximum wind force you can affect with this spell is based on your caster level, as shown on the table below. Alter winds has no effect on magical wind effects.

Caster Level - Wind Force

1st-3rd - Light

4th-9th - Moderate

10th-15th - Strong

16th or higher - Severe

### Animate Rope

**School** Transmutation, Wood Elemental; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** One rope-like object, length up to 50 ft. + 5 ft./level; see text

**Duration** 1 round/level

**Saving Throw** None; **Spell Resistance** No

You can animate a nonliving rope-like object. The maximum length assumes a rope with a 1-inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half. The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a move action, as if directing an active spell. The rope can enwrap only a creature or an object within 1 foot of it - it does not snake outward - so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch-diameter hemp rope has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must make a concentration check with a DC of 15 + the spell's level to cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check. The rope itself and any knots tied in it are not magical. The spell cannot affect objects carried or worn by a creature.

### Ant Haul

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

**Range** Touch

**Target** creature touched

**Duration** 2 hours/level

**Saving Throw** DC 18 Fortitude negates (harmless); **Spell Resistance** Yes (harmless)

The target's carrying capacity triples (see Table 7-4: Carrying Capacity on page 171 of the Core Rulebook). This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry.

### Anticipate Peril

**School** Divination; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Touch

**Target** creature touched

**Duration** 1 minute/level or until activated

**Saving Throw** DC 18 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.

### **Arcane Mark**

**School** Universal; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Touch

**Effect** One personal rune or mark, all of which must fit within 1 sq. ft.

**Duration** Permanent

**Saving Throw** None; **Spell Resistance** No

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An arcane mark spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a detect magic spell causes it to glow and be visible, though not necessarily understandable.

See invisibility, true seeing, a gem of seeing, or a robe of eyes likewise allows the user to see an invisible arcane mark. A read magic spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an erase spell.

If an arcane mark is placed on a living being, the effect gradually fades in about a month.

Arcane mark must be cast on an object prior to casting instant summons on the same object (see that spell description for details).

### **Bed of Iron**

**School** Necromancy; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** Touch

**Target** One creature touched/level

**Duration** 8 hours

**Saving Throw** Fortitude negates (harmless); **Spell Resistance** Yes (harmless)

This spell makes even the dunkiest armor feel soft as silk to the wearer. The subjects of this spell are able to sleep comfortably in medium or heavy armor without suffering from fatigue the following day.

### **Bleed**

**School** Necromancy; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** One living creature

**Duration** Instantaneous

**Saving Throw** DC 17 Will negates; **Spell Resistance** Yes

You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

### **Blend**

**School** Illusion(Glamer); **Level** 1

**Casting Time** 1 action

**Components** Somatic

**Range** Personal

**Target** You

**Effect** +4 to stealth as long as you move half speed or less.

**Duration** 10 minutes/level

**Saving Throw ; Spell Resistance**

You draw upon your elven link to the wilderness to change the coloration of yourself and your equipment to match that of your surroundings. This grants you a +4 circumstance bonus on Stealth checks and allows you to make Stealth checks without cover or concealment, but only while you move no more than half your base speed or less. If you move more than half your base speed on your turn, you gain no benefit from this spell until the start of your next turn. If you make an attack, this spell ends (as invisibility).

### **Blood Money**

**School** Transmutation; **Level** 1

**Casting Time** 1 swift action

**Components** Verbal, Somatic

**Range** 0 ft.

**Effect** 1 material component

**Duration** Instantaneous

**Saving Throw ; Spell Resistance**

You cast blood money just before casting another spell. As part of this spell's casting, you must cut one of your hands, releasing a stream of blood that causes you to take 1d6 points of damage. When you cast another spell in that same round, your blood transforms into one material component of your choice required by that second spell. Even valuable components worth more than 1 gp can be created, but creating such material components requires an additional cost of 1 point of Strength damage, plus a further point of damage for every full 500 gp of the component's value (so a component worth 500-999 gp costs a total of 2 points, 1,000-1,500 costs 3, etc.). You cannot create magic items with blood money.

For example, a sorcerer with the spell stonewalk prepared could cast blood money to create the 250 gp worth of diamond dust required by that spell, taking 1d6 points of damage and 1 point of Strength damage in the process.

Material components created by blood money transform back into blood at the end of the round if they have not been used as a material component. Spellcasters who do not have blood cannot cast blood money, and those who are immune to Strength damage (such as undead spellcasters) cannot use blood money to create valuable material components.

### **Break**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

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

**Target** One Medium or smaller object

**Duration** Instantaneous

**Saving Throw** DC 18 Fortitude negates (object); **Spell Resistance** Yes (object)

You can attempt to break or at least damage any one Medium or smaller object within range. If the target fails its Fortitude saving throw, it gains the broken condition. If cast on a broken item, that item is destroyed on a failed save.

### **Breeze**

**School** Evocation; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

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

**Target** one creature or object

**Duration** 1 hour (D)

**Saving Throw** Harmless Will Negates; **Spell Resistance** Yes

You create a light wind that blows against the target, from a direction of your choice. The breeze grants the subject a +2 bonus on saves against very hot conditions, severe heat, breath weapons, and saves against cloud vapors and gases (such as cloudkill, stinking cloud, and inhaled poisons). This spell does not function without air or underwater.

You can only have one breeze active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

### **Bungle**

**School** Enchantment(Compulsion); **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** one humanoid

**Duration** Concentration + 2 rounds or until triggered

**Saving Throw** DC 18 Will negates; **Spell Resistance** Yes

The target takes a -20 penalty on its next attack roll or check that requires a d20 roll. The action must be one deliberately taken by the target on its turn. Creatures with more than 10 HD are unaffected by this spell.

### **Burning Disarm**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** Held metal item of one creature or 15 lbs. of unattended metal

**Duration** Instantaneous

**Saving Throw** DC 18 Reflex negates (object, see text); **Spell Resistance** Yes (object)

This spell causes a metal object to instantly become red hot. A creature holding the item may attempt a Reflex save to drop it and take no damage (even if it is not their turn), otherwise the hot metal deals 1d4 points of fire damage per caster level (maximum 5d4). Circumstances that prevent the creature from dropping the item (such as a locked gauntlet) mean the creature gets no saving throw. The heat does not harm the item, and it does not get hot enough or last long enough to ignite flammable objects. The item cools to its previous temperature almost instantly. If cast underwater, burning disarm deals half damage and boils the surrounding water.

### **Burning Hands**

**School** Evocation, Fire Elemental; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** 15 ft.

**Area** Cone-shaped burst

**Duration** Instantaneous

**Saving Throw** DC 18 Reflex half; **Spell Resistance** Yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

### **Cause Fear**

**School** Necromancy; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** One living creature with 5 or fewer HD

**Duration** 1d4 rounds or 1 round; see text

**Saving Throw** DC 18 Will partial; **Spell Resistance** Yes

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more HD are immune to this effect. Cause fear counters and dispels remove fear.

### **Chameleon Scales**

**School** Transmutation; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic, Divine Focus

**Range** Personal

**Target** You

**Duration** 10 minutes/level (D)

**Saving Throw** ; **Spell Resistance**

You temporarily alter the color of your skin, hide, or scales to another option legal for your race. You take no penalty for using Disguise to appear as a member of a different race as long as that race has the same type and color of skin, hide, or scales as you.

### **Charm Person**

**School** Enchantment, Wood Elemental(Charm); **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** One humanoid creature

**Duration** 1 hour/level

**Saving Throw** DC 18 Will negates; **Spell Resistance** Yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

### **Chastise**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal

**Range** Personal

**Target** You

**Duration** 1 minute/level

**Saving Throw** ; **Spell Resistance**

You gain a +5 bonus on Bluff, Diplomacy, and Intimidate checks to convince a listener that they will get in trouble with their superiors or with the law if they don't do what you ask.

This spell is primarily used by the Eagle Knights, though they did not create it; Hellknights also use it extensively to gather information and foster cooperation.

### **Chill Touch**

**School** Necromancy; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Touch

**Target** Creature or creatures touched (up to one/level)

**Duration** Instantaneous

**Saving Throw** DC 18 Fortitude partial or Will negates; see text; **Spell Resistance** Yes

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level.

An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds + 1 round per caster level.

### **Clarion Call**

**School** Illusion; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** Touch

**Target** Creature touched

**Duration** 10 minutes/level

**Saving Throw** Fortitude negates (harmless); **Spell Resistance** Yes (harmless)

The subject of this spell gains two benefits. First, the affected creature gains the ability to create a sound like the blast of a mighty horn or trumpet simply by miming the action of sounding one. Second, the subject can speak in a booming voice that carries easily over great distances, lowering the DC of any check to hear what is said by -15. This spell is particularly prized by battlefield commanders and champions who wish to make themselves clearly heard or gain the attention of their allies or foes.

### **Cloudkill**

**School** Conjuration, Water Elemental(Creation); **Level** 5

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Effect** Cloud spreads in 20-ft. radius, 20 ft. high

**Duration** 1 min./level

**Saving Throw** DC 22 Fortitude partial; see text; **Spell Resistance** No

This spell generates a bank of fog, similar to a fog cloud, except that its vapors are yellowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud). A living creature with 6 or more HD takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell. Unlike a fog cloud, the cloudkill moves away from you at 10 feet per round, rolling along the surface of the ground. Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.

### **Color Spray**

**School** Illusion(Pattern); **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** 15 ft.

**Area** Cone-shaped burst

**Duration** Instantaneous; see text

**Saving Throw** DC 18 Will negates; **Spell Resistance** Yes

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Each creature within the cone is affected according to its HD.

2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

5 or more HD: The creature is stunned for 1 round. Sightless creatures are not affected by color spray.

### **Comprehend Languages**

**School** Divination; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

**Range** Personal

**Target** You

**Duration** 10 min./level

**Saving Throw ; Spell Resistance**

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.

Comprehend languages can be made permanent with a permanency spell.

### **Corrosive Touch**

**School** Conjunction(Creation); **Level 1**

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Touch

**Target** creature or object touched

**Duration** Instantaneous

**Saving Throw** none; **Spell Resistance** Yes

Your successful melee touch attack deals 1d4 points of acid damage per caster level (maximum 5d4).

### **Crafter's Curse**

**School** Transmutation; **Level 1**

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

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

**Target** one creature

**Duration** 1 day/level (D)

**Saving Throw** DC 18 Will negates; **Spell Resistance** Yes

The target of crafter's curse takes a -5 penalty on all Craft skill checks while the spell lasts.

### **Crafter's Fortune**

**School** Transmutation; **Level 1**

**Casting Time** 1 action

**Components** Verbal, Somatic, Focus

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

**Target** one creature

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

**Saving Throw** DC 18 Will negates (harmless); **Spell Resistance** Yes (harmless)

The target is struck by inspiration and gains a +5 luck bonus on its next Craft skill check.

### **Cultural Adaptation**

**School** Divination; **Level 1**

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

**Range** Personal

**Target** you

**Duration** 10 minutes per level

**Saving Throw** None; **Spell Resistance** -

During the height of the Empire of Taldor's expansionism, Taldan wizards developed this spell with the idea that it might make pacifying their "uncivilized" conquests easier. While the spell has since fallen out of favor with Taldans, it is much embraced by others, bards and Pathfinders in particular.

When casting this spell, you must concentrate on the culture to which you wish to adapt. If you speak the native language of the culture in question, then for the duration of this spell, you speak the language with a native accent. The spell does not teach you the language in question, but may be combined with tongues or a similar spell. Your body language and gestures mark you as a native of the culture, and you unconsciously make small decisions that help you blend in. These combined new traits give you a +2 on Diplomacy checks made to influence members of the culture to which you have adapted. You also gain a +2 circumstance bonus on Disguise checks made to pass yourself off as a member of the culture. Additionally, the DCs of enchantment(charm) spells you cast against natives of the culture to which you are attuned increase by +1.

### **Damp Powder**

**School** Transmutation; **Level 1**

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

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

**Target** 1 loaded firearm

**Duration** Instantaneous

**Saving Throw** DC 18 Will negates (object); **Spell Resistance** Yes (object)

This spell causes ammunition already loaded into the target firearm is ruined with moisture. Any attempt to fire that ammunition fails, with no chance for misfire, and the user must then take a full-round action to clear the weapon before reloading and firing it. If aware of this spell's effect prior to firing the altered ammunition (a DC 16 Spellcraft check to identify the spell being cast or similar effect), the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition.

### **Dancing Lantern**

**School** Transmutation, Fire Elemental; **Level 1**

**Casting Time** 1 action

**Components** Verbal, Somatic, Focus

**Range** Touch

**Effect** animates one lantern

**Duration** 1 hour/level (D)

**Saving Throw** none; **Spell Resistance** No

You can animate a lantern and order it to follow you. The lantern floats at shoulder height and remains within 5 feet of you, no matter how fast you move. The lantern cannot support any additional weight. The lantern illuminates its normal area, even if it does not have any oil in it. For the purposes of spells or effects targeting it the lantern always acts as if in your possession even when not directly on your person. A dancing lantern can be made permanent with a permanency spell.

### **Dancing Lights**

**School** Evocation; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Effect** 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'-wisp), 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. If you make this spell permanent, it does not count against this limit.

Dancing lights can be made permanent with a permanency spell.

### **Daze**

**School** Enchantment(Compulsion); **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

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

**Target** One humanoid creature of 4 HD or less

**Duration** 1 round

**Saving Throw** DC 17 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.

### **Daze**

**School** Enchantment(Compulsion); **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

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

**Target** One humanoid creature of 4 HD or less

**Duration** 1 round

**Saving Throw** DC 17 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.

### **Dazzling Blade**

**School** Illusion(Pattern); **Level** 1

**Casting Time** 1 Swift Action

**Components** Verbal, Somatic

**Range** Touch

**Duration** 1 minute/level

**Saving Throw** DC 18 Will negates (see text); **Spell Resistance** Yes (harmless, object)

Dazzling blade makes a metal weapon appear dazzlingly shiny, as if crafted from pure silver and heavily polished. In combat, the flashing movements of a dazzling blade become almost hypnotic. The wielder of a weapon under the effects of dazzling blade gains a +1 competence bonus on all Bluff checks made to feint in combat. The wielder also gains a +1 competence bonus on all CMD checks made to disarm a foe, and a +1 competence bonus to his CMD against disarm attempts made against the weapon bearing the dazzling blade effect. This bonus increases by +1 for every 3 caster levels, to a maximum bonus of +5 at 12th level.

The wielder of a dazzling blade can discharge the spell into a blinding burst of silvery light as a free action. The wielder selects an adjacent opponent as the focal point of this burst of light—that creature must make a Will save to avoid being blinded for 1 round (with a successful save, the creature is instead dazzled for 1 round).

Despite its shiny appearance, a dazzling blade grants no extra benefit against creatures that are vulnerable to silver.

### **Decompose Corpse**

**School** Necromancy; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** Touch

**Target** one corpse or corporeal undead

**Duration** Instantaneous or 1 minute; see text

**Saving Throw** DC 18 Fortitude negates (object); **Spell Resistance** Yes (object)

Using this spell, the caster rapidly decomposes the flesh from a single corpse of size Huge or smaller, leaving behind a perfectly cleaned skeleton. If it is cast on a non-skeletal corporeal undead, the creature takes a -2 penalty on all rolls and to its Armor Class and CMD for 1 minute.

### **Delusional Pride**

**School** Enchantment(Compulsion); **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** one creature

**Duration** 1 minute

**Saving Throw** DC 18 Will negates; **Spell Resistance** Yes

The target becomes so distracted by an overblown sense of its worth that it takes a -2 penalty on attacks and skill checks. However, this feeling also gives the target a +2 morale bonus on saves against charm and compulsion effects.

### **Detect Charm**

**School** Divination; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** 60 ft.

**Area** Cone-shaped emanation

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

**Saving Throw** None; **Spell Resistance** No

As detect magic, except you immediately detect the strength and location of each charm, compulsion, and possession aura on all creatures in the area. You can attempt to identify the properties of each aura (see Spellcraft in the Pathfinder RPG Core Rulebook).

In addition to noticing the targets of these effects, you can recognize when creatures in the area are using these effects on others by making a Sense Motive check as a standard action (DC 20 + caster level). If you succeed, you may make a Spellcraft check to identify what magic it is using (even if the target is not in the area).

### **Detect Magic**

**School** Divination; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

**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.

**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 - 1d6 x 10 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.

Detect magic can be made permanent with a permanency spell.

### **Detect Poison**

**School** Divination; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** One creature, one object, or a 5-ft. cube

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** No

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. 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 Secret Doors**

**School** Divination; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**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 Undead**

**School** Divination; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

**Range** 60 ft.

**Area** Cone-shaped emanation

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

**Saving Throw** None; **Spell Resistance** No

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

**Aura Strength:** The strength of an undead aura is determined by the HD of the undead creature, as given on the table



below.

**Lingering Aura:** An undead aura lingers after its original source is destroyed. If detect undead 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, as given on the table below.

HD- Strength - Lingering Aura Duration

1 or lower - Faint - 1d6 rounds

2-4 - Moderate - 1d6 minutes

5-10 - Strong - 1d6 x 10 minutes

11 or higher - Overwhelming - 1d6 days

Each round, you can turn to detect undead 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.

### **Dimension Door**

**School** Conjuration(Teleport); **Level** 4

**Casting Time** 1 action

**Components** Verbal

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

**Target** You and touched objects or other touched willing creatures

**Duration** Instantaneous

**Saving Throw** None and Will negates (object); **Spell Resistance** No and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired - whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

### **Disguise Self**

**School** Illusion(Glamer); **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Personal

**Target** You

**Duration** 10 min./level (D)

**Saving Throw ; Spell Resistance**

You make yourself - including clothing, armor, weapons, and equipment - look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

### **Disintegrate**

**School** Transmutation, Metal Elemental; **Level** 6

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

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

**Effect** Ray

**Duration** Instantaneous

**Saving Throw** DC 23 Fortitude partial (object); **Spell Resistance** Yes

A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage per caster level (to a maximum of 40d6). Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected. When used against an object, the ray simply disintegrates as much as a 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as forceful hand or a wall of force, but not magical effects such as a globe of invulnerability or an antimagic field.

A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated. Only the first creature or object struck can be affected; that is, the ray affects only one target per casting.

### **Dispel Magic**

**School** Abjuration, Void Elemental; **Level** 3

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** One spellcaster, creature, or object

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** No

You can use dispel magic 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 magic. Dispel magic 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 magic can take effect. You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

**Targeted Dispel:** One object, creature, or spell is the target of the dispel magic 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 magic, targeting a creature affected by stonkskin (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 stonkskin (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 stonkskin 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 magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

### **Dispel Magic, Greater**

**School** Abjuration, Void Elemental; **Level** 6

**Casting Time** 1 action

**Components** Verbal, Somatic

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

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

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** No

This spell functions like dispel magic, 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 magic in one of three ways: a targeted dispel, area dispel, or a counterspell:

**Targeted Dispel:** This functions as a targeted dispel magic, 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.

Additionally, greater dispel magic has a chance to dispel any effect that remove curse can remove, even if dispel magic can't dispel that effect. The DC of this check is equal to the curse's DC.

**Area Dispel:** When greater dispel magic 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 magic. 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 magic spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the greater dispel magic 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 magic, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

### **Disrupt Undead**

**School** Necromancy; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Effect** Ray

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** Yes

You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

### **Drench**

**School** Conjuration(Creation); **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** one creature or object of size Large or smaller

**Duration** 1 round

**Saving Throw** DC 17 Object Reflex Negates; **Spell Resistance** Object Yes

A sudden downpour soaks the target creature or object. The rain follows the subject up to the range of the spell, soaking the target with water. If the target is on fire, the flames are automatically extinguished. Fires smaller than campfires (such as lanterns and torches) are automatically extinguished by this spell.

### **Ear-Piercing Scream**

**School** Evocation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** one creature

**Duration** Instantaneous; see text

**Saving Throw** DC 18 Fortitude partial (see text); **Spell Resistance** Yes

You unleash a powerful scream, inaudible to all but a single target. The target is dazed for 1 round and takes 1d6 points of sonic damage per two caster levels (maximum 5d6). A successful save negates the daze effect and halves the damage.

### **Emblazon Crest**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Somatic, Focus

**Range** Touch

**Target** Creature touched

**Duration** 1 hour/level

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

This spell ensures the subject touched is always able to display her proper crest and coat of arms. Any tabard or tunic worn and any shield carried by the subject while this spell is active can be made to display a coat of arms when the spell is cast. For example, even if the subject picks up a different shield, it still displays the subject's crest, regardless of the shield's normal appearance.

### **Endure Elements**

**School** Abjuration; **Level 1**

**Casting Time** 1 action

**Components** Verbal, Somatic

**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 without having to make Fortitude saves. The creature's equipment is likewise protected.

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

### **Enervation**

**School** Necromancy; **Level 4**

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Effect** Ray of negative energy

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** Yes

You point your finger and fire a black ray of negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If you hit, the subject gains 1d4 temporary negative levels (see Appendix 1). Negative levels stack. Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of becoming permanent, but the negative levels from enervation don't last long enough to do so. An undead creature struck by the ray gains 1d4 x 5 temporary hit points for 1 hour.

### **Enlarge Person**

**School** Transmutation; **Level 1**

**Casting Time** 1 round

**Components** Verbal, Somatic, Material

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

**Target** One humanoid creature

**Duration** 1 min./level (D)

**Saving Throw** DC 18 Fortitude negates; **Spell Resistance** Yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it - the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels reduce person.

Enlarge person can be made permanent with a permanency spell.

### **Enlarge Tail**

**School** Transmutation; **Level 1**

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Personal

**Target** Your tail

**Duration** 1 hour/level

**Saving Throw ; Spell Resistance**

When attacking with your tail or tail weapons, you gain 5 feet of reach, a +1 bonus on attack rolls, and a +2 bonus on damage rolls.

### **Erase**

**School** Transmutation; **Level 1**

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** One scroll or two pages

**Duration** Instantaneous

**Saving Throw** DC 18 See text; **Spell Resistance** No

Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove explosive runes, a glyph of warding, a sepia snake sigil, or an arcane mark, but not illusory script or a symbol spell. Nonmagical writing is automatically erased if you touch it and no one else is holding it. Otherwise, the chance of erasing nonmagical writing is 90%. Magic writing must be touched to be erased, and you also must succeed on a caster level check (1d20 + caster level) against DC 15. A natural 1 is always a failure on this check. If you fail to erase explosive runes, a glyph of warding, or a sepia snake sigil, you accidentally activate that writing instead.

### **Expeditious Excavation**

**School** Transmutation, Earth Elemental; **Level 1**

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

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

**Area** dirt in a 5-ft. cube

**Duration** Instantaneous

**Saving Throw** DC 18 see text; **Spell Resistance** No

You can excavate and move earth, dust, and sand up to the size of a 5-foot cube. If you are buried, you may open a 5-foot cube around yourself, but the spell cannot be used for tunneling. Besides its mundane applications, you can open a 5-foot-deep pit at a creature's feet. A Medium or smaller creature falls prone in the pit unless it succeeds on a Reflex save. With a

successful save, it can choose to land harmlessly on its feet in the pit or hop to an adjacent square; this movement does not provoke attacks of opportunity. A creature can escape a 5-foot-deep pit with a DC 5 Climb check. Larger creatures may ignore pits smaller than their size. The earth excavated by this spell is ordinarily distributed harmlessly across the spell's range, but you may choose to throw up a burst of grit and debris when you dig a pit. This cloud of debris provides concealment to any creatures in the square affected and all adjacent squares for 1 round. Expeditious excavation has no effect on solid rock or earth creatures.

### **Expeditious Retreat**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Personal

**Target** You

**Duration** 1 min./level (D)

**Saving Throw** ; **Spell Resistance**

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

### **Fabricate Bullets**

**School** Transmutation; **Level** 1

**Casting Time** 1 round

**Components** Verbal, Somatic, Material

**Range** Touch

**Target** 1 pound of soft metal

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** No

You convert 1 pound of lead into bullets. When you cast this spell, you decide whether you create normal sling bullets, firearm bullets, or firearm pellets. The spell creates two sling bullets, 30 firearm bullets, or 10 uses of pellets.

### **False Life, Greater**

**School** Necromancy; **Level** 4

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** Personal

**Target** you

**Duration** Special; See Text

**Saving Throw** None; **Spell Resistance** -

This spell functions as false life, except you gain temporary hit points equal to 2d10 + 1 point per caster level (maximum +20). The effects of this spell do not stack with those of false life.

### **Feather Fall**

**School** Transmutation, Air Elemental; **Level** 1

**Casting Time** 1 immediate action

**Components** Verbal

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

**Target** One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart

**Duration** Until landing or 1 round/level

**Saving Throw** DC 18 Will negates (harmless) or Will negates (object); **Spell Resistance** Yes (object)

The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop.

Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

### **Fireball**

**School** Evocation, Fire Elemental; **Level** 3

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

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

**Area** 20-ft.-radius spread

**Duration** Instantaneous

**Saving Throw** DC 20 Reflex half; **Spell Resistance** Yes

A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure. You point your finger and determine the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely. The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

### **Flare**

**School** Evocation; **Level** 0

**Casting Time** 1 action

**Components** Verbal

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

**Effect** burst of light

**Duration** Instantaneous

**Saving Throw** DC 17 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 flare.

### **Flare Burst**

**School** Evocation(Light); **Level** 1

**Casting Time** 1 action

**Components** Verbal

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

**Effect** 10-ft.-radius burst of light

**Duration** Instantaneous

**Saving Throw** DC 18 Fortitude negates; **Spell Resistance** Yes

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

### **Floating Disk**

**School** Evocation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

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

**Effect** 3-ft.-diameter disk of force

**Duration** 1 hour/level

**Saving Throw** None; **Spell Resistance** No

You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per caster level. If used to transport a liquid, its capacity is 2 gallons. The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany you at a rate of no more than your normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and you. The disk winks out of existence when the spell duration expires. The disk also winks out if you move beyond its range or try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

### **Forced Quiet**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Somatic

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

**Target** one creature

**Duration** 1 round/level

**Saving Throw** DC 18 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.

### **Glitterdust**

**School** Conjuraton, Earth Elemental, Metal Elemental(Creation); **Level** 2

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

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

**Area** Creatures and objects within 10-ft.-radius spread

**Duration** 1 round/level

**Saving Throw** DC 19 Will negates (blinding only); **Spell Resistance** No

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect. Any creature covered by the dust takes a -40 penalty on Stealth checks.

### **Gravity Bow**

**School** Transmutation, Metal Elemental, Void Elemental; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Personal

**Target** you

**Duration** 1 minute/level (D)

**Saving Throw ; Spell Resistance**

Gravity bow significantly increases the weight and density of arrows or bolts fired from your bow or crossbow the instant before they strike their target and then return them to normal a few moments later. Any arrow fired from a bow or crossbow you are carrying when the spell is cast deals damage as if one size larger than it actually is. For instance, an arrow fired from a Medium longbow normally deals 1d8 points of damage, but it would instead deal 2d6 points of damage if fired from a gravity bow (see page 145 of the Core Rulebook for more information). Only you can benefit from this spell. If anyone else uses your bow to make an attack the arrows deal damage as normal for their size.

### **Grease**

**School** Conjuraton, Earth Elemental(Creation); **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

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

**Target** One object or 10-ft. square

**Duration** 1 min./level (D)

**Saving Throw** DC 18 See text; **Spell Resistance** No

A grease spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of grease at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Acrobatics skill for details). Creatures that do not move on their turn do not need to make this check and are not considered flat-footed. The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature requires its bearer to make a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the greased item. A creature wearing greased armor or clothing gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.

### **Hold Person**

**School** Enchantment(Compulsion); **Level** 3**Casting Time** 1 action**Components** Verbal, Somatic, Focus or Divine Focus**Range** Medium (100 + 10 ft./level)**Target** One humanoid creature**Duration** 1 round/level (D); see text**Saving Throw** DC 20 Will negates; see text; **Spell Resistance** Yes

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

**Hold Portal****School** Abjuration; **Level** 1**Casting Time** 1 action**Components** Verbal**Range** Medium (100 + 10 ft./level)**Target** One portal, up to 20 sq. ft./level**Duration** 1 min./level (D)**Saving Throw** None; **Spell Resistance** No

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A knock spell or a successful dispel magic spell can negate a hold portal spell. Add 5 to the normal DC for forcing open a portal affected by this spell.

**Hydraulic Push****School** Evocation, Water Elemental; **Level** 1**Casting Time** 1 action**Components** Verbal, Somatic**Range** Close (25 + 5 ft./2 levels)**Target** one creature or object**Duration** Instantaneous**Saving Throw** none; **Spell Resistance** Yes

You call forth a quick blast of water that knocks over and soaks one creature or square. You can use this blast of water to make a bull rush against any one creature or object. Your CMB for this bull rush is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This bull rush does not provoke an attack of opportunity. Hydraulic push extinguishes any normal fires on a creature, object, or in a single 5-foot square which it is targeted against. Magical fires are unaffected.

**Hypnotism****School** Enchantment(Compulsion); **Level** 1**Casting Time** 1 round**Components** Verbal, Somatic**Range** Close (25 + 5 ft./2 levels)**Area** Several living creatures, no two of which may be more than 30 ft. apart**Duration** 2d4 rounds (D)**Saving Throw** DC 18 Will negates; **Spell Resistance** Yes

Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total HD of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated. If you use this spell in combat, each target gains a +2 bonus on its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2. While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request. A creature that fails its saving throw does not remember that you enspelled it.

**Icicle Dagger****School** Conjuration(Creation); **Level** 1**Casting Time** 1 action**Components** Verbal, Somatic**Range** 0 ft.**Effect** one icicle**Duration** 1 minute/level**Saving Throw** none; **Spell Resistance** No

You create a masterwork dagger out of ice. The dagger deals 1 point of cold damage in addition to normal dagger damage. If the dagger leaves your hand for more than 1 round, it melts and the spell ends. At 6th level, the dagger functions as a +1 frost dagger. At 11th level, it gains the returning property when thrown, melting away and reforming in your hand just before your next turn.

**Identify****School** Divination; **Level** 1**Casting Time** 1 action**Components** Verbal, Somatic, Material**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.

**Illusion of Calm****School** Illusion(Figment); **Level** 1**Casting Time** 1 action**Components** Verbal, Somatic**Range** Personal**Target** You**Duration** 1 minute/level**Saving Throw** Will disbelieve (on hit; see below); **Spell Resistance** No

When casting this spell, you create an illusory double that takes the same space of you. That double makes it look like you are standing still, even when you are not. While under the effects of this spell, you do not provoke attacks of opportunity when you cast a spell, make a ranged attack with a thrown weapon, or move out of your first square during a move action. It does not hide ranged attacks made with any type of projectile weapon.

When a creature hits you with an attack of any type, it gains a saving throw to disbelieve the figment. On a successful saving throw, it successfully disbelieves and the spell's effect ends for that creature.

### **Infernal Healing**

**School** Conjuration(Healing); **Level** 1

**Casting Time** 1 round

**Components** Verbal, Somatic, Material

**Range** Touch

**Duration** 1 minute

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

You touch a drop of devil's blood to a wounded creature, giving it fast healing 1. This ability cannot repair damage caused by silver weapons, good-aligned weapons, or spells or effects with the good descriptor. The target detects as an evil creature for the duration of the spell and can sense the evil of the magic, though this has no long-term effect.

### **Interrogation**

**School** Necromancy; **Level** 1

**Casting Time** 1 round

**Components** Verbal, Somatic

**Range** Touch

**Target** living creature touched

**Duration** 1 minute/level

**Saving Throw** DC 18 Fortitude negates; **Spell Resistance** Yes

You question the target, backed up by the threat of magical pain. You may ask one question per two caster levels. The target can either answer the question or take 1d4 points of damage plus your Wisdom bonus. The target is not compelled to answer truthfully, but the threat of pain gives it a -4 penalty on Bluff checks to convince you when it is lying.

### **Invisibility**

**School** Illusion, Void Elemental(Glamer); **Level** 2

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

**Range** Personal or touch

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

**Duration** 1 min./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.

Invisibility can be made permanent (on objects only) with a permanency spell.

### **Jolt**

**School** Transmutation; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Effect** spark of electricity

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** Yes

You cause a spark of electricity to strike the target with a successful ranged touch attack. The spell deals 1d3 points of electricity damage.

### **Jump**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** Touch

**Target** Creature touched

**Duration** 1 min./level (D)

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

The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

### **Jury-Rig**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** Touch

**Target** One broken object of up to 2 lbs./level

**Duration** 1 round/level

**Saving Throw** Will negates (harmless, object); **Spell Resistance** Yes (harmless, object)

When you cast this spell, a spectral force binds a broken weapon together, relieving the broken condition for a short time. While

under the effects of this spell, an item with the broken condition suffers no adverse effects from that condition, and is treated as if it is not broken. The object regains no hit points, and damage can still destroy the object.

### **Keep Watch**

**School** Enchantment; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Touch

**Target** One creature touched/2 levels

**Duration** 8 hours or less; see text

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

This spell enables the subjects to stand watch or keep vigil throughout the night without any ill effects. The subjects suffer no fatigue and gain all the usual benefits of a full night's rest. The subjects gain hit points as though from resting, wizards may prepare their spells as though they had slept for 8 hours, and so on. Effects that rely on actual sleep or dreaming are ineffective, though the subjects are still susceptible to effects that would put them to sleep, such as sleep or deep slumber. Any vigorous activity, including fighting, immediately ends the effect, and the affected creatures must either have the spell cast on them again or sleep for the remaining hours to avoid fatigue and gain the benefits of a full night's rest.

### **Ki Arrow**

**School** Conjuration; **Level** 1

**Casting Time** 1 action

**Components** Somatic

**Range** Touch

**Target** 1 arrow touched

**Duration** Instantaneous

**Saving Throw** DC 18 Fortitude (object); **Spell Resistance** Yes (object)

You imbue an arrow with your power and throw it at a target up to 100 feet away. Make a ranged attack roll. If it hits, the target takes damage from the arrow as if you had hit it with a single unarmed strike (including your Strength bonus).

### **Kreighton's Perusal**

**School** Divination; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Touch

**Target** Book touched

**Duration** Instantaneous

**Saving Throw** Will negates (harmless, object); **Spell Resistance** Yes (harmless, object)

You gain a brief but incomplete understanding of one book's contents, equivalent to having skimmed its pages for 1 hour. This insight is not sufficient to translate unknown languages, decipher codes, or memorize text, but it does allow the caster to learn what topics the book discusses—invaluable to a Pathfinder who must make a snap decision when performing research or deciding whether or not to abscond with a volume. In addition, you instantly benefit from any bonuses or effects the book would normally grant to anyone who reads it for 1 hour (such as the bonuses gained from reading volumes of the Pathfinder Chronicles; see pages 26–27).

### **Liberating Command**

**School** Transmutation; **Level** 1

**Casting Time** Immediate

**Components** Verbal

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

**Target** One creature

**Duration** Instantaneous

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

If the target is bound, grappled, or otherwise restrained, he may make an Escape Artist check to escape as an immediate action. He gains a competence bonus on this check equal to twice your caster level (maximum +20). This spell has no effect if the target could not get free by using the Escape Artist skill (for example, if he were under the effects of a hold person spell or paralyzed by Strength damage).

### **Light**

**School** Evocation, Wood Elemental; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Material or Divine Focus

**Range** Touch

**Target** Object touched

**Duration** 10 min./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, 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. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit.

Light can be used to counter or dispel any darkness spell of equal or lower spell level.

### **Lighten Object**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Material

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

**Target** 1 object of 1 cubic ft./level

**Duration** 1 minute/level

**Saving Throw** DC 18 Will negates (object); **Spell Resistance** Yes (objects)

This spell decreases the target's weight by half. If cast on armor, it improves the armor check penalty by 1, though it does not change the armor's categorization as light, medium, or heavy.

### **Lightning Bolt**

**School** Evocation, Air Elemental, Metal Elemental; **Level** 3

**Casting Time** 1 action

**Components** Verbal, Somatic, Material



**Range** 120 ft.

**Area** 120-ft. line

**Duration** Instantaneous

**Saving Throw** DC 20 Reflex half; **Spell Resistance** Yes

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

#### **Lock Gaze**

**School** Enchantment(Compulsion); **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** One creature

**Duration** 1 round/level

**Saving Throw** DC 18 Will negates; **Spell Resistance** Yes

You compel the target to look at you and only you for the spell's duration or until the spell is discharged. While staring at you, the target is considered to be averting its eyes from every creature but you, granting creatures other than you concealment against the target's attacks. If the target willingly leaves your line of sight, it is blinded for 1 round and the spell ends. If you willingly leave the target's line of sight or become unconscious or dead, the spell creature suffers no ill effects. Blind creatures and creatures immune to gaze attacks are immune to this spell.

#### **Longshot**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

**Range** Personal

**Target** You

**Duration** 1 minute/level

**Saving Throw** ; **Spell Resistance**

This spell reduces the effect of range, granting a +10-foot bonus to the range increment of any weapon used by the subject.

#### **Mage Armor**

**School** Conjuration(Creation); **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Focus

**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.

#### **Mage Hand**

**School** Transmutation; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** One nonmagical, unattended object weighing up to 5 lbs.

**Duration** Concentration

**Saving Throw** None; **Spell Resistance** No

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

#### **Magic Aura**

**School** Illusion(Glamer); **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Focus

**Range** Touch

**Target** One touched object weighing up to 5 lbs./level

**Duration** 1 day/level (D)

**Saving Throw** None; see text; **Spell Resistance** No

You alter an item's aura so that it registers to detect spells (and spells with similar capabilities) as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify. If the object bearing magic aura has identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is. If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), magic aura doesn't work.

Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

#### **Magic Missile**

**School** Evocation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** Up to five creatures, no two of which can be more than 15 ft. apart

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** Yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell. For every two caster levels beyond 1st, you gain an additional missile - two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

### **Magic Weapon**

**School** Transmutation, Metal Elemental; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Divine Focus

**Range** Touch

**Target** Weapon touched

**Duration** 1 min./level

**Saving Throw** Will negates (harmless, object); **Spell Resistance** Yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls. You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see magic fang). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

### **Marid's Mastery**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Touch

**Target** Creature touched

**Duration** 1 minute/level

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

The target gains a +1 bonus on attack and damage rolls if it and its opponent are touching water. If the opponent or the target is touching the ground, the target takes a -4 penalty on attack and damage rolls.

### **Memory Lapse**

**School** Enchantment; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** one living creature

**Duration** Instantaneous

**Saving Throw** DC 18 Will negates; **Spell Resistance** Yes

You cause the target to forget what happened from the casting of the spell back to the beginning of its last turn. This may allow a retry on a Diplomacy, Intimidate, or opposed skill check, though only with respect to the target, not other creatures that may be present.

### **Mending**

**School** Transmutation, Metal Elemental; **Level** 0

**Casting Time** 10 minutes

**Components** Verbal, Somatic

**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**

**School** Transmutation, Air Elemental; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic, Focus

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

**Target** One creature/level

**Duration** 10 min./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.

### **Mirror Strike**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** Personal

**Target** You

**Duration** See text

**Saving Throw ; Spell Resistance**

You briefly alter the flow of time to split a melee attack into two attacks. Before the end of your next turn, when you make your next melee attack roll, compare the result to the AC of two opponents within your reach. If the selected opponents are flanking you, you gain a +2 bonus on your attack roll (and confirmation attack roll, see below). If you hit both enemies, you can deal half damage to each. Hitting only one opponent allows you to deal that opponent normal damage for your attack. On a critical threat, you can make only one attack roll to confirm the critical hit against both opponents. If you confirm against both, you deal half your critical hit damage to each. Your hit is a normal hit rather than a critical if you confirm against only one opponent. If you fail to use the effect before the end of your next turn, the spell ends.

### **Moment of Greatness**

**School** Enchantment(Compulsion); **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

**Range** 50 ft.

**Target** The caster and allies within a 50-ft. burst centered on the caster

**Duration** 1 minute/level or until discharged

**Saving Throw** None; **Spell Resistance** Yes (harmless)

Each creature affected by this spell is given the potential for greater success and glory. If the affected creature is benefiting from a morale bonus of any type, it can double that morale bonus on one roll or check, before making the roll. Once an affected creature uses this spell's effect, the spell is discharged for that subject.

### **Mount**

**School** Conjuration(Summoning); **Level** 1

**Casting Time** 1 round

**Components** Verbal, Somatic, Material

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

**Effect** One mount

**Duration** 2 hours/level (D)

**Saving Throw** None; **Spell Resistance** No

You summon a light horse or a pony (your choice) to serve you as a mount (see the Pathfinder RPG Bestiary). The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

### **Mud Ball**

**School** Conjuration; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Effect** Single fist-sized blob of sticky mud

**Duration** Instantaneous

**Saving Throw** DC 18 Reflex negates; see text; **Spell Resistance** No

When you cast this spell, you conjure a single ball of sticky mud and launch it at an enemy's face as a ranged touch attack. If the mudball hits, the target is blinded. Each round at the beginning of its turn, a creature blinded by this spell can attempt a Reflex saving throw to shake off the mud, ending the effect. The mudball can also be wiped off by the creature affected by it or by a creature adjacent to the creature affected by it as a standard action.

### **Negative Reaction**

**School** Illusion(Glamer); **Level** 1

**Casting Time** 1 action

**Components** Somatic

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

**Target** One creature

**Duration** 1 round/level

**Saving Throw** DC 18 Will negates; **Spell Resistance** Yes

The target's actions and words fail to impress. The target of this spell takes a -10 penalty on any Bluff, Diplomacy, and Intimidate checks as well as any performance combat checks it attempts.

### **Obscuring Mist**

**School** Conjuration, Water Elemental(Creation); **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** 20 ft.

**Effect** Cloud spreads in 20-ft. radius from you, 20 ft. high

**Duration** 1 min./level (D)

**Saving Throw** None; **Spell Resistance** No

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). A moderate wind (11+ mph), such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage. This spell does not function underwater.

### **Open/Close**

**School** Transmutation; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic, Focus

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

**Target** Object weighing up to 30 lbs. or portal that can be opened or closed

**Duration** Instantaneous

**Saving Throw** DC 17 Will negates (object); **Spell Resistance** Yes (object)

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect.

### **Pattern Recognition**

**School** Transmutation; **Level** 1

**Casting Time** 1 round

**Components** Verbal, Somatic

**Range** Personal

**Duration** 10 min./level

**Saving Throw** no; **Spell Resistance** no

Pattern recognition allows you to notice unusual breaks in the patterns of stones in a wall, boards in a floor, cracks in glass, trees in a forest, or similar interruptions. You gain an insight bonus equal to one-half your caster level (minimum +1, maximum +10) on Search checks.

You gain the same bonus on Survival checks made to follow tracks. Pattern recognition does not grant you the Track feat, a rogue's trapfinding ability, or the ability to disable traps. You can use it in conjunction with those abilities if you possess them, though.

### **Peacebond**

**School** Abjuration; **Level** 1

**Casting Time** 1 action

**Components** Somatic

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

**Target** One sheathed or slung weapon

**Duration** 1 minute/level

**Saving Throw** DC 18 Will negates (object); **Spell Resistance** Yes (object)

You lock a weapon in place on its owner's body, or within the weapon's sheath or holster. Anyone who then tries to draw the weapon must spend a standard action and succeed at a Strength check (DC equal to the saving throw DC) to do so, provoking attacks of opportunity whether the attempt succeeds or fails.

### **Penumbra**

**School** Evocation; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** Touch

**Target** creature or object touched

**Duration** 10 minutes/level (D)

**Saving Throw** Harmless Will Negates; **Spell Resistance** Yes

This spell keeps the creature or object touched slightly in shadow. The target of this spell does not suffer any penalties or blindness caused by bright light, such as those from light sensitivity or light blindness.

You can have only one penumbra spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

### **Petulengro's Validation**

**School** Divination; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** Touch

**Target** Creature touched

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** Yes (harmless)

After a particularly harrowing brush with death at the hands of doppelgangers, Venture-Captain Eliza Petulengro devised a means of being sure her companions were actually who they appeared to be. To cast this spell, you must have a bit of hair, a fingernail clipping, or some other portion of a creature. The sample must be no more than 1 week old per caster level. As part of casting, you touch the target creature, and instantly know whether the target is the same creature the sample is from. Note that if you wish to be discrete, you can cast the spell away from the target and hold the charge before touching the creature, so that the casting is not noticed. You can also use this spell to divine whether a dead body, or even partial remains from a body, belonged to the same person whose fingernail clipping or bit of hair you used when casting the spell.

### **Polypurpose Panacea**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Somatic

**Range** Personal

**Target** you

**Duration** See below

**Saving Throw ; Spell Resistance**

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 awakened. 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.

### **Prestidigitation**

**School** Universal; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** 10 ft.

**Target** See text

**Area** See text

**Effect** See text

**Duration** 1 hour

**Saving Throw** DC 17 See text; **Spell Resistance** No

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters.

Prestidigitations can create small objects, but they look crude and artificial. The materials created by a prestidigitations spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitations lack the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

### **Protection from Chaos**

**School** Abjuration; **Level** 1**Casting Time** 1 action**Components** Verbal, Somatic, Material or Divine Focus**Range** Touch**Target** Creature touched**Duration** 1 min./level (D)**Saving Throw** Will negates (harmless); **Spell Resistance** No; see text

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by chaotic creatures. The target receives a new saving throw against control by chaotic creatures and chaotic summoned creatures cannot touch the target.

**Protection from Evil****School** Abjuration; **Level** 1**Casting Time** 1 action**Components** Verbal, Somatic, Material or Divine Focus**Range** Touch**Target** Creature touched**Duration** 1 min./level (D)**Saving Throw** Will negates (harmless); **Spell Resistance** No; see text

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects, such as charm person, command, and dominate person). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

**Protection from Good****School** Abjuration; **Level** 1**Casting Time** 1 action**Components** Verbal, Somatic, Material or Divine Focus**Range** Touch**Target** Creature touched**Duration** 1 min./level (D)**Saving Throw** Will negates (harmless); **Spell Resistance** No; see text

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by good creatures. The target receives a new saving throw against control by good creatures and good summoned creatures cannot touch the target.

**Protection from Law****School** Abjuration; **Level** 1**Casting Time** 1 action**Components** Verbal, Somatic, Material or Divine Focus**Range** Touch**Target** Creature touched**Duration** 1 min./level (D)**Saving Throw** Will negates (harmless); **Spell Resistance** No; see text

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by lawful creatures. The target receives a new saving throw against control by lawful creatures and lawful summoned creatures cannot touch the target.

**Ray of Enfeeblement****School** Necromancy; **Level** 1**Casting Time** 1 action**Components** Verbal, Somatic**Range** Close (25 + 5 ft./2 levels)**Effect** Ray**Duration** 1 round/level**Saving Throw** DC 18 Fortitude half; **Spell Resistance** Yes

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Strength score cannot drop below 1. A successful Fortitude save reduces this penalty by half. This penalty does not stack with itself. Apply the highest penalty instead.

**Ray of Frost****School** Evocation, Water Elemental; **Level** 0**Casting Time** 1 action**Components** Verbal, Somatic**Range** Close (25 + 5 ft./2 levels)**Effect** Ray**Duration** Instantaneous**Saving Throw** None; **Spell Resistance** Yes

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

**Ray of Sickening****School** Necromancy; **Level** 1**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Duration** 1 round/level

**Saving Throw** DC 18 Fortitude Half; **Spell Resistance** Yes

This spell functions as ray of exhaustion, except the target is sickened if it fails its save and unaffected if it makes its save.

### **Recharge Innate Magic**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Personal

**Target** You

**Duration** Instantaneous

**Saving Throw** ; **Spell Resistance**

You channel magic energy into your own aura, recharging your innate magic abilities. You regain one use of all 0-level and 1st-level spell-like abilities you can use as a result of a racial trait.

### **Reduce Person**

**School** Transmutation; **Level** 1

**Casting Time** 1 round

**Components** Verbal, Somatic, Material

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

**Target** One humanoid creature

**Duration** 1 min./level (D)

**Saving Throw** DC 18 Fortitude negates; **Spell Resistance** Yes

This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size. A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed. All equipment worn or carried by a creature is similarly reduced by the spell. Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Multiple magical effects that reduce size do not stack. Reduce person counters and dispels enlarge person.

Reduce person can be made permanent with a permanency spell.

### **Reinforce Armaments**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

**Range** Touch

**Target** One armor suit or weapon touched

**Duration** 10 minutes/level

**Saving Throw** Will negates (harmless, object);; **Spell Resistance** Yes (harmless, object)

You reinforce a weapon or armor suit to give it a temporarily upgrade or mitigate the fragile quality (see page 146). A suit of armor or weapon touched that has the fragile quality is not considered to have the fragile quality for the spell's duration. Normal armor suits or weapons subjected to this spell instead gain the masterwork quality for the spell's duration and their hardness is doubled. If this spell is cast on masterwork or magical armor or weapons, their hardness is doubled for the duration of the spell.

### **Resistance**

**School** Abjuration; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

**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.

Resistance can be made permanent with a permanency spell.

### **Restore Corpse**

**School** Necromancy; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Touch

**Target** corpse touched

**Duration** Instantaneous

**Saving Throw** none; **Spell Resistance** No

You grow flesh on a decomposed or skeletonized corpse of a Medium or smaller creature, providing it with sufficient flesh that it can be animated as a zombie rather than a skeleton. The corpse looks as it did when the creature died. The new flesh is somewhat rotted and not fit for eating.

### **Scorching Ray**

**School** Evocation, Fire Elemental; **Level** 2

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Effect** One or more rays

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** Yes

You blast your enemies with a searing beam of fire. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

### **Scrivener's Chant**

**School** Transmutation; **Level** 0

**Casting Time** 1 action  
**Components** Verbal, Somatic, Material  
**Range** 5 ft.

**Duration** Concentration, up to 1 minute/level

**Saving Throw** Will negates (harmless, object); **Spell Resistance** Yes (object)

This spell imbues a quill with animate energy and rapidly transcribes words from one page to another. The quill copies a written work at the rate of one normal-sized page per minute. The Linguistics skill can be used to make a convincing copy, but otherwise the reproduction is written in the hand of the caster. You must concentrate upon the material being duplicated for the spell's duration and provide new blank pages as required. The scrivener's chant requires blank paper and a quill or other writing materials, in addition to the material components.

This spell cannot duplicate magical writing (including spells and magical scrolls), though it can duplicate non-magical writing from a magical source.

#### **Sculpt Corpse**

**School** Necromancy; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** Touch

**Target** one dead creature touched

**Duration** Instantaneous

**Saving Throw** DC 18 Will partial; see text; **Spell Resistance** No

With a clammy caress and a word to the powers lurking beyond death, you can reshape a dead body look like another creature or even a specific person so long as you have firsthand knowledge of how that creature or person actually looks. You can make the corpse one size larger or smaller and change anything else about it including its apparent type, gender, or age. Creatures with a reason to suspect deception may make a Will saving throw to realize that the corpse was altered. If you chose to make the corpse look like a specific individual anyone who knows that individual can make a Will save to realize that the corpse is not actually that person. However, if a creature fails its Will save by 5 or less they believe the corpse is that of someone who closely resembled the person they knew rather than a deliberate fake. This spell merely changes the appearance of the corpse. Any spell or effect that targets the corpse (such as speak with dead or raise dead) treats it as if it still had its original appearance.

#### **See Alignment**

**School** Divination; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** Personal

**Target** You

**Duration** 1/round per level

**Saving Throw** ; **Spell Resistance**

When you cast this spell, select a single alignment (such as lawful good or chaotic evil). Creatures of that alignment glow with a ghostly radiance while they are within your vision. Though you can see this radiance, other creatures cannot.

Spells and effects that obscure alignment, like undetectable alignment, also obscure the effects of this spell.

#### **Serren's Swift Girding**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** One willing creature/level

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** Yes (harmless)

With a sweep of your hand, you select a number of targets and the same number of suits of armor. The targets of this spell are immediately clad in the armor that you choose. The subjects of the spell must be capable of wearing the chosen armor, cannot be wearing other armor, and must be able to properly fit into the chosen armor. The chosen armor must be empty and cannot be currently worn by another creature (thus you cannot move armor from one wearer to another with this spell). Creatures armored with this spell are considered to have donned the armor properly.

#### **Shadow Weapon**

**School** Illusion(Shadow); **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** 0 ft.

**Effect** one shadow weapon

**Duration** 1 minute/level

**Saving Throw** DC 18 Will disbelief (if interacted with); **Spell Resistance** Yes

Drawing upon the Plane of Shadow, you shape a quasi-real masterwork melee weapon of a type you are proficient with. You may use this weapon to make attacks as if it were a real weapon, dealing normal damage for a weapon of its type. The first time you hit a creature with the weapon, it may make a Will save to disbelieve; failure means the weapon deals damage normally, success means it only takes 1 point of damage from the weapon's attacks. The weapon only deals 1 point of damage to objects. If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the shadow weapon strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the target may save to disbelieve as normal. At 5th level, the weapon gains a +1 enhancement bonus. At 10th-level, you may increase the enhancement bonus to +2 or add the frost or keen weapon property. The frost and keen properties have no effect if the target makes its disbelief save. The spell ends if the weapon leaves your possession.

#### **Shield**

**School** Abjuration, Void Elemental; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Personal

**Target** You

**Duration** 1 min./level (D)

**Saving Throw** ; **Spell Resistance**

Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. 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.

#### **Shield Companion**

**School** Abjuration; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Focus

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

**Target** Your animal companion, familiar, or fiendish servant

**Duration** 1 hour/level (D)

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

This spell functions as shield other but affects only the caster's animal companion or familiar. Spellcasters from classes that do not normally gain an animal companion, familiar, or fiendish servant but who gain one through an alternate class feature, archetype, or prestige class can prepare and cast this spell as a 1st-level spell if they are capable of casting spells.

### **Shield Speech**

**School** Abjuration; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** 10 ft.

**Target** You and one other creature

**Duration** 1 minute/level (D)

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

You can securely communicate with one creature within range. So long as your target remains within 10 feet of you, you and it can speak freely to each other without fear of being overheard. Communications that involve shield speech cannot be spied on, such as with a divination spell, and observers of the conversation can tell you are communicating but cannot read lips or hear the conversation unless they are the target of the spell. If you or the target speak to any other creatures, they can hear you normally (only communication between you and the target is protected). The spell does not shield writing, sign language, or any form of communication other than speaking.

### **Shock Shield**

**School** Abjuration; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Personal

**Target** You

**Duration** 1 minute/level (D)

**Saving Throw** ; **Spell Resistance**

This spell creates an invisible shield similar to but not as strong as the shield spell. This shield hovers in front of you and negates magic missile attacks directed at you. The disk provides a +2 shield bonus to AC. This bonus applies against incorporeal touch attacks.

At any time, as a free action, you may dismiss your shield, at which point it deals 1d6 points of electrical damage to all creatures within a 5-foot burst, including you. A Reflex saving throw halves the damage.

### **Shocking Grasp**

**School** Evocation, Air Elemental, Metal Elemental; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Touch

**Target** Creature or object touched

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** Yes

Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or is carrying a metal weapon or is made of metal).

### **Silent Image**

**School** Illusion(Figment); **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Focus

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

**Effect** Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

**Duration** Concentration

**Saving Throw** DC 18 Will disbelief (if interacted with); **Spell Resistance** No

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

### **Sleep**

**School** Enchantment(Compulsion); **Level** 1

**Casting Time** 1 round

**Components** Verbal, Somatic, Material

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

**Area** One or more living creatures within a 10-ft.-radius burst

**Duration** 1 min./level

**Saving Throw** DC 18 Will negates; **Spell Resistance** Yes

A sleep spell causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Sleep does not target unconscious creatures, constructs, or undead creatures.

### **Snapdragon Fireworks**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

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

**Effect** dragon-shaped fireworks

**Duration** 1 round/level

**Saving Throw** DC 18 Reflex negates; **Spell Resistance** Yes

A favorite display at halfling midsummer festivals, this spell lets you create fireworks in the shape of tiny dragons. Once per round, as a move action, you may designate a target 5-foot-square within range and launch a pyrotechnic in that direction. The pyrotechnic takes a zigzag path from you to that square, always missing creatures and objects in its path, and detonates in that square with a bang and a colorful burst of fire and light. Creatures in the target square take 1d4 points of fire damage and are



dazzled for 1 round (Reflex half, a successful save negates the dazzled condition). Normally when this spell is used as part of a festival, the chosen target is high in the sky to increase visibility and protect observers.

### **Snow Shape**

**School** Transmutation; **Level 1**

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

**Range** Touch

**Target** Snow or snow-sculpted object touched, up to 5 cubic ft. + 1 cubic ft. / level

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** No

In frozen northern lands, where the earth may be hidden beneath heavy drifts of snow, Ulfen druids developed a variation of stone shape that other spellcasters have since learned.

You can form a mass of snow into any shape that suits your purpose, as per the spell stone shape. While it's possible to make crude objects with snow shape, most fine details aren't possible. However, a successful Craft (weapons) check allows you to create a bladed weapon from the snow. The DC of this check is equal to the DC listed with the Craft (weapons) skill (Core Rulebook 93). You must be the one to make the Craft check and must do so at the time of casting this spell. A failed check means that the spell is cast normally but the weapon created is malformed and useless. This spell can only be used to craft weapons and not more precise tools or elaborate armors.

Once you create the item with this spell, it solidifies into super-hard ice, gaining a hardness of 5 and 10 hit points per inch of thickness. This weapon takes double damage from fire. Anyone using an ice weapon takes a -2 penalty on attacks due to the slippery, unwieldy nature of the weapon, but the weapon deals 1 point of cold damage in addition to its normal damage. A weapon created by this spell lasts for 24 hours before melting into uselessness.

### **Snowball**

**School** Conjuratation(Creation); **Level 1**

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Effect** One ball of ice and snow

**Duration** Instantaneous

**Saving Throw** DC 18 Fortitude partial (see text); **Spell Resistance** No

You conjure a ball of packed ice and snow that you can throw at a single target as a ranged touch attack. The snowball deals 1d6 points of cold damage per caster level (maximum 5d6) on a successful hit, and the target must make a successful Fortitude saving throw or be staggered for 1 round.

### **Sotto Voce**

**School** Necromancy; **Level 0**

**Casting Time** 1 action

**Components** Verbal

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

**Duration** 1+ Rounds

**Saving Throw** DC 17 Will Negates; **Spell Resistance** Yes

Your dry, rasping whisper fills a living creature of 4 or fewer Hit Dice with unnatural dread. The affected creature must make a Will save or be shaken for 1 round.

### **Sow Thought**

**School** Enchantment(Compulsion); **Level 1**

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** One creature

**Duration** Permanent

**Saving Throw** DC 18 Will negates.; **Spell Resistance** Yes.

You plant an idea, concept, or suspicion in the mind of the subject. The target genuinely believes that the idea is his own, but is not required to act upon it. If the idea is contrary to the target's normal thoughts (such as making a paladin think, "I should murder my friends") the target may suspect mind altering magic is at play. The idea must be fairly clear, enough so that it can be conveyed in one or two sentences. You do not need to share a common language for the spell to succeed, but without a common language you can only sow the most basic rudimentary ideas.

### **Spark**

**School** Evocation, Fire Elemental; **Level 0**

**Casting Time** 1 action

**Components**

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

**Target** one Fine object

**Duration** Instantaneous

**Saving Throw** DC 17 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.

### **Stone Fist**

**School** Transmutation, Earth Elemental; **Level 1**

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** Personal

**Target** you

**Duration** 1 minute/level (D)

**Saving Throw ; Spell Resistance**

This spell transforms your hands into living stone. While this spell is in effect, your unarmed strikes do not provoke attacks of opportunity and deal 1d6 points of lethal bludgeoning damage (1d4 if you are Small). In addition, your unarmed strikes ignore the hardness of any object with a hardness less than 8.

Stone to flesh immediately dispels stone fist. Should you be the target of transmute rock to mud, this spell immediately ends and you take 4d6 points of damage.

### **Stone Shield**

**School** Conjuratation(Creation); **Level 1**

**Casting Time** 1 immediate action

**Components** Verbal, Somatic, Divine Focus

**Range** 0 ft.

**Effect** Stone wall whose area is one 5-ft square.

**Duration** 1 round

**Saving Throw** None; **Spell Resistance** No

A 1-inch-thick slab of stone springs up from the ground, interposing itself between you and an opponent of your choice. The stone shield provides you with cover from that enemy (Core Rulebook 195) until the beginning of your next turn, granting you a +4 bonus to Armor Class and a +2 bonus on Reflex saving throws. If the opponent's attack misses you by 4 or less, the attack strikes the shield instead. The stone shield has hardness 8 and 15 hit points. If the shield is destroyed, the spell ends and the shield crumbles away into nothingness. Spells and effects that damage an area deal damage to the shield.

You cannot use this spell if you are not adjacent to a large area of earth or stone such as the ground or a wall. A qinggong monk (Ultimate Magic) may select this spell as a ki power at 4th level

### **Strong Wings**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Touch

**Target** Creature touched

**Duration** 1 minute/level

**Saving Throw** Fortitude negates (harmless); **Spell Resistance** Yes (harmless)

The target's wings grow more powerful, causing its fly speed to increase by +10 feet and its maneuverability to improve by one category (to a maximum of good). This increase counts as an enhancement bonus. This spell has no effect on wingless creatures or winged creatures that cannot fly.

### **Suggestion, Mass**

**School** Enchantment(Compulsion); **Level** 6

**Casting Time** 1 action

**Components** Verbal, Material

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

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

**Duration** 1 hour/level or until completed

**Saving Throw** DC 23 Will negates; **Spell Resistance** Yes

This spell functions like suggestion, except that it can affect more creatures. The same suggestion applies to all these creatures.

### **Summon Monster III**

**School** Conjuration(Summoning); **Level** 3

**Casting Time** 1 round

**Components** Verbal, Somatic, Focus or Divine Focus

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

**Effect** One summoned creature

**Duration** 1 round/level (D)

**Saving Throw** None; **Spell Resistance** No

This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

Summon Monster Tables

3rd Level: Ant, giant (soldier)\*, Ape\*, Aurochs (herd animal)\*, Boar\*, Cheetah\*, Constrictor snake\*, Crocodile\*, Dire bat\*, Dretch (demon) [Chaotic, Evil subtypes], Electric eel\*, Giant lizard\*, Lantern archon [Good, Lawful subtypes], Leopard (cat)\*, Shark\*, Wolverine\*

2nd Level: Ant, giant (worker)\*, Elemental (Small) [Elemental subtype], Giant centipede\*, Giant frog\*, Giant spider\*, Goblin dog\*, Horse\*, Hyena\*, Lemure (devil) [Evil, Lawful subtypes] Octopus\*, Squid\*, Wolf\*

1st Level: Dire rat\*, Dog\*, Dolphin\*, Eagle\*, Fire beetle\*, Frog, poison\*, Pony (horse)\*, Viper (snake)\*

\* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

### **Summon Monster IV**

**School** Conjuration, All Elements(Summoning); **Level** 4

**Casting Time** 1 round

**Components** Verbal, Somatic, Focus or Divine Focus

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

**Effect** One summoned creature

**Duration** 1 round/level (D)

**Saving Throw** None; **Spell Resistance** No

This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster Tables

4th Level: Ant, giant (drone)\*, Bison (herd animal)\*, Deinonychus (dinosaur)\*, Dire ape\*, Dire boar\*, Dire wolf\*, Elemental (Medium) [Elemental subtype], Giant scorpion\*, Giant wasp\*, Grizzly bear\*, Hell hound [Evil, Lawful subtypes], Hound archon [Good, Lawful subtypes], Lion\*, Mephit (any) [Elemental subtype], Pteranodon (dinosaur)\*, Rhinoceros\*

3rd Level: Ant, giant (soldier)\*, Ape\*, Aurochs (herd animal)\*, Boar\*, Cheetah\*, Constrictor snake\*, Crocodile\*, Dire bat\*, Dretch (demon) [Chaotic, Evil subtypes], Electric eel\*, Giant lizard\*, Lantern archon [Good, Lawful subtypes], Leopard (cat)\*, Shark\*, Wolverine\*

2nd Level: Ant, giant (worker)\*, Elemental (Small) [Elemental subtype], Giant centipede\*, Giant frog\*, Giant spider\*, Goblin dog\*, Horse\*, Hyena\*, Lemure (devil) [Evil, Lawful subtypes] Octopus\*, Squid\*, Wolf\*

\* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

### **Summon Monster V**

**School** Conjuration, All Elements(Summoning); **Level** 5

**Casting Time** 1 round

**Components** Verbal, Somatic, Focus or Divine Focus

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

**Effect** One summoned creature

**Duration** 1 round/level (D)

**Saving Throw** None; **Spell Resistance** No

This spell functions like summon monster I, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

### Summon Monster Tables

5th Level: Ankylosaurus (dinosaur)\*, Babau (demon) [Chaotic, Evil subtypes], Bearded devil [Evil, Lawful subtypes], Bralani azata [Chaotic, Good subtypes], Dolphin (orca)\*, Dire lion\*, Elemental (Large) [Elemental subtype], Giant moray eel\*, Kytton [Evil, Lawful subtypes], Salamander [Evil subtype], Woolly rhinoceros\*, Xill [Evil, Lawful subtypes]

4th Level: Ant, giant (drone)\*, Bison (herd animal)\*, Deinonychus (dinosaur)\*, Dire ape\*, Dire boar\*, Dire wolf\*, Elemental (Medium) [Elemental subtype], Giant scorpion\*, Giant wasp\*, Grizzly bear\*, Hell hound [Evil, Lawful subtypes], Hound archon [Good, Lawful subtypes], Lion\*, Mephit (any) [Elemental subtype], Pteranodon (dinosaur)\*, Rhinoceros\*

3rd Level: Ant, giant (soldier)\*, Ape\*, Aurochs (herd animal)\*, Boar\*, Cheetah\*, Constrictor snake\*, Crocodile\*, Dire bat\*, Dretch (demon) [Chaotic, Evil subtypes], Electric eel\*, Giant lizard\*, Lantern archon [Good, Lawful subtypes], Leopard (cat)\*, Shark\*, Wolverine\*

\* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

### **Summon Monster VI**

**School** Conjunction, All Elements (Summoning); **Level** 6

**Casting Time** 1 round

**Components** Verbal, Somatic, Focus or Divine Focus

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

**Effect** One summoned creature

**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 Tables

6th Level: Dire bear\*, Dire tiger\*, Elasmosaurus (dinosaur)\*, Elemental (Huge) [Elemental subtype], Elephant\*, Erinyes (devil) [Evil, Lawful subtypes], Giant octopus\*, Invisible stalker [Air subtype], Lillend azata [Chaotic, Good subtypes], Shadow demon [Chaotic, Evil subtypes], Succubus (demon) [Chaotic, Evil subtypes], Triceratops (dinosaur)\*

5th Level: Ankylosaurus (dinosaur)\*, Babau (demon) [Chaotic, Evil subtypes], Bearded devil [Evil, Lawful subtypes], Bralani azata [Chaotic, Good subtypes], Dolphin (orca)\*, Dire lion\*, Elemental (Large) [Elemental subtype], Giant moray eel\*, Kytton [Evil, Lawful subtypes], Salamander [Evil subtype], Woolly rhinoceros\*, Xill [Evil, Lawful subtypes]

4th Level: Ant, giant (drone)\*, Bison (herd animal)\*, Deinonychus (dinosaur)\*, Dire ape\*, Dire boar\*, Dire wolf\*, Elemental (Medium) [Elemental subtype], Giant scorpion\*, Giant wasp\*, Grizzly bear\*, Hell hound [Evil, Lawful subtypes], Hound archon [Good, Lawful subtypes], Lion\*, Mephit (any) [Elemental subtype], Pteranodon (dinosaur)\*, Rhinoceros\*

\* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

### **Touch of Fatigue**

**School** Necromancy; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** Touch

**Target** Creature touched

**Duration** 1 round/level

**Saving Throw** DC 17 Fortitude negates; **Spell Resistance** Yes

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration.

This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

### **Wall of Force**

**School** Evocation; **Level** 5

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

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

**Effect** Wall whose area is up to one 10-ft. square/level

**Duration** 1 round /level (D)

**Saving Throw** None; **Spell Resistance** No

A wall of force creates an invisible wall of pure force. The wall cannot move and is not easily destroyed. A wall of force is immune to dispel magic, although a mage's disjunction can still dispel it.

A wall of force can be damaged by spells as normal, except for disintegrate, which automatically destroys it. It can be damaged by weapons and supernatural abilities, but a wall of force has hardness 30 and a number of hit points equal to 20 per caster level. Contact with a sphere of annihilation or rod of cancellation instantly destroys a wall of force.

Breath weapons and spells cannot pass through a wall of force in either direction, although dimension door, teleport, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually circumvent the wall by going around it, through material floors and ceilings). Gaze attacks can operate through a wall of force. The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Wall of force can be made permanent with a permanency spell.

# P32. Jivakhnaka

CHARACTER LEVEL (favored class = ) True Neutral  
 ALIGNMENT  
**Elemental, Water, Greater** Huge Male 0 0' 0lb.  
 RACE SIZE GENDER AGE HEIGHT WEIGHT  
**Baphomet**  
 DEITY SKIN HAIR EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
<b>STR</b> Strength	35	+12		
<b>DEX</b> Dexterity	25	+7		
<b>CON</b> Constitution	36	+13		
<b>INT</b> Intelligence	24	+7		
<b>WIS</b> Wisdom	24	+7		
<b>CHA</b> Charisma	27	+8		

**HP** TOTAL **317** DR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

**INITIATIVE** HERO PTS  
**+7** = **7** + **0**  
 TOTAL DEX MOD. MISC MOD.

**AC 25** = 10 + **9** + **7** + **-2** **TOUCH 16**  
 TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER  
 + **9** + **1** **FLAT-FOOTED 17**  
 NATURAL ARMOR DEFLECT MODIFIER MISC MODIFIER DODGE BONUS

SAVING THROWS TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER  
**FORTITUDE (CONSTITUTION) 22** = 9 + 13 + + +  
**REFLEX (DEXTERITY) 18** = 9 + 7 + + 2 +  
**WILL (WISDOM) 12** = 5 + 7 + + +

**BASE ATTACK BONUS +15** **SPELL RESISTANCE**  
**CMB 25** = **15** + **12** +  
 TOTAL BASE ATTACK STRENGTH MODIFIER SIZE MODIFIER  
**CMD 47** = **15** + **12** + **7** + + 10  
 TOTAL BASE ATTACK STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON			ATTACK BONUS	CRITICAL
Slam x2 (Elemental, Water, Greater)			+21 x2	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B			2d8+20	



**SPEED** LAND **20** FT. **4** SQ. **20** FT. **4** SQ. MODIFIERS  
 BASE SPEED WITH ARMOR  
 90 FT. FT. FT. FT.  
 FLY MANEUVERABILITY SWIM CLIMB BURROW

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
✓ Acrobatics	22	=Dex 7	+ 12 + 3	+
Appraise	7	=Int 7	+ 0	+
✓ Bluff	23	=Cha 8	+ 12 + 3	+
Climb	12	=Str 12	+ 0	+
Diplomacy	20	=Cha 8	+ 12	+
Disguise	8	=Cha 8	+ 0	+
✓ Escape Artist	22	=Dex 7	+ 12 + 3	+
Fly	3	=Dex 7	+ 0	+
Heal	7	=Wis 7	+ 0	+
Intimidate	20	=Cha 8	+ 12	+
Knowledge (arcana)	19	=Int 7	+ 12	+
Knowledge (local)	19	=Int 7	+ 12	+
Knowledge (nobility)	19	=Int 7	+ 12	+
✓ Knowledge (planes)	22	=Int 7	+ 12 + 3	+
✓ Perception	23	=Wis 7	+ 13 + 3	+
Ride	7	=Dex 7	+ 0	+
✓ Sense Motive	22	=Wis 7	+ 12 + 3	+
Spellcraft	20	=Int 7	+ 13	+
✓ Stealth	14	=Dex 7	+ 12 + 3	+
Survival	20	=Wis 7	+ 13	+
✓ Swim	35	=Str 12	+ 12 + 3	+
Use Magic Device	20	=Cha 8	+ 12	+

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

## LANGUAGES

Aquan



**COMBAT MANEUVERS**

Maneuver	CMB	CMD
Bull Rush	+27	49
Disarm	+25	47
Feint	+25	47
Grapple	+25	47
Overrun	+25	47
Pull	+25	47
Push	+25	47
Sunder	+27	49
Trip	+25	47

**MONEY**

Platinum 0  
Gold 0  
Silver 0  
Copper 0  
Valuables 0

**ENCUMBRANCE**

Current 0 lbs  
Light 4256 lbs  
Medium 8528 lbs  
Heavy 12800 lbs

**EXPERIENCE**

Current 0  
Next Level

**TRACKED RESOURCES**

Resource	Max.	Used
<b>GEAR</b>		
Gear In No Container	Weight	Cost
Qty Item		
none		

**SPECIAL ABILITY/FEATURE SUMMARY**

Darkvision (60 feet)  
Damage Reduction (10/-)  
Immunity to Bleeds  
Immunity to Critical Hits  
Immunity to Flanking  
Immunity to Paralysis  
Immunity to Poison  
Immunity to Precision Damage  
Immunity to Sleep  
Immunity to Stunning  
Swimming (90 feet)  
Drench (Ex)  
Vortex (DC 29) (Su)  
Water Mastery (Ex)

**FEATS SUMMARY**

Cleave  
Dodge  
Exotic Weapon Proficiency (Whip)  
Great Cleave  
Improved Bull Rush  
Improved Sunder  
Lightning Reflexes  
Martial Weapon Proficiency - All  
Power Attack -4/+8  
Simple Weapon Proficiency - All

## TRAITS

### SPECIAL ABILITIES/FEATURES

#### **Darkvision (60 feet)**

You can see in the dark (black and white vision only).

#### **Damage Reduction (10/-)**

You have Damage Reduction against all attacks.

#### **Immunity to Bleeds**

You are immune to bleeds.

#### **Immunity to Critical Hits**

You are immune to Critical Hits

#### **Immunity to Flanking**

You are immune to flanking.

#### **Immunity to Paralysis**

You are immune to paralysis.

#### **Immunity to Poison**

You are immune to poison.

#### **Immunity to Precision Damage**

You are immune to Precision Damage

#### **Immunity to Sleep**

You are immune to sleep effects.

#### **Immunity to Stunning**

You are immune to being stunned.

#### **Swimming (90 feet)**

You have a swim speed.

You gain a +8 racial bonus to swim checks to perform a special action or avoid a hazard. You may take 10 on swim checks, even when distracted or endangered.

#### **Drench (Ex)**

The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD).

#### **Vortex (DC 29) (Su)**

Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have. If the creature has a fly speed, it can continue to fly at that same speed while in whirlwind form, otherwise it gains a fly speed equal to its base land speed (average maneuverability) while in whirlwind form.

The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A whirlwind's width at its peak is always equal to half of its height. The creature controls the exact height, but it must be at least 10 feet high.

The whirlwind form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it.

Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal to the monster's slam attack for a creature of its size) and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 10 + half monster's HD + the monster's Strength modifier) when it comes into contact with the whirlwind or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

#### **Water Mastery (Ex)**

A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

## FEATS

#### **Cleave** (Combat)

You can strike two adjacent foes with a single swing.

**Prerequisites:** STR 13, Power Attack, base attack bonus +1.

**Benefit:** As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Addition from Great Cleave: You may use Cleave against any number of opponents per round.

#### **Dodge** (Combat)

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

**Prerequisite:** Dex 13.

**Benefit:** You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

### **Exotic Weapon Proficiency (Whip)** (Combat)

Choose one type of exotic weapon, such as the spiked chain or whip. You understand how to use that type of exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.

**Prerequisite:** Base attack bonus +1.

**Benefit:** You make attack rolls with the weapon normally.

**Normal:** A character who uses a weapon with which he is not proficient takes a -4 penalty on attack rolls.

**Special:** You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon.

### **Great Cleave** (Combat)

You can strike many adjacent foes with a single blow.

**Prerequisites:** Str 13, Cleave, Power Attack, base attack bonus +4.

**Benefit:** As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

### **Improved Bull Rush** (Combat)

You are skilled at pushing your foes around.

**Prerequisite:** Str 13, Power Attack, base attack bonus +1.

**Benefit:** You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to bull rush you.

**Normal:** You provoke an attack of opportunity when performing a bull rush combat maneuver.

### **Improved Sunder** (Combat)

You are skilled at damaging your foes' weapons and armor.

**Prerequisite:** Str 13, Power Attack, base attack bonus +1.

**Benefit:** You do not provoke an attack of opportunity when performing a sunder combat maneuver. In addition, you receive a +2 bonus on checks made to sunder an item. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to sunder your gear.

**Normal:** You provoke an attack of opportunity when performing a sunder combat maneuver.

### **Lightning Reflexes**

You have faster reflexes than normal.

**Benefit:** You get a +2 bonus on all Reflex saving throws.

### **Martial Weapon Proficiency - All**

**Benefit:** You are proficient with all Martial weapons.

**Normal:** When using a weapon with which you are not proficient, you are at -4 to attack rolls.

### **Power Attack -4/+8** (Combat)

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

**Prerequisites:** Str 13, base attack bonus +1.

**Benefit:** You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

### **Simple Weapon Proficiency - All** (Combat)

You are trained in the use of basic weapons.

**Benefit:** You make attack rolls with simple weapons without penalty.

**Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

**Special:** All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

## MAGIC ITEMS

No magic items.

# P35. Golem de Fer inachevé

CHARACTER LEVEL (favored class = ) True Neutral  
 ALIGNMENT  
**Golem, Iron** Large Male 0 0' 0lb.  
 RACE SIZE GENDER AGE HEIGHT WEIGHT  
 DEITY SKIN HAIR EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
<b>STR</b> Strength	32	+11		
<b>DEX</b> Dexterity	9	-1		
<b>CON</b> Constitution	0	+0		
<b>INT</b> Intelligence	0	+0		
<b>WIS</b> Wisdom	11	+0		
<b>CHA</b> Charisma	1	-5		

**HP** TOTAL 129 DR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

**INITIATIVE** HERO PTS 0  
 -1 = -1 + 0  
 TOTAL DEX MOD. MISC MOD.



**AC 28** = 10 + [ ] + [ ] + [-1] + [-1] **TOUCH 8**  
 TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER  
 + [20] + [ ] + [ ] + [ ] **FLAT-FOOTED 28**  
 NATURAL ARMOR DEFLECT MODIFIER MISC MODIFIER DODGE BONUS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
<b>FORTITUDE</b> (CONSTITUTION)	6	6				
<b>REFLEX</b> (DEXTERITY)	5	6	-1			
<b>WILL</b> (WISDOM)	6	6				

**BASE ATTACK BONUS +18** **SPELL RESISTANCE**  
**CMB 30** = [18] + [11] + [1]  
 TOTAL BASE ATTACK STRENGTH MODIFIER SIZE MODIFIER  
**CMD 39** = [18] + [11] + [-1] + [1] + 10  
 TOTAL BASE ATTACK STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON		ATTACK BONUS	CRITICAL
Slam x2 (Golem, Iron)		+28 x2	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
B			2d10+16

**SPEED LAND** 20 FT. 4 SQ. 20 FT. 4 SQ.  
 BASE SPEED WITH ARMOR  
 FT. FT. FT. FT.  
 FLY MANEUVERABILITY SWIM CLIMB BURROW

SKILLS				
Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
Acrobatics	-1	=Dex -1	+ 0	+ 0
Appraise	0	=Int 0	+ 0	+ 0
Bluff	-5	=Cha -5	+ 0	+ 0
Climb	11	=Str 11	+ 0	+ 0
Diplomacy	-5	=Cha -5	+ 0	+ 0
Disguise	-5	=Cha -5	+ 0	+ 0
Escape Artist	-1	=Dex -1	+ 0	+ 0
Fly	-3	=Dex -1	+ 0	+ 0
Heal	0	=Wis 0	+ 0	+ 0
Intimidate	-5	=Cha -5	+ 0	+ 0
Perception	0	=Wis 0	+ 0	+ 0
Ride	-1	=Dex -1	+ 0	+ 0
Sense Motive	0	=Wis 0	+ 0	+ 0
Stealth	-5	=Dex -1	+ 0	+ 0
Survival	0	=Wis 0	+ 0	+ 0
Swim	11	=Str 11	+ 0	+ 0

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

## LANGUAGES





**COMBAT MANEUVERS**

Maneuver	CMB	CMD
Bull Rush	+30	39
Disarm	+30	39
Feint	+30	39
Grapple	+30	39
Overrun	+30	39
Pull	+30	39
Push	+30	39
Sunder	+30	39
Trip	+30	39

**MONEY**

Platinum 0  
Gold 0  
Silver 0  
Copper 0  
Valuables 0

**ENCUMBRANCE**

Current 0 lbs  
Light 1384 lbs  
Medium 2768 lbs  
Heavy 4160 lbs

**EXPERIENCE**

Current 0  
Next Level

**TRACKED RESOURCES**

Resource	Max.	Used
<b>GEAR</b>		
Gear In No Container		
Qty Item	Weight	Cost
none		

**SPECIAL ABILITY/FEATURE SUMMARY**

Darkvision (60 feet)  
Low-Light Vision  
Damage Reduction (15/adamantine)  
Immunity to Ability Damage  
Immunity to Ability Drain  
Immunity to Bleeds  
Immunity to Death and Necromancy effects  
Immunity to Disease  
Immunity to Energy Drain  
Immunity to Exhausted  
Immunity to Fatigue  
Immunity to Magic (Ex)  
Immunity to Mind-Affecting effects  
Immunity to Non-lethal Damage  
Immunity to Paralysis  
Immunity to Poison  
Immunity to Sleep  
Immunity to Stunning  
Breath Weapon (DC 19) (Su)

**FEATS SUMMARY**

Simple Weapon Proficiency - All

## TRAITS

### SPECIAL ABILITIES/FEATURES

#### **Darkvision (60 feet)**

You can see in the dark (black and white vision only).

#### **Low-Light Vision**

See twice as far as a human in low light, distinguishing color and detail.

#### **Damage Reduction (15/adamantine)**

You have Damage Reduction against all except Adamantine attacks.

#### **Immunity to Ability Damage**

Immunity to ability damage

#### **Immunity to Ability Drain**

Immunity to ability drain

#### **Immunity to Bleeds**

You are immune to bleeds.

#### **Immunity to Death and Necromancy effects**

You are immune to Death and Necromancy effects.

#### **Immunity to Disease**

You are immune to diseases.

#### **Immunity to Energy Drain**

Immune to energy drain

#### **Immunity to Exhausted**

You are immune to the exhausted condition.

#### **Immunity to Fatigue**

You are immune to the fatigued condition.

#### **Immunity to Magic (Ex)**

An iron golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

A magical attack that deals electricity damage slows an iron golem (as the slow spell) for 3 rounds, with no saving throw. This iron automaton stands twice as tall as a normal human. Its heavy footsteps shake the ground with bone-jarring force.

A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An iron golem gets no saving throw against fire effects.

An iron golem is affected normally by rust attacks, such as those of a rust monster or a rusting grasp spell.

#### **Immunity to Mind-Affecting effects**

You are immune to Mind-Affecting effects.

#### **Immunity to Non-lethal Damage**

You are immune to Non-Lethal Damage

#### **Immunity to Paralysis**

You are immune to paralysis.

#### **Immunity to Poison**

You are immune to poison.

#### **Immunity to Sleep**

You are immune to sleep effects.

#### **Immunity to Stunning**

You are immune to being stunned.

#### **Breath Weapon (DC 19) (Su)**

As a free action once every 1d4+1 rounds, an iron golem can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power. Breath weapon-inhaled; save Fort 19; frequency 1/round for 4 rounds; effect 1d4 Constitution damage; cure 2 saves. The save DC is Constitution-based.

## FEATS

#### **Simple Weapon Proficiency - All** (Combat)

You are trained in the use of basic weapons.

**Benefit:** You make attack rolls with simple weapons without penalty.

**Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

**Special:** All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

## MAGIC ITEMS

No magic items.

# P35. Mage Vonnarc

Wizard 8

CHARACTER LEVEL (favored class = Wizard)

Chaotic Evil

ALIGNMENT

Drow

Medium

Male

124

5' 11"

111lb.

RACE  
Abraxas

SIZE

GENDER

AGE

HEIGHT

WEIGHT

DEITY

SKIN

HAIR

EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
<b>STR</b> Strength	8	-1		
<b>DEX</b> Dexterity	14	+2		
<b>CON</b> Constitution	10	+0		
<b>INT</b> Intelligence	20	+5		
<b>WIS</b> Wisdom	10	+0		
<b>CHA</b> Charisma	13	+1		

<b>HP</b> TOTAL	76	<b>DR</b>	
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WOUNDS/CURRENT HP	
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NONLETHAL DAMAGE	
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<b>INITIATIVE</b>				<b>HERO PTS</b>
<b>+2</b>	<b>2</b>	<b>0</b>		<b>0</b>
TOTAL	DEX MOD.	MISC MOD.		

<b>AC</b> <b>22</b>	= 10 +	<b>4</b>	+	<b>4</b>	+	<b>2</b>	+	<b>2</b>	+	<b>TOUCH</b> <b>14</b>
<b>TOTAL</b>										
		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER		
		NATURAL ARMOR		DEFLECT MODIFIER		MISC MODIFIER		DODGE BONUS		<b>FLAT-FOOTED</b> <b>20</b>

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
<b>FORTITUDE</b> (CONSTITUTION)	<b>5</b>	2		3		
<b>REFLEX</b> (DEXTERITY)	<b>7</b>	2	2	3		
<b>WILL</b> (WISDOM)	<b>9</b>	6		3		

**Situational Modifiers**

All Saves: +2 vs. enchantments

<b>BASE ATTACK BONUS</b>	<b>+4</b>	<b>SPELL RESISTANCE</b>	<b>14</b>
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<b>CMB</b> <b>3</b>	=	<b>4</b>	+	<b>-1</b>	+	<b>0</b>				
<b>TOTAL</b>										
		BASE ATTACK		STRENGTH MODIFIER		SIZE MODIFIER				
<b>CMD</b> <b>17</b>	=	<b>4</b>	+	<b>-1</b>	+	<b>2</b>	+	<b>0</b>	+	<b>10</b>
<b>TOTAL</b>										
		BASE ATTACK		STRENGTH MODIFIER		DEXTERITY MODIFIER		SIZE MODIFIER		

<b>WEAPON [in both hands]</b>			<b>ATTACK BONUS</b>	<b>CRITICAL</b>
+1 spell storing Darkwood quarterstaff			<b>+4</b>	<b>x2</b>
<b>TYPE</b>	<b>RANGE</b>	<b>AMMUNITION</b>	<b>DAMAGE</b>	
B			<b>1d6</b>	



<b>SPEED LAND</b>	<b>30 FT. 6 SQ.</b>	<b>30 FT. 6 SQ.</b>	<b>MODIFIERS</b>	
	<b>BASE SPEED</b>		<b>WITH ARMOR</b>	
FLY	MANEUVERABILITY	SWIM	CLIMB	BURROW

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
Acrobatics	<b>2</b>	=Dex	2	+ 0 +
✓ Appraise	<b>5</b>	=Int	5	+ 0 +
Bluff	<b>1</b>	=Cha	1	+ 0 +
Climb	<b>-1</b>	=Str	-1	+ 0 +
Diplomacy	<b>5</b>	=Cha	1	+ 4 +
Disguise	<b>1</b>	=Cha	1	+ 0 +
Escape Artist	<b>2</b>	=Dex	2	+ 0 +
✓ Fly	<b>9</b>	=Dex	2	+ 4 + 3 +
Heal	<b>0</b>	=Wis	0	+ 0 +
Intimidate	<b>5</b>	=Cha	1	+ 4 +
✓ Knowledge (arcana)	<b>16</b>	=Int	5	+ 8 + 3 +
✓ Knowledge (local)	<b>16</b>	=Int	5	+ 8 + 3 +
✓ Knowledge (nobility)	<b>16</b>	=Int	5	+ 8 + 3 +
✓ Knowledge (planes)	<b>16</b>	=Int	5	+ 8 + 3 +
Perception	<b>6</b>	=Wis	0	+ 4 +
Ride	<b>2</b>	=Dex	2	+ 0 +
Sense Motive	<b>0</b>	=Wis	0	+ 0 +
✓ Spellcraft	<b>16</b>	=Int	5	+ 8 + 3 +
Stealth	<b>2</b>	=Dex	2	+ 0 +
Survival	<b>0</b>	=Wis	0	+ 0 +
Swim	<b>-1</b>	=Str	-1	+ 0 +

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

**LANGUAGES**

Abyssal • Common • Draconic • Drow Sign Language • Elven • Gnome • Undercommon



**COMBAT MANEUVERS**

Maneuver	CMB	CMD
Bull Rush	+3	17
Dirty Trick	+3	17
Disarm	+3	17
Drag	+3	17
Feint	+3	17
Grapple	+3	17
Overrun	+3	17
Pull	+3	17
Push	+3	17
Reposition	+3	17
Steal	+3	17
Sunder	+3	17
Trip	+3	17

**MONEY**

Platinum 0  
Gold 0  
Silver 0  
Copper 0  
Valuables 0

**ENCUMBRANCE**

Current 3 lbs  
Light 26 lbs  
Medium 53 lbs  
Heavy 80 lbs

**EXPERIENCE**

Current 220000  
Next Level 75000

**TRACKED RESOURCES**

Resource	Max.Used
Acid Dart (8/day) (Sp)	8
Arcane Bond (+1 spell storing Darkwood quarterstaff) (1/day) (Sp)	1
Dancing Lights (1/day)	1
Darkness (1/day)	1
Dimensional Steps (240'/day) (48 5-ft inc/day) (Sp)	48
Faerie Fire (1/day)	1
Feather Fall (Constant)	0
Potion of cure serious wounds	2
Wand of magic missile	50

**SPECIAL ABILITY/FEATURE SUMMARY**

Darkvision (120 feet)  
Low-Light Vision  
Drow Immunities - Sleep  
Elven Immunities  
Spell Resistance (14)  
Light Blindness (Ex)  
Acid Dart (8/day) (Sp)  
Arcane Bond (+1 spell storing Darkwood quarterstaff) (1/day) (Sp)  
Conjuration  
Dimensional Steps (240'/day) (48 5-ft inc/day) (Sp)  
Enchantment  
Illusion  
Poison Use (Ex)  
Spell Storing  
Summoner's Charm (+4 rds) (Su)

**FEATS SUMMARY**

Combat Casting  
Dazing Spell  
Greater Spell Penetration  
Scribe Scroll  
Silent Spell  
Spell Penetration  
Wizard Weapon Proficiencies

**GEAR****Gear In No Container**

Qty Item	Weight	Cost
1 +1 spell storing Darkwood quarterstaff	2 lbs	16,640 gp
1 Cloak of resistance +3	1 lb	9,000 gp
2 Potion of cure serious wounds		1,500 gp
1 Ring of feather falling		2,200 gp
1 Ring of protection +2		8,000 gp
1 Scroll of fly (CL 8th)		600 gp
1 Wand of magic missile		6,750 gp

## SPELL SUMMARY

### WIZARD SPELLS

Spell Level:	0	1	2	3	4
Casts Per Day:	4	6	4	4	3

Level	Spell	Casting Time	Range	DC/Resist	Duration
0	Detect Magic	1 action	60 ft.	15 No	Concentration, up to 1 min./level (D)
0	Detect Poison	1 action	Close (25 + 5 ft./2 levels)	15 No	Instantaneous
0	Mending	10 minutes	10 ft.	15 Yes (harmless, object)	Instantaneous
0	Message	1 action	Medium (100 + 10 ft./level)	15 No	10 min./level
1	Feather Fall	1 immediate action	Close (25 + 5 ft./2 levels)	16 Yes (object)	Until landing or 1 round/level
1	Magic Missile (x3)	1 action	Medium (100 + 10 ft./level)	16 Yes	Instantaneous
1	Shield	1 action	Personal	16	1 min./level (D)
1	Shocking Grasp	1 action	Touch	16 Yes	Instantaneous
1*	Mage Armor	1 action	Touch	16 No	1 hour/level (D)
2	False Life	1 action	Personal	17	1 hour/level or until discharged; see text
2	Scorching Ray (x3)	1 action	Close (25 + 5 ft./2 levels)	17 Yes	Instantaneous
2*	Glitterdust	1 action	Medium (100 + 10 ft./level)	17 No	1 round/level
3	Dispelling Magic	1 action	Medium (100 + 10 ft./level)	18 No	Instantaneous
3	Fireball (x2)	1 action	Long (400 + 40 ft./level)	18 Yes	Instantaneous
3	Summon Monster III	1 round	Close (25 + 5 ft./2 levels)	18 No	1 round/level (D)
3*	Summon Monster III	1 round	Close (25 + 5 ft./2 levels)	18 No	1 round/level (D)
4	Dimension Door	1 action	Long (400 + 40 ft./level)	19 No and yes (object)	Instantaneous
4	Summon Monster IV (x2)	1 round	Close (25 + 5 ft./2 levels)	19 No	1 round/level (D)
4*	Summon Monster IV	1 round	Close (25 + 5 ft./2 levels)	19 No	1 round/level (D)

## TRAITS

### SPECIAL ABILITIES/FEATURES

#### **Darkvision (120 feet)**

You can see in the dark (black and white vision only).

#### **Low-Light Vision**

See twice as far as a human in low light, distinguishing color and detail.

#### **Drow Immunities - Sleep**

You are immune to magic sleep effects.

#### **Elven Immunities**

+2 save bonus vs Enchantments.

#### **Spell Resistance (14)**

You have Spell Resistance.

#### **Light Blindness (Ex)**

Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

#### **Acid Dart (8/day) (Sp)**

As a standard action you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6 points of acid damage + 1 for every two wizard levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier. This attack ignores spell resistance.

#### **Arcane Bond (+1 spell storing Darkwood quarterstaff) (1/day) (Sp)**

Wizards who select a bonded object begin play with one at no cost. Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. If a wizard attempts to cast a spell without his bonded object worn or in hand, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. If the object is a ring or amulet, it occupies the ring or neck slot accordingly.

A bonded object can be used once per day to cast any one spell that the wizard has in his spellbook and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the wizard, including casting time, duration, and other effects dependent on the wizard's level. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from the wizard's opposition schools (see arcane school).

A wizard can add additional magic abilities to his bonded object as if he has the required item creation feats and if he meets the level prerequisites of the feat. For example, a wizard with a bonded dagger must be at least 5th level to add magic abilities to the dagger (see the Craft Magic Arms and Armor feat in Chapter 5). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the wizard who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

If a bonded object is damaged, it is restored to full hit points the next time the wizard prepares his spells. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per wizard level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A wizard can designate an existing magic item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

**Note:** If your bonded object does not have any other powers or properties yet, there are power-less versions of the wand, staff, ring, and amulet available on the magic tab.

#### **Conjuration**

The conjurer focuses on the study of summoning monsters and magic alike to bend to his will.

#### **Dimensional Steps (240'/day) (48 5-ft inc/day) (Sp)**

At 8th level, you can use this ability to teleport up to 30 feet per wizard level per day as a standard action. This teleportation must be used in 5-foot increments and such movement does not provoke an attack of opportunity. You can bring other willing creatures with you, but you must expend an equal amount of distance for each additional creature brought with you.

**Note:** Each usage on the In-Play tab represents 5' of movement used.

#### **Enchantment**

You must spend 2 slots to cast spells from the Enchantment school.

#### **Illusion**

You must spend 2 slots to cast spells from the Illusion school.

#### **Poison Use (Ex)**

You do not risk poisoning yourself accidentally while poisoning a weapon.

#### **Spell Storing**

A spell storing weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon. (The spell must have a casting time of 1 standard action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires. (This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.) Once the spell has been cast from the weapon, a spellcaster can cast any other targeted spell of up to 3rd level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled spell storing weapon has a 50% chance to have a spell stored in it already.

Construction

Requirements: Craft Magic Arms and Armor, creator must be a caster of at least 12th level; Cost +1 Bonus

#### **Summoner's Charm (+4 rds) (Su)**

Whenever you cast a conjuration (summoning) spell, increase the duration by a number of rounds equal to 1/2 your wizard level (minimum 1). At 20th level, you can change the duration of all summon monster spells to permanent. You can have no more than one summon monster spell made permanent in this way at one time. If you designate another summon monster spell as permanent, the previous spell immediately ends.

## FEATS

### **Combat Casting**

You are adept at spellcasting when threatened or distracted.

**Benefit:** You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

### **Dazing Spell** (Metamagic)

You can daze creatures with the power of your spells.

**Benefit:** You can modify a spell to daze a creature damaged by the spell. When a creature takes damage from this spell, they become dazed for a number of rounds equal to the original level of the spell. If the spell allows a saving throw, a successful save negates the daze effect. If the spell does not allow a save, the target can make a Will save to negate the daze effect. If the spell effect also causes the creature to become dazed, the duration of this metamagic effect is added to the duration of the spell. A dazing spell uses up a spell slot three levels higher than the spell's actual level. Spells that do not inflict damage do not benefit from this feat.

### **Greater Spell Penetration**

Your spells break through spell resistance much more easily than most.

**Prerequisite:** Spell Penetration.

**Benefit:** You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration.

### **Scribe Scroll** (Item Creation)

You can create magic scrolls.

**Prerequisite:** Caster level 1st.

**Benefit:** You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Magic Items for more information.

### **Silent Spell** (Metamagic)

You can cast your spells without making any sound.

**Benefit:** A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

**Special:** Bard spells cannot be enhanced by this feat.

### **Spell Penetration**

Your spells break through spell resistance more easily than most.

**Benefit:** You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

### **Wizard Weapon Proficiencies**

**Benefit:** You are proficient with the Dagger, Crossbow (Light and Heavy) and Quarterstaff.

**Normal:** When using a weapon with which you are not proficient, you are at -4 to attack rolls.

## MAGIC ITEMS

### **+1 spell storing Darkwood quarterstaff**

A quarterstaff is a simple piece of wood, about 5 feet in length. In battle, it's held with one hand at the butt and the other a quarter of the way up the staff, allowing it to block blows and make quick strikes.

Darkwood

This rare magic wood is as hard as normal wood but very light. Any wooden or mostly wooden item (such as a bow or spear) made from darkwood is considered a masterwork item and weighs only half as much as a normal wooden item of that type. Items not normally made of wood or only partially of wood (such as a battleaxe or a mace) either cannot be made from darkwood or do not gain any special benefit from being made of darkwood. The armor check penalty of a darkwood shield is lessened by 2 compared to an ordinary shield of its type. To determine the price of a darkwood item, use the original weight but add 10 gp per pound to the price of a masterwork version of that item. Darkwood has 10 hit points per inch of thickness and hardness 5.

Spell Storing

A spell storing weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon. (The spell must have a casting time of 1 standard action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires. (This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.) Once the spell has been cast from the weapon, a spellcaster can cast any other targeted spell of up to 3rd level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled spell storing weapon has a 50% chance to have a spell stored in it already.

Construction Requirements: Craft Magic Arms and Armor, creator must be a caster of at least 12th level; Cost +1 Bonus

### **Cloak of resistance +3** (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +3 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction Requirements: Craft Wondrous Item, resistance, creator's caster level must be at least three times the cloak's bonus; Cost 4,500 gp

### **Potion of cure serious wounds**

Cures 3d8 damage +1/level (max +15).

### **Ring of feather falling** (Ring)

This ring is crafted with a feather pattern all around its edge. It acts exactly like a feather fall spell, activated immediately if the wearer falls more than 5 feet.

Construction Requirements: Forge Ring, feather fall; Cost 1,100 gp

### **Ring of protection +2** (Ring)

This ring offers continual magical protection in the form of a deflection bonus of +2 to AC.

Construction Requirements: Forge Ring, shield of faith, creator must be of a level at least three times the bonus of the ring; Cost 4,000 gp

**Scroll of fly (CL 8th)**

Fly, Will negates (harmless) (DC 14)

The subject can fly at a speed of 60 feet (or 40 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. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level. 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, but not if it is negated by an antimagic field.

**Wand of magic missile**

(Caster Level 9th)

1d4+1 damage; +1 missile per two levels above 1st (max 5).



## WIZARD SPELLS

### WIZARD SPELLBOOK SUMMARY

Level	Spell	Casting Time	Range	DC/Resist	Duration
0	Acid Splash	1 action	Close (25 + 5 ft./2 levels)	15No	Instantaneous
0	Arcane Mark	1 action	Touch	15No	Permanent
0	Bleed	1 action	Close (25 + 5 ft./2 levels)	15Yes	Instantaneous
0	Breeze	1 action	Close (25 + 5 ft./2 levels)	15Yes	1 hour (D)
0	Chameleon Scales	1 action	Personal	15	10 minutes/level (D)
0	Dancing Lights	1 action	Medium (100 + 10 ft./level)	15No	1 minute (D)
0	Daze	1 action	Close (25 + 5 ft./2 levels)	15Yes	1 round
0	Detect Magic	1 action	60 ft.	15No	Concentration, up to 1 min./level (D)
0	Detect Magic	1 action	60 ft.	15No	Concentration, up to 1 min./level (D)
0	Detect Poison	1 action	Close (25 + 5 ft./2 levels)	15No	Instantaneous
0	Detect Poison	1 action	Close (25 + 5 ft./2 levels)	15No	Instantaneous
0	Disrupt Undead	1 action	Close (25 + 5 ft./2 levels)	15Yes	Instantaneous
0	Drench	1 action	Close (25 + 5 ft./2 levels)	15Object Yes	1 round
0	Flare	1 action	Close (25 + 5 ft./2 levels)	15Yes	Instantaneous
0	Jolt	1 action	Close (25 + 5 ft./2 levels)	15Yes	Instantaneous
0	Light	1 action	Touch	15No	10 min./level
0	Mage Hand	1 action	Close (25 + 5 ft./2 levels)	15No	Concentration
0	Mending	10 minutes	10 ft.	15Yes (harmless, object)	Instantaneous
0	Message	1 action	Medium (100 + 10 ft./level)	15No	10 min./level
0	Open/Close	1 action	Close (25 + 5 ft./2 levels)	15Yes (object)	Instantaneous
0	Penumbra	1 action	Touch	15Yes	10 minutes/level (D)
0	Prestidigitation	1 action	10 ft.	15No	1 hour
0	Ray of Frost	1 action	Close (25 + 5 ft./2 levels)	15Yes	Instantaneous
0	Read Magic	1 action	Personal	15	10 min./level
0	Resistance	1 action	Touch	15Yes (harmless)	1 minute
0	Scrivener's Chant	1 action	5 ft.	15Yes (object)	Concentration, up to 1 minute/level
0	Sotto Voce	1 action	Close (25 + 5 ft./2 levels)	15Yes	1+ Rounds
0	Spark	1 action	Close (25 + 5 ft./2 levels)	15Yes (object)	Instantaneous
0	Touch of Fatigue	1 action	Touch	15Yes	1 round/level
1	Alchemical Tinkering	1 action	Touch	16Yes	1 minute/level
1	Alter Winds	1 minute	Touch	16Yes	1 hour/level
1	Animate Rope	1 action	Medium (100 + 10 ft./level)	16No	1 round/level
1	Ant Haul	1 action	Touch	16Yes (harmless)	2 hours/level
1	Anticipate Peril	1 action	Touch	16Yes	1 minute/level or until activated
1	Bed of Iron	1 action	Touch	16Yes (harmless)	8 hours
1	Blend	1 action	Personal	16	10 minutes/level
1	Blood Money	1 swift action	0 ft.	16	Instantaneous
1	Break	1 action	Close (25 + 5 ft./2 levels)	16Yes (object)	Instantaneous
1	Bungle	1 action	Close (25 + 5 ft./2 levels)	16Yes	Concentration + 2 rounds or until triggered
1	Burning Disarm	1 action	Close (25 ft. + 5 ft./2 levels)	16Yes (object)	Instantaneous
1	Burning Hands	1 action	15 ft.	16Yes	Instantaneous
1	Cause Fear	1 action	Close (25 + 5 ft./2 levels)	16Yes	1d4 rounds or 1 round; see text
1	Charm Person	1 action	Close (25 + 5 ft./2 levels)	16Yes	1 hour/level
1	Chastise	1 action	Personal	16	1 minute/level
1	Chill Touch	1 action	Touch	16Yes	Instantaneous
1	Clarion Call	1 action	Touch	16Yes (harmless)	10 minutes/level
1	Color Spray	1 action	15 ft.	16Yes	Instantaneous; see text
1	Comprehend Languages	1 action	Personal	16	10 min./level
1	Corrosive Touch	1 action	Touch	16Yes	Instantaneous
1	Crafter's Curse	1 action	Close (25 + 5 ft./2 levels)	16Yes	1 day/level (D)

1	Crafter's Fortune	1 action	Close (25 + 5 ft./2 levels)	16Yes (harmless)	1 day/level or until discharged (D)
1	Cultural Adaptation	1 action	Personal	16-	10 minutes per level
1	Damp Powder	1 action	Close (25 + 5 ft./2 levels)	16Yes (object)	Instantaneous
1	Dancing Lantern	1 action	Touch	16No	1 hour/level (D)
1	Dazzling Blade	1 Swift Action	Touch	16Yes (harmless, object)	1 minute/level
1	Decompose Corpse	1 action	Touch	16Yes (object)	Instantaneous or 1 minute; see text
1	Delusional Pride	1 action	Close (25 + 5 ft./2 levels)	16Yes	1 minute
1	Detect Charm	1 action	60 ft.	16No	Concentration, up to 1 minute/level (D)
1	Detect Secret Doors	1 action	60 ft.	16No	Concentration, up to 1 min./level (D)
1	Detect Undead	1 action	60 ft.	16No	Concentration, up to 1 minute/level (D)
1	Disguise Self	1 action	Personal	16	10 min./level (D)
1	Ear-Piercing Scream	1 action	Close (25 + 5 ft./2 levels)	16Yes	Instantaneous; see text
1	Emblazon Crest	1 action	Touch	16Yes (harmless)	1 hour/level
1	Endure Elements	1 action	Touch	16Yes (harmless)	24 hours
1	Enlarge Person	1 round	Close (25 + 5 ft./2 levels)	16Yes	1 min./level (D)
1	Enlarge Tail	1 action	Personal	16	1 hour/level
1	Erase	1 action	Close (25 + 5 ft./2 levels)	16No	Instantaneous
1	Expeditious Excavation	1 action	Close (25 + 5 ft./2 levels)	16No	Instantaneous
1	Expeditious Retreat	1 action	Personal	16	1 min./level (D)
1	Fabricate Bullets	1 round	Touch	16No	Instantaneous
1	Feather Fall	1 immediate action	Close (25 + 5 ft./2 levels)	16Yes (object)	Until landing or 1 round/level
1	Flare Burst	1 action	Close (25 + 5 ft./2 levels)	16Yes	Instantaneous
1	Floating Disk	1 action	Close (25 + 5 ft./2 levels)	16No	1 hour/level
1	Forced Quiet	1 action	Medium (100 + 10 ft./level)	16Yes	1 round/level
1	Gravity Bow	1 action	Personal	16	1 minute/level (D)
1	Grease	1 action	Close (25 + 5 ft./2 levels)	16No	1 min./level (D)
1	Hold Portal	1 action	Medium (100 + 10 ft./level)	16No	1 min./level (D)
1	Hydraulic Push	1 action	Close (25 + 5 ft./2 levels)	16Yes	Instantaneous
1	Hypnotism	1 round	Close (25 + 5 ft./2 levels)	16Yes	2d4 rounds (D)
1	Icicle Dagger	1 action	0 ft.	16No	1 minute/level
1	Identify	1 action	60 ft.	16No	3 rounds/level (D)
1	Illusion of Calm	1 action	Personal	16No	1 minute/level
1	Infernal Healing	1 round	Touch	16Yes (harmless)	1 minute
1	Interrogation	1 round	Touch	16Yes	1 minute/level
1	Jump	1 action	Touch	16Yes	1 min./level (D)
1	Jury-Rig	1 action	Touch	16Yes (harmless, object)	1 round/level
1	Keep Watch	1 action	Touch	16Yes (harmless)	8 hours or less; see text
1	Ki Arrow	1 action	Touch	16Yes (object)	Instantaneous
1	Kreighton's Perusal	1 action	Touch	16Yes (harmless, object)	Instantaneous
1	Liberating Command	Immediate	Close (25 ft. + 5 ft./2 levels)	16Yes (harmless)	Instantaneous
1	Lighten Object	1 action	Close (25 + 5 ft./2 levels)	16Yes (objects)	1 minute/level
1	Lock Gaze	1 action	Close (25 + 5 ft./2 levels)	16Yes	1 round/level
1	Longshot	1 action	Personal	16	1 minute/level
1	Mage Armor	1 action	Touch	16No	1 hour/level (D)
1	Magic Aura	1 action	Touch	16No	1 day/level (D)
1	Magic Missile	1 action	Medium (100 + 10 ft./level)	16Yes	Instantaneous
1	Magic Weapon	1 action	Touch	16Yes (harmless, object)	1 min./level
1	Marid's Mastery	1 action	Touch	16Yes (harmless)	1 minute/level
1	Memory Lapse	1 action	Close (25 + 5 ft./2 levels)	16Yes	Instantaneous
1	Mirror Strike	1 action	Personal	16	See text
1	Moment of Greatness	1 action	50 ft.	16Yes (harmless)	1 minute/level or until discharged
1	Mount	1 round	Close (25 + 5 ft./2 levels)	16No	2 hours/level (D)
			Close (25 ft. + 5 ft./2 levels)		

1	Mud Ball	1 action	levels)	16No	Instantaneous
1	Negative Reaction	1 action	Close (25 + 5 ft./2 levels)	16Yes	1 round/level
1	Obscuring Mist	1 action	20 ft.	16No	1 min./level (D)
1	Pattern Recognition	1 round	Personal	16no	10 min./level
1	Peacebond	1 action	Close (25 + 5 ft./2 levels)	16Yes (object)	1 minute/level
1	Petulengro's Validation	1 action	Touch	16Yes (harmless)	Instantaneous
1	Polypurpose Panacea	1 action	Personal	16	See below
1	Protection from Chaos	1 action	Touch	16No; see text	1 min./level (D)
1	Protection from Evil	1 action	Touch	16No; see text	1 min./level (D)
1	Protection from Good	1 action	Touch	16No; see text	1 min./level (D)
1	Protection from Law	1 action	Touch	16No; see text	1 min./level (D)
1	Ray of Enfeeblement	1 action	Close (25 + 5 ft./2 levels)	16Yes	1 round/level
1	Ray of Sickening	1 action	Close (25 + 5 ft./2 levels)	16Yes	1 round/level
1	Recharge Innate Magic	1 action	Personal	16	Instantaneous
1	Reduce Person	1 round	Close (25 + 5 ft./2 levels)	16Yes	1 min./level (D)
1	Reinforce Armaments	1 action	Touch	16Yes (harmless, object)	10 minutes/level
1	Restore Corpse	1 action	Touch	16No	Instantaneous
1	Sculpt Corpse	1 action	Touch	16No	Instantaneous
1	See Alignment	1 action	Personal	16	1/round per level
1	Serren's Swift Girding	1 action	Close (25 + 5 ft./2 levels)	16Yes (harmless)	Instantaneous
1	Shadow Weapon	1 action	0 ft.	16Yes	1 minute/level
1	Shield	1 action	Personal	16	1 min./level (D)
1	Shield Companion	1 action	Close (25 + 5 ft./2 levels)	16Yes (harmless)	1 hour/level (D)
1	Shield Speech	1 action	10 ft.	16Yes (harmless)	1 minute/level (D)
1	Shock Shield	1 action	Personal	16	1 minute/level (D)
1	Shocking Grasp	1 action	Touch	16Yes	Instantaneous
1	Silent Image	1 action	Long (400 + 40 ft./level)	16No	Concentration
1	Sleep	1 round	Medium (100 + 10 ft./level)	16Yes	1 min./level
1	Snapdragon Fireworks	1 action	Long (400 + 40 ft./level)	16Yes	1 round/level
1	Snow Shape	1 action	Touch	16No	Instantaneous
1	Snowball	1 action	Close (25 + 5 ft./2 levels)	16No	Instantaneous
1	Sow Thought	1 action	Close (25 ft. + 5 ft./2 levels)	16Yes.	Permanent
1	Stone Fist	1 action	Personal	16	1 minute/level (D)
1	Stone Shield	1 immediate action	0 ft.	16No	1 round
1	Strong Wings	1 action	Touch	16Yes (harmless)	1 minute/level
2	False Life	1 action	Personal	17	1 hour/level or until discharged; see text
2	Glitterdust	1 action	Medium (100 + 10 ft./level)	17No	1 round/level
2	Invisibility	1 action	Personal or touch	17Yes (harmless) or yes (harmless, object)	1 min./level (D)
2	Scorching Ray	1 action	Close (25 + 5 ft./2 levels)	17Yes	Instantaneous
3	Dispel Magic	1 action	Medium (100 + 10 ft./level)	18No	Instantaneous
3	Fireball	1 action	Long (400 + 40 ft./level)	18Yes	Instantaneous
3	Hold Person	1 action	Medium (100 + 10 ft./level)	18Yes	1 round/level (D); see text
3	Lightning Bolt	1 action	120 ft.	18Yes	Instantaneous
3	Summon Monster III	1 round	Close (25 + 5 ft./2 levels)	18No	1 round/level (D)
4	Dimension Door	1 action	Long (400 + 40 ft./level)	19No and yes (object)	Instantaneous
4	Enervation	1 action	Close (25 + 5 ft./2 levels)	19Yes	Instantaneous
4	Summon Monster IV	1 round	Close (25 + 5 ft./2 levels)	19No	1 round/level (D)
5	Cloudkill	1 action	Medium (100 + 10 ft./level)	20No	1 min./level

5	Summon Monster V	1 round	Close (25 + 5 ft./2 levels)	20No	1 round/level (D)
6	Dispel Magic, Greater	1 action	Medium (100 + 10 ft./level)	21No	Instantaneous
6	Suggestion, Mass	1 action	Medium (100 + 10 ft./level)	21Yes	1 hour/level or until completed
6	Summon Monster VI	1 round	Close (25 + 5 ft./2 levels)	21No	1 round/level (D)

## WIZARD SPELL DESCRIPTIONS

### Acid Splash

**School** Conjuration, Earth Elemental(Creation); **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Effect** One missile of acid

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** No

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round.

### Alchemical Tinkering

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Touch

**Target** Firearm or alchemical item touched

**Duration** 1 minute/level

**Saving Throw** DC 16 Fortitude negates (object); **Spell Resistance** Yes

You transform one alchemical item or firearm into another alchemical item or firearm of the same or lesser cost. Magic items are unaffected by this spell. At the end of the spell's duration, alchemical items used while transformed are destroyed and do not return to a usable state and firearms transformed revert back to their original type

### Alter Winds

**School** Transmutation, Air Elemental, Wood Elemental; **Level** 1

**Casting Time** 1 minute

**Components** Verbal, Somatic

**Range** Touch

**Area** immobile 10-ft.-radius emanation

**Duration** 1 hour/level

**Saving Throw** DC 16 Will negates; **Spell Resistance** Yes

You subtly enhance or diminish the effects of natural winds within the spell's area, which is an immobile emanation around a point touched by you as the spell is cast. Within the area, natural (but not magical) wind effects are either increased or decreased by one step in intensity (Core Rulebook 439). The maximum wind force you can affect with this spell is based on your caster level, as shown on the table below. Alter winds has no effect on magical wind effects.

Caster Level - Wind Force

1st-3rd - Light

4th-9th - Moderate

10th-15th - Strong

16th or higher - Severe

### Animate Rope

**School** Transmutation, Wood Elemental; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** One rope-like object, length up to 50 ft. + 5 ft./level; see text

**Duration** 1 round/level

**Saving Throw** None; **Spell Resistance** No

You can animate a nonliving rope-like object. The maximum length assumes a rope with a 1-inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half. The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a move action, as if directing an active spell. The rope can enwrap only a creature or an object within 1 foot of it - it does not snake outward - so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch-diameter hemp rope has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must make a concentration check with a DC of 15 + the spell's level to cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check. The rope itself and any knots tied in it are not magical. The spell cannot affect objects carried or worn by a creature.

### Ant Haul

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

**Range** Touch

**Target** creature touched

**Duration** 2 hours/level

**Saving Throw** DC 16 Fortitude negates (harmless); **Spell Resistance** Yes (harmless)

The target's carrying capacity triples (see Table 7-4: Carrying Capacity on page 171 of the Core Rulebook). This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry.

### Anticipate Peril

**School** Divination; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Touch

**Target** creature touched

**Duration** 1 minute/level or until activated

**Saving Throw** DC 16 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.

### **Arcane Mark**

**School** Universal; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Touch

**Effect** One personal rune or mark, all of which must fit within 1 sq. ft.

**Duration** Permanent

**Saving Throw** None; **Spell Resistance** No

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An arcane mark spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a detect magic spell causes it to glow and be visible, though not necessarily understandable.

See invisibility, true seeing, a gem of seeing, or a robe of eyes likewise allows the user to see an invisible arcane mark. A read magic spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an erase spell.

If an arcane mark is placed on a living being, the effect gradually fades in about a month.

Arcane mark must be cast on an object prior to casting instant summons on the same object (see that spell description for details).

### **Bed of Iron**

**School** Necromancy; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** Touch

**Target** One creature touched/level

**Duration** 8 hours

**Saving Throw** Fortitude negates (harmless); **Spell Resistance** Yes (harmless)

This spell makes even the dunkiest armor feel soft as silk to the wearer. The subjects of this spell are able to sleep comfortably in medium or heavy armor without suffering from fatigue the following day.

### **Bleed**

**School** Necromancy; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** One living creature

**Duration** Instantaneous

**Saving Throw** DC 15 Will negates; **Spell Resistance** Yes

You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

### **Blend**

**School** Illusion(Glamer); **Level** 1

**Casting Time** 1 action

**Components** Somatic

**Range** Personal

**Target** You

**Effect** +4 to stealth as long as you move half speed or less.

**Duration** 10 minutes/level

**Saving Throw ; Spell Resistance**

You draw upon your elven link to the wilderness to change the coloration of yourself and your equipment to match that of your surroundings. This grants you a +4 circumstance bonus on Stealth checks and allows you to make Stealth checks without cover or concealment, but only while you move no more than half your base speed or less. If you move more than half your base speed on your turn, you gain no benefit from this spell until the start of your next turn. If you make an attack, this spell ends (as invisibility).

### **Blood Money**

**School** Transmutation; **Level** 1

**Casting Time** 1 swift action

**Components** Verbal, Somatic

**Range** 0 ft.

**Effect** 1 material component

**Duration** Instantaneous

**Saving Throw ; Spell Resistance**

You cast blood money just before casting another spell. As part of this spell's casting, you must cut one of your hands, releasing a stream of blood that causes you to take 1d6 points of damage. When you cast another spell in that same round, your blood transforms into one material component of your choice required by that second spell. Even valuable components worth more than 1 gp can be created, but creating such material components requires an additional cost of 1 point of Strength damage, plus a further point of damage for every full 500 gp of the component's value (so a component worth 500-999 gp costs a total of 2 points, 1,000-1,500 costs 3, etc.). You cannot create magic items with blood money.

For example, a sorcerer with the spell stonewalk prepared could cast blood money to create the 250 gp worth of diamond dust required by that spell, taking 1d6 points of damage and 1 point of Strength damage in the process.

Material components created by blood money transform back into blood at the end of the round if they have not been used as a material component. Spellcasters who do not have blood cannot cast blood money, and those who are immune to Strength damage (such as undead spellcasters) cannot use blood money to create valuable material components.

### **Break**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

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

**Target** One Medium or smaller object

**Duration** Instantaneous

**Saving Throw** DC 16 Fortitude negates (object); **Spell Resistance** Yes (object)

You can attempt to break or at least damage any one Medium or smaller object within range. If the target fails its Fortitude saving throw, it gains the broken condition. If cast on a broken item, that item is destroyed on a failed save.

### **Breeze**

**School** Evocation; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

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

**Target** one creature or object

**Duration** 1 hour (D)

**Saving Throw** Harmless Will Negates; **Spell Resistance** Yes

You create a light wind that blows against the target, from a direction of your choice. The breeze grants the subject a +2 bonus on saves against very hot conditions, severe heat, breath weapons, and saves against cloud vapors and gases (such as cloudkill, stinking cloud, and inhaled poisons). This spell does not function without air or underwater.

You can only have one breeze active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

### **Bungle**

**School** Enchantment(Compulsion); **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** one humanoid

**Duration** Concentration + 2 rounds or until triggered

**Saving Throw** DC 16 Will negates; **Spell Resistance** Yes

The target takes a -20 penalty on its next attack roll or check that requires a d20 roll. The action must be one deliberately taken by the target on its turn. Creatures with more than 10 HD are unaffected by this spell.

### **Burning Disarm**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** Held metal item of one creature or 15 lbs. of unattended metal

**Duration** Instantaneous

**Saving Throw** DC 16 Reflex negates (object, see text); **Spell Resistance** Yes (object)

This spell causes a metal object to instantly become red hot. A creature holding the item may attempt a Reflex save to drop it and take no damage (even if it is not their turn), otherwise the hot metal deals 1d4 points of fire damage per caster level (maximum 5d4). Circumstances that prevent the creature from dropping the item (such as a locked gauntlet) mean the creature gets no saving throw. The heat does not harm the item, and it does not get hot enough or last long enough to ignite flammable objects. The item cools to its previous temperature almost instantly. If cast underwater, burning disarm deals half damage and boils the surrounding water.

### **Burning Hands**

**School** Evocation, Fire Elemental; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** 15 ft.

**Area** Cone-shaped burst

**Duration** Instantaneous

**Saving Throw** DC 16 Reflex half; **Spell Resistance** Yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

### **Cause Fear**

**School** Necromancy; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** One living creature with 5 or fewer HD

**Duration** 1d4 rounds or 1 round; see text

**Saving Throw** DC 16 Will partial; **Spell Resistance** Yes

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more HD are immune to this effect. Cause fear counters and dispels remove fear.

### **Chameleon Scales**

**School** Transmutation; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic, Divine Focus

**Range** Personal

**Target** You

**Duration** 10 minutes/level (D)

**Saving Throw** ; **Spell Resistance**

You temporarily alter the color of your skin, hide, or scales to another option legal for your race. You take no penalty for using Disguise to appear as a member of a different race as long as that race has the same type and color of skin, hide, or scales as you.

### **Charm Person**

**School** Enchantment, Wood Elemental(Charm); **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** One humanoid creature

**Duration** 1 hour/level

**Saving Throw** DC 16 Will negates; **Spell Resistance** Yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

### **Chastise**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal

**Range** Personal

**Target** You

**Duration** 1 minute/level

**Saving Throw** ; **Spell Resistance**

You gain a +5 bonus on Bluff, Diplomacy, and Intimidate checks to convince a listener that they will get in trouble with their superiors or with the law if they don't do what you ask.

This spell is primarily used by the Eagle Knights, though they did not create it; Hellknights also use it extensively to gather information and foster cooperation.

### **Chill Touch**

**School** Necromancy; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Touch

**Target** Creature or creatures touched (up to one/level)

**Duration** Instantaneous

**Saving Throw** DC 16 Fortitude partial or Will negates; see text; **Spell Resistance** Yes

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level.

An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds + 1 round per caster level.

### **Clarion Call**

**School** Illusion; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** Touch

**Target** Creature touched

**Duration** 10 minutes/level

**Saving Throw** Fortitude negates (harmless); **Spell Resistance** Yes (harmless)

The subject of this spell gains two benefits. First, the affected creature gains the ability to create a sound like the blast of a mighty horn or trumpet simply by miming the action of sounding one. Second, the subject can speak in a booming voice that carries easily over great distances, lowering the DC of any check to hear what is said by -15. This spell is particularly prized by battlefield commanders and champions who wish to make themselves clearly heard or gain the attention of their allies or foes.

### **Cloudkill**

**School** Conjuration, Water Elemental(Creation); **Level** 5

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Effect** Cloud spreads in 20-ft. radius, 20 ft. high

**Duration** 1 min./level

**Saving Throw** DC 20 Fortitude partial; see text; **Spell Resistance** No

This spell generates a bank of fog, similar to a fog cloud, except that its vapors are yellowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud). A living creature with 6 or more HD takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell. Unlike a fog cloud, the cloudkill moves away from you at 10 feet per round, rolling along the surface of the ground. Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.

### **Color Spray**

**School** Illusion(Pattern); **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** 15 ft.

**Area** Cone-shaped burst

**Duration** Instantaneous; see text

**Saving Throw** DC 16 Will negates; **Spell Resistance** Yes

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Each creature within the cone is affected according to its HD.

2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

5 or more HD: The creature is stunned for 1 round. Sightless creatures are not affected by color spray.

### **Comprehend Languages**

**School** Divination; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

**Range** Personal

**Target** You

**Duration** 10 min./level

**Saving Throw ; Spell Resistance**

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.

Comprehend languages can be made permanent with a permanency spell.

### **Corrosive Touch**

**School** Conjunction(Creation); **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Touch

**Target** creature or object touched

**Duration** Instantaneous

**Saving Throw** none; **Spell Resistance** Yes

Your successful melee touch attack deals 1d4 points of acid damage per caster level (maximum 5d4).

### **Crafter's Curse**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

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

**Target** one creature

**Duration** 1 day/level (D)

**Saving Throw** DC 16 Will negates; **Spell Resistance** Yes

The target of crafter's curse takes a -5 penalty on all Craft skill checks while the spell lasts.

### **Crafter's Fortune**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Focus

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

**Target** one creature

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

**Saving Throw** DC 16 Will negates (harmless); **Spell Resistance** Yes (harmless)

The target is struck by inspiration and gains a +5 luck bonus on its next Craft skill check.

### **Cultural Adaptation**

**School** Divination; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

**Range** Personal

**Target** you

**Duration** 10 minutes per level

**Saving Throw** None; **Spell Resistance** -

During the height of the Empire of Taldor's expansionism, Taldan wizards developed this spell with the idea that it might make pacifying their "uncivilized" conquests easier. While the spell has since fallen out of favor with Taldans, it is much embraced by others, bards and Pathfinders in particular.

When casting this spell, you must concentrate on the culture to which you wish to adapt. If you speak the native language of the culture in question, then for the duration of this spell, you speak the language with a native accent. The spell does not teach you the language in question, but may be combined with tongues or a similar spell. Your body language and gestures mark you as a native of the culture, and you unconsciously make small decisions that help you blend in. These combined new traits give you a +2 on Diplomacy checks made to influence members of the culture to which you have adapted. You also gain a +2 circumstance bonus on Disguise checks made to pass yourself off as a member of the culture. Additionally, the DCs of enchantment(charm) spells you cast against natives of the culture to which you are attuned increase by +1.

### **Damp Powder**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

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

**Target** 1 loaded firearm

**Duration** Instantaneous

**Saving Throw** DC 16 Will negates (object); **Spell Resistance** Yes (object)

This spell causes ammunition already loaded into the target firearm is ruined with moisture. Any attempt to fire that ammunition fails, with no chance for misfire, and the user must then take a full-round action to clear the weapon before reloading and firing it. If aware of this spell's effect prior to firing the altered ammunition (a DC 16 Spellcraft check to identify the spell being cast or similar effect), the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition.

### **Dancing Lantern**

**School** Transmutation, Fire Elemental; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Focus

**Range** Touch

**Effect** animates one lantern

**Duration** 1 hour/level (D)

**Saving Throw** none; **Spell Resistance** No

You can animate a lantern and order it to follow you. The lantern floats at shoulder height and remains within 5 feet of you, no matter how fast you move. The lantern cannot support any additional weight. The lantern illuminates its normal area, even if it does not have any oil in it. For the purposes of spells or effects targeting it the lantern always acts as if in your possession even when not directly on your person. A dancing lantern can be made permanent with a permanency spell.



### **Dancing Lights**

**School** Evocation; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Effect** 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'-wisp), 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. If you make this spell permanent, it does not count against this limit.

Dancing lights can be made permanent with a permanency spell.

### **Daze**

**School** Enchantment(Compulsion); **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

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

**Target** One humanoid creature of 4 HD or less

**Duration** 1 round

**Saving Throw** DC 15 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.

### **Dazzling Blade**

**School** Illusion(Pattern); **Level** 1

**Casting Time** 1 Swift Action

**Components** Verbal, Somatic

**Range** Touch

**Duration** 1 minute/level

**Saving Throw** DC 16 Will negates (see text); **Spell Resistance** Yes (harmless, object)

Dazzling blade makes a metal weapon appear dazzlingly shiny, as if crafted from pure silver and heavily polished. In combat, the flashing movements of a dazzling blade become almost hypnotic. The wielder of a weapon under the effects of dazzling blade gains a +1 competence bonus on all Bluff checks made to feint in combat. The wielder also gains a +1 competence bonus on all CMD checks made to disarm a foe, and a +1 competence bonus to his CMD against disarm attempts made against the weapon bearing the dazzling blade effect. This bonus increases by +1 for every 3 caster levels, to a maximum bonus of +5 at 12th level.

The wielder of a dazzling blade can discharge the spell into a blinding burst of silvery light as a free action. The wielder selects an adjacent opponent as the focal point of this burst of light—that creature must make a Will save to avoid being blinded for 1 round (with a successful save, the creature is instead dazzled for 1 round).

Despite its shiny appearance, a dazzling blade grants no extra benefit against creatures that are vulnerable to silver.

### **Decompose Corpse**

**School** Necromancy; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** Touch

**Target** one corpse or corporeal undead

**Duration** Instantaneous or 1 minute; see text

**Saving Throw** DC 16 Fortitude negates (object); **Spell Resistance** Yes (object)

Using this spell, the caster rapidly decomposes the flesh from a single corpse of size Huge or smaller, leaving behind a perfectly cleaned skeleton. If it is cast on a non-skeletal corporeal undead, the creature takes a -2 penalty on all rolls and to its Armor Class and CMD for 1 minute.

### **Delusional Pride**

**School** Enchantment(Compulsion); **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** one creature

**Duration** 1 minute

**Saving Throw** DC 16 Will negates; **Spell Resistance** Yes

The target becomes so distracted by an overblown sense of its worth that it takes a -2 penalty on attacks and skill checks. However, this feeling also gives the target a +2 morale bonus on saves against charm and compulsion effects.

### **Detect Charm**

**School** Divination; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** 60 ft.

**Area** Cone-shaped emanation

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

**Saving Throw** None; **Spell Resistance** No

As detect magic, except you immediately detect the strength and location of each charm, compulsion, and possession aura on all creatures in the area. You can attempt to identify the properties of each aura (see Spellcraft in the Pathfinder RPG Core Rulebook).

In addition to noticing the targets of these effects, you can recognize when creatures in the area are using these effects on others by making a Sense Motive check as a standard action (DC 20 + caster level). If you succeed, you may make a Spellcraft check to identify what magic it is using (even if the target is not in the area).

### **Detect Magic**

**School** Divination; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

**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.

**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 - 1d6 x 10 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.

Detect magic can be made permanent with a permanency spell.

### **Detect Magic**

**School** Divination; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

**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.

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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.

Detect magic can be made permanent with a permanency spell.

### **Detect Poison**

**School** Divination; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** One creature, one object, or a 5-ft. cube

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** No

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. 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 Poison**

**School** Divination; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** One creature, one object, or a 5-ft. cube

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** No

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. 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 Secret Doors**

**School** Divination; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**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 Undead**

**School** Divination; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

**Range** 60 ft.

**Area** Cone-shaped emanation

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

**Saving Throw** None; **Spell Resistance** No

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the table below.

Lingering Aura: An undead aura lingers after its original source is destroyed. If detect undead 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, as given on the table below.

HD- Strength - Lingering Aura Duration

1 or lower - Faint - 1d6 rounds

2-4 - Moderate - 1d6 minutes

5-10 - Strong - 1d6 x 10 minutes

11 or higher - Overwhelming - 1d6 days

Each round, you can turn to detect undead 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.

### **Dimension Door**

**School** Conjuration(Teleport); **Level** 4

**Casting Time** 1 action

**Components** Verbal

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

**Target** You and touched objects or other touched willing creatures

**Duration** Instantaneous

**Saving Throw** None and Will negates (object); **Spell Resistance** No and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired - whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

### **Disguise Self**

**School** Illusion(Glamer); **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Personal

**Target** You

**Duration** 10 min./level (D)

**Saving Throw ; Spell Resistance**

You make yourself - including clothing, armor, weapons, and equipment - look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

### **Dispel Magic**

**School** Abjuration, Void Elemental; **Level** 3

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** One spellcaster, creature, or object

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** No

You can use dispel magic 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 magic. Dispel magic 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 magic can take effect. You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

**Targeted Dispel:** One object, creature, or spell is the target of the dispel magic 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 magic, targeting a creature affected by stonewall (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 stonewall (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 stonewall 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 magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

### **Dispel Magic, Greater**

**School** Abjuration, Void Elemental; **Level** 6

**Casting Time** 1 action

**Components** Verbal, Somatic

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

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

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** No

This spell functions like dispel magic, 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 magic in one of three ways: a targeted dispel, area dispel, or a counterspell:

**Targeted Dispel:** This functions as a targeted dispel magic, 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.

Additionally, greater dispel magic has a chance to dispel any effect that remove curse can remove, even if dispel magic can't dispel that effect. The DC of this check is equal to the curse's DC.

**Area Dispel:** When greater dispel magic 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 magic. 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 magic spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the greater dispel magic 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 magic, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

### **Disrupt Undead**

**School** Necromancy; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Effect** Ray

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** Yes

You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

### **Drench**

**School** Conjuration(Creation); **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** one creature or object of size Large or smaller

**Duration** 1 round

**Saving Throw** DC 15 Object Reflex Negates; **Spell Resistance** Object Yes

A sudden downpour soaks the target creature or object. The rain follows the subject up to the range of the spell, soaking the target with water. If the target is on fire, the flames are automatically extinguished. Fires smaller than campfires (such as lanterns and torches) are automatically extinguished by this spell.

### **Ear-Piercing Scream**

**School** Evocation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** one creature

**Duration** Instantaneous; see text

**Saving Throw** DC 16 Fortitude partial (see text); **Spell Resistance** Yes

You unleash a powerful scream, inaudible to all but a single target. The target is dazed for 1 round and takes 1d6 points of

sonic damage per two caster levels (maximum 5d6). A successful save negates the daze effect and halves the damage.

### **Emblazon Crest**

**School** Transmutation; **Level 1**

**Casting Time** 1 action

**Components** Somatic, Focus

**Range** Touch

**Target** Creature touched

**Duration** 1 hour/level

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

This spell ensures the subject touched is always able to display her proper crest and coat of arms. Any tabard or tunic worn and any shield carried by the subject while this spell is active can be made to display a coat of arms when the spell is cast. For example, even if the subject picks up a different shield, it still displays the subject's crest, regardless of the shield's normal appearance.

### **Endure Elements**

**School** Abjuration; **Level 1**

**Casting Time** 1 action

**Components** Verbal, Somatic

**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 without having to make Fortitude saves. The creature's equipment is likewise protected.

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

### **Enervation**

**School** Necromancy; **Level 4**

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Effect** Ray of negative energy

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** Yes

You point your finger and fire a black ray of negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If you hit, the subject gains 1d4 temporary negative levels (see Appendix 1). Negative levels stack. Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of becoming permanent, but the negative levels from enervation don't last long enough to do so. An undead creature struck by the ray gains 1d4 x 5 temporary hit points for 1 hour.

### **Enlarge Person**

**School** Transmutation; **Level 1**

**Casting Time** 1 round

**Components** Verbal, Somatic, Material

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

**Target** One humanoid creature

**Duration** 1 min./level (D)

**Saving Throw** DC 16 Fortitude negates; **Spell Resistance** Yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it - the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels reduce person.

Enlarge person can be made permanent with a permanency spell.

### **Enlarge Tail**

**School** Transmutation; **Level 1**

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Personal

**Target** Your tail

**Duration** 1 hour/level

**Saving Throw ; Spell Resistance**

When attacking with your tail or tail weapons, you gain 5 feet of reach, a +1 bonus on attack rolls, and a +2 bonus on damage rolls.

### **Erase**

**School** Transmutation; **Level 1**

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** One scroll or two pages

**Duration** Instantaneous

**Saving Throw** DC 16 See text; **Spell Resistance** No

Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove explosive runes, a glyph of warding, a sepia snake sigil, or an arcane mark, but not illusory script or a symbol spell. Nonmagical writing is automatically erased if you touch it and no one else is holding it.

Otherwise, the chance of erasing nonmagical writing is 90%. Magic writing must be touched to be erased, and you also must succeed on a caster level check (1d20 + caster level) against DC 15. A natural 1 is always a failure on this check. If you fail to erase explosive runes, a glyph of warding, or a sepia snake sigil, you accidentally activate that writing instead.

### **Expeditious Excavation**

**School** Transmutation, Earth Elemental; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

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

**Area** dirt in a 5-ft. cube

**Duration** Instantaneous

**Saving Throw** DC 16 see text; **Spell Resistance** No

You can excavate and move earth, dust, and sand up to the size of a 5-foot cube. If you are buried, you may open a 5-foot cube around yourself, but the spell cannot be used for tunneling. Besides its mundane applications, you can open a 5-foot-deep pit at a creature's feet. A Medium or smaller creature falls prone in the pit unless it succeeds on a Reflex save. With a successful save, it can choose to land harmlessly on its feet in the pit or hop to an adjacent square; this movement does not provoke attacks of opportunity. A creature can escape a 5-foot-deep pit with a DC 5 Climb check. Larger creatures may ignore pits smaller than their size. The earth excavated by this spell is ordinarily distributed harmlessly across the spell's range, but you may choose to throw up a burst of grit and debris when you dig a pit. This cloud of debris provides concealment to any creatures in the square affected and all adjacent squares for 1 round. Expeditious excavation has no effect on solid rock or earth creatures.

### **Expeditious Retreat**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Personal

**Target** You

**Duration** 1 min./level (D)

**Saving Throw** ; **Spell Resistance**

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

### **Fabricate Bullets**

**School** Transmutation; **Level** 1

**Casting Time** 1 round

**Components** Verbal, Somatic, Material

**Range** Touch

**Target** 1 pound of soft metal

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** No

You convert 1 pound of lead into bullets. When you cast this spell, you decide whether you create normal sling bullets, firearm bullets, or firearm pellets. The spell creates two sling bullets, 30 firearm bullets, or 10 uses of pellets.

### **False Life**

**School** Necromancy; **Level** 2

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** Personal

**Target** You

**Duration** 1 hour/level or until discharged; see text

**Saving Throw** ; **Spell Resistance**

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 + 1 per caster level (maximum +10).

### **Feather Fall**

**School** Transmutation, Air Elemental; **Level** 1

**Casting Time** 1 immediate action

**Components** Verbal

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

**Target** One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart

**Duration** Until landing or 1 round/level

**Saving Throw** DC 16 Will negates (harmless) or Will negates (object); **Spell Resistance** Yes (object)

The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop.

Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

### **Fireball**

**School** Evocation, Fire Elemental; **Level** 3

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

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

**Area** 20-ft.-radius spread

**Duration** Instantaneous

**Saving Throw** DC 18 Reflex half; **Spell Resistance** Yes

A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure. You point your finger and determine the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a

ranged touch attack, or else the bead strikes the barrier and detonates prematurely. The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

### **Flare**

**School** Evocation; **Level** 0

**Casting Time** 1 action

**Components** Verbal

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

**Effect** burst of light

**Duration** Instantaneous

**Saving Throw** DC 15 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 flare.

### **Flare Burst**

**School** Evocation(Light); **Level** 1

**Casting Time** 1 action

**Components** Verbal

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

**Effect** 10-ft.-radius burst of light

**Duration** Instantaneous

**Saving Throw** DC 16 Fortitude negates; **Spell Resistance** Yes

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

### **Floating Disk**

**School** Evocation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

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

**Effect** 3-ft.-diameter disk of force

**Duration** 1 hour/level

**Saving Throw** None; **Spell Resistance** No

You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per caster level. If used to transport a liquid, its capacity is 2 gallons. The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany you at a rate of no more than your normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and you. The disk winks out of existence when the spell duration expires. The disk also winks out if you move beyond its range or try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

### **Forced Quiet**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Somatic

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

**Target** one creature

**Duration** 1 round/level

**Saving Throw** DC 16 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.

### **Glitterdust**

**School** Conjunction, Earth Elemental, Metal Elemental(Creation); **Level** 2

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

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

**Area** Creatures and objects within 10-ft.-radius spread

**Duration** 1 round/level

**Saving Throw** DC 17 Will negates (blinding only); **Spell Resistance** No

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect. Any creature covered by the dust takes a -40 penalty on Stealth checks.

### **Gravity Bow**

**School** Transmutation, Metal Elemental, Void Elemental; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Personal

**Target** you

**Duration** 1 minute/level (D)

**Saving Throw ; Spell Resistance**

Gravity bow significantly increases the weight and density of arrows or bolts fired from your bow or crossbow the instant before they strike their target and then return them to normal a few moments later. Any arrow fired from a bow or crossbow you are carrying when the spell is cast deals damage as if one size larger than it actually is. For instance, an arrow fired from a Medium longbow normally deals 1d8 points of damage, but it would instead deal 2d6 points of damage if fired from a gravity bow (see page 145 of the Core Rulebook for more information). Only you can benefit from this spell. If anyone else uses your bow to make an attack the arrows deal damage as normal for their size.

### **Grease**

**School** Conjunction, Earth Elemental(Creation); **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

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

**Target** One object or 10-ft. square

**Duration** 1 min./level (D)

**Saving Throw** DC 16 See text; **Spell Resistance** No

A grease spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of grease at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Acrobatics skill for details). Creatures that do not move on their turn do not need to make this check and are not considered flat-footed. The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature requires its bearer to make a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the greased item. A creature wearing greased armor or clothing gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.

#### **Hold Person**

**School** Enchantment(Compulsion); **Level** 3

**Casting Time** 1 action

**Components** Verbal, Somatic, Focus or Divine Focus

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

**Target** One humanoid creature

**Duration** 1 round/level (D); see text

**Saving Throw** DC 18 Will negates; see text; **Spell Resistance** Yes

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

#### **Hold Portal**

**School** Abjuration; **Level** 1

**Casting Time** 1 action

**Components** Verbal

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

**Target** One portal, up to 20 sq. ft./level

**Duration** 1 min./level (D)

**Saving Throw** None; **Spell Resistance** No

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A knock spell or a successful dispel magic spell can negate a hold portal spell. Add 5 to the normal DC for forcing open a portal affected by this spell.

#### **Hydraulic Push**

**School** Evocation, Water Elemental; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** one creature or object

**Duration** Instantaneous

**Saving Throw** none; **Spell Resistance** Yes

You call forth a quick blast of water that knocks over and soaks one creature or square. You can use this blast of water to make a bull rush against any one creature or object. Your CMB for this bull rush is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This bull rush does not provoke an attack of opportunity. Hydraulic push extinguishes any normal fires on a creature, object, or in a single 5-foot square which it is targeted against. Magical fires are unaffected.

#### **Hypnotism**

**School** Enchantment(Compulsion); **Level** 1

**Casting Time** 1 round

**Components** Verbal, Somatic

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

**Area** Several living creatures, no two of which may be more than 30 ft. apart

**Duration** 2d4 rounds (D)

**Saving Throw** DC 16 Will negates; **Spell Resistance** Yes

Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total HD of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated. If you use this spell in combat, each target gains a +2 bonus on its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2. While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request. A creature that fails its saving throw does not remember that you enspelled it.

#### **Ice Dagger**

**School** Conjuration(Creation); **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** 0 ft.

**Effect** one icicle

**Duration** 1 minute/level

**Saving Throw** none; **Spell Resistance** No

You create a masterwork dagger out of ice. The dagger deals 1 point of cold damage in addition to normal dagger damage. If the dagger leaves your hand for more than 1 round, it melts and the spell ends. At 6th level, the dagger functions as a +1 frost dagger. At 11th level, it gains the returning property when thrown, melting away and reforming in your hand just before your next turn.

#### **Identify**

**School** Divination; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material



**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.

### **Illusion of Calm**

**School** Illusion(Figment); **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Personal

**Target** You

**Duration** 1 minute/level

**Saving Throw** Will disbelieve (on hit; see below); **Spell Resistance** No

When casting this spell, you create an illusory double that takes the same space of you. That double makes it look like you are standing still, even when you are not. While under the effects of this spell, you do not provoke attacks of opportunity when you cast a spell, make a ranged attack with a thrown weapon, or move out of your first square during a move action. It does not hide ranged attacks made with any type of projectile weapon.

When a creature hits you with an attack of any type, it gains a saving throw to disbelieve the figment. On a successful saving throw, it successfully disbelieves and the spell's effect ends for that creature.

### **Infernal Healing**

**School** Conjuration(Healing); **Level** 1

**Casting Time** 1 round

**Components** Verbal, Somatic, Material

**Range** Touch

**Duration** 1 minute

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

You touch a drop of devil's blood to a wounded creature, giving it fast healing 1. This ability cannot repair damage caused by silver weapons, good-aligned weapons, or spells or effects with the good descriptor. The target detects as an evil creature for the duration of the spell and can sense the evil of the magic, though this has no long-term effect.

### **Interrogation**

**School** Necromancy; **Level** 1

**Casting Time** 1 round

**Components** Verbal, Somatic

**Range** Touch

**Target** living creature touched

**Duration** 1 minute/level

**Saving Throw** DC 16 Fortitude negates; **Spell Resistance** Yes

You question the target, backed up by the threat of magical pain. You may ask one question per two caster levels. The target can either answer the question or take 1d4 points of damage plus your Wisdom bonus. The target is not compelled to answer truthfully, but the threat of pain gives it a -4 penalty on Bluff checks to convince you when it is lying.

### **Invisibility**

**School** Illusion, Void Elemental(Glamer); **Level** 2

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

**Range** Personal or touch

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

**Duration** 1 min./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.

Invisibility can be made permanent (on objects only) with a permanency spell.

### **Jolt**

**School** Transmutation; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Effect** spark of electricity

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** Yes

You cause a spark of electricity to strike the target with a successful ranged touch attack. The spell deals 1d3 points of electricity damage.

### **Jump**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** Touch

**Target** Creature touched

**Duration** 1 min./level (D)

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

The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

### **Jury-Rig**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** Touch

**Target** One broken object of up to 2 lbs./level

**Duration** 1 round/level

**Saving Throw** Will negates (harmless, object); **Spell Resistance** Yes (harmless, object)

When you cast this spell, a spectral force binds a broken weapon together, relieving the broken condition for a short time. While under the effects of this spell, an item with the broken condition suffers no adverse effects from that condition, and is treated as if it is not broken. The object regains no hit points, and damage can still destroy the object.

### **Keep Watch**

**School** Enchantment; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Touch

**Target** One creature touched/2 levels

**Duration** 8 hours or less; see text

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

This spell enables the subjects to stand watch or keep vigil throughout the night without any ill effects. The subjects suffer no fatigue and gain all the usual benefits of a full night's rest. The subjects gain hit points as though from resting, wizards may prepare their spells as though they had slept for 8 hours, and so on. Effects that rely on actual sleep or dreaming are ineffective, though the subjects are still susceptible to effects that would put them to sleep, such as sleep or deep slumber. Any vigorous activity, including fighting, immediately ends the effect, and the affected creatures must either have the spell cast on them again or sleep for the remaining hours to avoid fatigue and gain the benefits of a full night's rest.

### **Ki Arrow**

**School** Conjuration; **Level** 1

**Casting Time** 1 action

**Components** Somatic

**Range** Touch

**Target** 1 arrow touched

**Duration** Instantaneous

**Saving Throw** DC 16 Fortitude (object); **Spell Resistance** Yes (object)

You imbue an arrow with your power and throw it at a target up to 100 feet away. Make a ranged attack roll. If it hits, the target takes damage from the arrow as if you had hit it with a single unarmed strike (including your Strength bonus).

### **Kreighton's Perusal**

**School** Divination; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Touch

**Target** Book touched

**Duration** Instantaneous

**Saving Throw** Will negates (harmless, object); **Spell Resistance** Yes (harmless, object)

You gain a brief but incomplete understanding of one book's contents, equivalent to having skimmed its pages for 1 hour. This insight is not sufficient to translate unknown languages, decipher codes, or memorize text, but it does allow the caster to learn what topics the book discusses—invaluable to a Pathfinder who must make a snap decision when performing research or deciding whether or not to abscond with a volume. In addition, you instantly benefit from any bonuses or effects the book would normally grant to anyone who reads it for 1 hour (such as the bonuses gained from reading volumes of the Pathfinder Chronicles; see pages 26–27).

### **Liberating Command**

**School** Transmutation; **Level** 1

**Casting Time** Immediate

**Components** Verbal

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

**Target** One creature

**Duration** Instantaneous

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

If the target is bound, grappled, or otherwise restrained, he may make an Escape Artist check to escape as an immediate action. He gains a competence bonus on this check equal to twice your caster level (maximum +20). This spell has no effect if the target could not get free by using the Escape Artist skill (for example, if he were under the effects of a hold person spell or paralyzed by Strength damage).

### **Light**

**School** Evocation, Wood Elemental; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Material or Divine Focus

**Range** Touch

**Target** Object touched

**Duration** 10 min./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, 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. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit.

Light can be used to counter or dispel any darkness spell of equal or lower spell level.

### **Lighten Object**

**School** Transmutation; **Level 1**

**Casting Time** 1 action

**Components** Verbal, Material

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

**Target** 1 object of 1 cubic ft./level

**Duration** 1 minute/level

**Saving Throw** DC 16 Will negates (object); **Spell Resistance** Yes (objects)

This spell decreases the target's weight by half. If cast on armor, it improves the armor check penalty by 1, though it does not change the armor's categorization as light, medium, or heavy.

### **Lightning Bolt**

**School** Evocation, Air Elemental, Metal Elemental; **Level 3**

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** 120 ft.

**Area** 120-ft. line

**Duration** Instantaneous

**Saving Throw** DC 18 Reflex half; **Spell Resistance** Yes

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

### **Lock Gaze**

**School** Enchantment(Compulsion); **Level 1**

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** One creature

**Duration** 1 round/level

**Saving Throw** DC 16 Will negates; **Spell Resistance** Yes

You compel the target to look at you and only you for the spell's duration or until the spell is discharged. While staring at you, the target is considered to be averting its eyes from every creature but you, granting creatures other than you concealment against the target's attacks. If the target willingly leaves your line of sight, it is blinded for 1 round and the spell ends. If you willingly leave the target's line of sight or become unconscious or dead, the spell creature suffers no ill effects. Blind creatures and creatures immune to gaze attacks are immune to this spell.

### **Longshot**

**School** Transmutation; **Level 1**

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

**Range** Personal

**Target** You

**Duration** 1 minute/level

**Saving Throw** ; **Spell Resistance**

This spell reduces the effect of range, granting a +10-foot bonus to the range increment of any weapon used by the subject.

### **Mage Armor**

**School** Conjuration(Creation); **Level 1**

**Casting Time** 1 action

**Components** Verbal, Somatic, Focus

**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.

### **Mage Hand**

**School** Transmutation; **Level 0**

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** One nonmagical, unattended object weighing up to 5 lbs.

**Duration** Concentration

**Saving Throw** None; **Spell Resistance** No

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

### **Magic Aura**

**School** Illusion(Glamer); **Level 1**

**Casting Time** 1 action

**Components** Verbal, Somatic, Focus

**Range** Touch

**Target** One touched object weighing up to 5 lbs./level

**Duration** 1 day/level (D)

**Saving Throw** None; see text; **Spell Resistance** No

You alter an item's aura so that it registers to detect spells (and spells with similar capabilities) as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify. If the object bearing magic aura has identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is. If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), magic aura doesn't work.

Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

### **Magic Missile**

**School** Evocation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** Up to five creatures, no two of which can be more than 15 ft. apart

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** Yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell. For every two caster levels beyond 1st, you gain an additional missile - two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

### **Magic Weapon**

**School** Transmutation, Metal Elemental; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Divine Focus

**Range** Touch

**Target** Weapon touched

**Duration** 1 min./level

**Saving Throw** Will negates (harmless, object); **Spell Resistance** Yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls. You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see magic fang). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

### **Marid's Mastery**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Touch

**Target** Creature touched

**Duration** 1 minute/level

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

The target gains a +1 bonus on attack and damage rolls if it and its opponent are touching water. If the opponent or the target is touching the ground, the target takes a -4 penalty on attack and damage rolls.

### **Memory Lapse**

**School** Enchantment; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** one living creature

**Duration** Instantaneous

**Saving Throw** DC 16 Will negates; **Spell Resistance** Yes

You cause the target to forget what happened from the casting of the spell back to the beginning of its last turn. This may allow a retry on a Diplomacy, Intimidate, or opposed skill check, though only with respect to the target, not other creatures that may be present.

### **Mending**

**School** Transmutation, Metal Elemental; **Level** 0

**Casting Time** 10 minutes

**Components** Verbal, Somatic

**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**

**School** Transmutation, Air Elemental; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic, Focus

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

**Target** One creature/level

**Duration** 10 min./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.

### **Mirror Strike**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** Personal

**Target** You

**Duration** See text

### **Saving Throw ; Spell Resistance**

You briefly alter the flow of time to split a melee attack into two attacks. Before the end of your next turn, when you make your next melee attack roll, compare the result to the AC of two opponents within your reach. If the selected opponents are flanking you, you gain a +2 bonus on your attack roll (and confirmation attack roll, see below). If you hit both enemies, you can deal half damage to each. Hitting only one opponent allows you to deal that opponent normal damage for your attack. On a critical threat, you can make only one attack roll to confirm the critical hit against both opponents. If you confirm against both, you deal half your critical hit damage to each. Your hit is a normal hit rather than a critical if you confirm against only one opponent. If you fail to use the effect before the end of your next turn, the spell ends.

### **Moment of Greatness**

**School** Enchantment(Compulsion); **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

**Range** 50 ft.

**Target** The caster and allies within a 50-ft. burst centered on the caster

**Duration** 1 minute/level or until discharged

**Saving Throw** None; **Spell Resistance** Yes (harmless)

Each creature affected by this spell is given the potential for greater success and glory. If the affected creature is benefiting from a morale bonus of any type, it can double that morale bonus on one roll or check, before making the roll. Once an affected creature uses this spell's effect, the spell is discharged for that subject.

### **Mount**

**School** Conjunction(Summoning); **Level** 1

**Casting Time** 1 round

**Components** Verbal, Somatic, Material

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

**Effect** One mount

**Duration** 2 hours/level (D)

**Saving Throw** None; **Spell Resistance** No

You summon a light horse or a pony (your choice) to serve you as a mount (see the Pathfinder RPG Bestiary). The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

### **Mud Ball**

**School** Conjunction; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Effect** Single fist-sized blob of sticky mud

**Duration** Instantaneous

**Saving Throw** DC 16 Reflex negates; see text; **Spell Resistance** No

When you cast this spell, you conjure a single ball of sticky mud and launch it at an enemy's face as a ranged touch attack. If the mudball hits, the target is blinded. Each round at the beginning of its turn, a creature blinded by this spell can attempt a Reflex saving throw to shake off the mud, ending the effect. The mudball can also be wiped off by the creature affected by it or by a creature adjacent to the creature affected by it as a standard action.

### **Negative Reaction**

**School** Illusion(Glamer); **Level** 1

**Casting Time** 1 action

**Components** Somatic

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

**Target** One creature

**Duration** 1 round/level

**Saving Throw** DC 16 Will negates; **Spell Resistance** Yes

The target's actions and words fail to impress. The target of this spell takes a -10 penalty on any Bluff, Diplomacy, and Intimidate checks as well as any performance combat checks it attempts.

### **Obscuring Mist**

**School** Conjunction, Water Elemental(Creation); **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** 20 ft.

**Effect** Cloud spreads in 20-ft. radius from you, 20 ft. high

**Duration** 1 min./level (D)

**Saving Throw** None; **Spell Resistance** No

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). A moderate wind (11+ mph), such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage. This spell does not function underwater.

### **Open/Close**

**School** Transmutation; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic, Focus

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

**Target** Object weighing up to 30 lbs. or portal that can be opened or closed

**Duration** Instantaneous

**Saving Throw** DC 15 Will negates (object); **Spell Resistance** Yes (object)

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect.

### **Pattern Recognition**

**School** Transmutation; **Level** 1

**Casting Time** 1 round

**Components** Verbal, Somatic

**Range** Personal

**Duration** 10 min./level

**Saving Throw** no; **Spell Resistance** no

Pattern recognition allows you to notice unusual breaks in the patterns of stones in a wall, boards in a floor, cracks in glass, trees in a forest, or similar interruptions. You gain an insight bonus equal to one-half your caster level (minimum +1, maximum +10) on Search checks.

You gain the same bonus on Survival checks made to follow tracks. Pattern recognition does not grant you the Track feat, a rogue's trapfinding ability, or the ability to disable traps. You can use it in conjunction with those abilities if you possess them, though.

### **Peacebond**

**School** Abjuration; **Level** 1

**Casting Time** 1 action

**Components** Somatic

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

**Target** One sheathed or slung weapon

**Duration** 1 minute/level

**Saving Throw** DC 16 Will negates (object); **Spell Resistance** Yes (object)

You lock a weapon in place on its owner's body, or within the weapon's sheath or holster. Anyone who then tries to draw the weapon must spend a standard action and succeed at a Strength check (DC equal to the saving throw DC) to do so, provoking attacks of opportunity whether the attempt succeeds or fails.

### **Penumbra**

**School** Evocation; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** Touch

**Target** creature or object touched

**Duration** 10 minutes/level (D)

**Saving Throw** Harmless Will Negates; **Spell Resistance** Yes

This spell keeps the creature or object touched slightly in shadow. The target of this spell does not suffer any penalties or blindness caused by bright light, such as those from light sensitivity or light blindness.

You can have only one penumbra spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

### **Petulengro's Validation**

**School** Divination; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** Touch

**Target** Creature touched

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** Yes (harmless)

After a particularly harrowing brush with death at the hands of doppelgangers, Venture-Captain Eliza Petulengro devised a means of being sure her companions were actually who they appeared to be. To cast this spell, you must have a bit of hair, a fingernail clipping, or some other portion of a creature. The sample must be no more than 1 week old per caster level. As part of casting, you touch the target creature, and instantly know whether the target is the same creature the sample is from. Note that if you wish to be discrete, you can cast the spell away from the target and hold the charge before touching the creature, so that the casting is not noticed. You can also use this spell to divine whether a dead body, or even partial remains from a body, belonged to the same person whose fingernail clipping or bit of hair you used when casting the spell.

### **Polypurpose Panacea**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Somatic

**Range** Personal

**Target** you

**Duration** See below

**Saving Throw ; Spell Resistance**

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.

### **Prestidigitation**

**School** Universal; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** 10 ft.

**Target** See text

**Area** See text

**Effect** See text

**Duration** 1 hour

**Saving Throw** DC 15 See text; **Spell Resistance** No

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitiation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitiation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters.

Prestidigitiation can create small objects, but they look crude and artificial. The materials created by a prestidigitiation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitiation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

### **Protection from Chaos**

**School** Abjuration; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

**Range** Touch

**Target** Creature touched

**Duration** 1 min./level (D)

**Saving Throw** Will negates (harmless); **Spell Resistance** No; see text

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by chaotic creatures. The target receives a new saving throw against control by chaotic creatures and chaotic summoned creatures cannot touch the target.

### **Protection from Evil**

**School** Abjuration; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

**Range** Touch

**Target** Creature touched

**Duration** 1 min./level (D)

**Saving Throw** Will negates (harmless); **Spell Resistance** No; see text

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects, such as charm person, command, and dominate person). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

### **Protection from Good**

**School** Abjuration; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

**Range** Touch

**Target** Creature touched

**Duration** 1 min./level (D)

**Saving Throw** Will negates (harmless); **Spell Resistance** No; see text

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by good creatures. The target receives a new saving throw against control by good creatures and good summoned creatures cannot touch the target.

### **Protection from Law**

**School** Abjuration; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

**Range** Touch

**Target** Creature touched

**Duration** 1 min./level (D)

**Saving Throw** Will negates (harmless); **Spell Resistance** No; see text

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by lawful creatures. The target receives a new saving throw against control by lawful creatures and lawful summoned creatures cannot touch the target.

### **Ray of Enfeeblement**

**School** Necromancy; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Effect** Ray

**Duration** 1 round/level

**Saving Throw** DC 16 Fortitude half; **Spell Resistance** Yes

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Strength score cannot drop below 1. A successful Fortitude save reduces this penalty by half. This penalty does not stack with itself. Apply the highest penalty instead.

### **Ray of Frost**

**School** Evocation, Water Elemental; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Effect** Ray

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** Yes

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

### **Ray of Sickening**

**School** Necromancy; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Duration** 1 round/level

**Saving Throw** DC 16 Fortitude Half; **Spell Resistance** Yes

This spell functions as ray of exhaustion, except the target is sickened if it fails its save and unaffected if it makes its save.

### **Read Magic**

**School** Divination; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic, Focus

**Range** Personal

**Target** You

**Duration** 10 min./level

**Saving Throw ; Spell Resistance**

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. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

### **Recharge Innate Magic**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Personal

**Target** You

**Duration** Instantaneous

**Saving Throw ; Spell Resistance**

You channel magic energy into your own aura, recharging your innate magic abilities. You regain one use of all 0-level and 1st-level spell-like abilities you can use as a result of a racial trait.

### **Reduce Person**

**School** Transmutation; **Level** 1

**Casting Time** 1 round

**Components** Verbal, Somatic, Material

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

**Target** One humanoid creature

**Duration** 1 min./level (D)

**Saving Throw** DC 16 Fortitude negates; **Spell Resistance** Yes

This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size. A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed. All equipment worn or carried by a creature is similarly reduced by the spell. Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Multiple magical effects that reduce size do not stack. Reduce person counters and dispels enlarge person.

Reduce person can be made permanent with a permanency spell.

### **Reinforce Armaments**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

**Range** Touch

**Target** One armor suit or weapon touched

**Duration** 10 minutes/level

**Saving Throw** Will negates (harmless, object); **Spell Resistance** Yes (harmless, object)

You reinforce a weapon or armor suit to give it a temporarily upgrade or mitigate the fragile quality (see page 146). A suit of armor or weapon touched that has the fragile quality is not considered to have the fragile quality for the spell's duration. Normal armor suits or weapons subjected to this spell instead gain the masterwork quality for the spell's duration and their hardness is doubled. If this spell is cast on masterwork or magical armor or weapons, their hardness is doubled for the duration of the spell.

### **Resistance**

**School** Abjuration; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

**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. Resistance can be made permanent with a permanency spell.

### **Restore Corpse**

**School** Necromancy; **Level** 1  
**Casting Time** 1 action  
**Components** Verbal, Somatic  
**Range** Touch  
**Target** corpse touched  
**Duration** Instantaneous

**Saving Throw** none; **Spell Resistance** No

You grow flesh on a decomposed or skeletonized corpse of a Medium or smaller creature, providing it with sufficient flesh that it can be animated as a zombie rather than a skeleton. The corpse looks as it did when the creature died. The new flesh is somewhat rotted and not fit for eating.

### **Scorching Ray**

**School** Evocation, Fire Elemental; **Level** 2  
**Casting Time** 1 action  
**Components** Verbal, Somatic  
**Range** Close (25 + 5 ft./2 levels)  
**Effect** One or more rays  
**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** Yes

You blast your enemies with a searing beam of fire. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

### **Scrivener's Chant**

**School** Transmutation; **Level** 0  
**Casting Time** 1 action  
**Components** Verbal, Somatic, Material  
**Range** 5 ft.

**Duration** Concentration, up to 1 minute/level

**Saving Throw** Will negates (harmless, object); **Spell Resistance** Yes (object)

This spell imbues a quill with animate energy and rapidly transcribes words from one page to another. The quill copies a written work at the rate of one normal-sized page per minute. The Linguistics skill can be used to make a convincing copy, but otherwise the reproduction is written in the hand of the caster. You must concentrate upon the material being duplicated for the spell's duration and provide new blank pages as required. The scrivener's chant requires blank paper and a quill or other writing materials, in addition to the material components.

This spell cannot duplicate magical writing (including spells and magical scrolls), though it can duplicate non-magical writing from a magical source.

### **Sculpt Corpse**

**School** Necromancy; **Level** 1  
**Casting Time** 1 action  
**Components** Verbal, Somatic, Material  
**Range** Touch  
**Target** one dead creature touched  
**Duration** Instantaneous

**Saving Throw** DC 16 Will partial; see text; **Spell Resistance** No

With a clammy caress and a word to the powers lurking beyond death, you can reshape a dead body look like another creature or even a specific person so long as you have firsthand knowledge of how that creature or person actually looks. You can make the corpse one size larger or smaller and change anything else about it including its apparent type, gender, or age. Creatures with a reason to suspect deception may make a Will saving throw to realize that the corpse was altered. If you chose to make the corpse look like a specific individual anyone who knows that individual can make a Will save to realize that the corpse is not actually that person. However, if a creature fails its Will save by 5 or less they believe the corpse is that of someone who closely resembled the person they knew rather than a deliberate fake. This spell merely changes the appearance of the corpse. Any spell or effect that targets the corpse (such as speak with dead or raise dead) treats it as if it still had its original appearance.

### **See Alignment**

**School** Divination; **Level** 1  
**Casting Time** 1 action  
**Components** Verbal, Somatic, Material  
**Range** Personal  
**Target** You  
**Duration** 1/round per level

**Saving Throw** ; **Spell Resistance**

When you cast this spell, select a single alignment (such as lawful good or chaotic evil). Creatures of that alignment glow with a ghostly radiance while they are within your vision. Though you can see this radiance, other creatures cannot.

Spells and effects that obscure alignment, like undetectable alignment, also obscure the effects of this spell.

### **Serren's Swift Girding**

**School** Transmutation; **Level** 1  
**Casting Time** 1 action  
**Components** Verbal, Somatic  
**Range** Close (25 + 5 ft./2 levels)  
**Target** One willing creature/level  
**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** Yes (harmless)

With a sweep of your hand, you select a number of targets and the same number of suits of armor. The targets of this spell are immediately clad in the armor that you choose. The subjects of the spell must be capable of wearing the chosen armor, cannot be wearing other armor, and must be able to properly fit into the chosen armor. The chosen armor must be empty and cannot be currently worn by another creature (thus you cannot move armor from one wearer to another with this spell). Creatures armored with this spell are considered to have donned the armor properly.

### **Shadow Weapon**

**School** Illusion(Shadow); **Level** 1

**Casting Time** 1 action  
**Components** Verbal, Somatic  
**Range** 0 ft.  
**Effect** one shadow weapon  
**Duration** 1 minute/level

**Saving Throw** DC 16 Will disbelief (if interacted with); **Spell Resistance** Yes

Drawing upon the Plane of Shadow, you shape a quasi-real masterwork melee weapon of a type you are proficient with. You may use this weapon to make attacks as if it were a real weapon, dealing normal damage for a weapon of its type. The first time you hit a creature with the weapon, it may make a Will save to disbelieve; failure means the weapon deals damage normally, success means it only takes 1 point of damage from the weapon's attacks. The weapon only deals 1 point of damage to objects. If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the shadow weapon strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the target may save to disbelieve as normal. At 5th level, the weapon gains a +1 enhancement bonus. At 10th-level, you may increase the enhancement bonus to +2 or add the frost or keen weapon property. The frost and keen properties have no effect if the target makes its disbelief save. The spell ends if the weapon leaves your possession.

### **Shield**

**School** Abjuration, Void Elemental; **Level** 1

**Casting Time** 1 action  
**Components** Verbal, Somatic  
**Range** Personal  
**Target** You

**Duration** 1 min./level (D)

**Saving Throw ; Spell Resistance**

Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. 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.

### **Shield Companion**

**School** Abjuration; **Level** 1

**Casting Time** 1 action  
**Components** Verbal, Somatic, Focus  
**Range** Close (25 + 5 ft./2 levels)  
**Target** Your animal companion, familiar, or fiendish servant  
**Duration** 1 hour/level (D)

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

This spell functions as shield other but affects only the caster's animal companion or familiar. Spellcasters from classes that do not normally gain an animal companion, familiar, or fiendish servant but who gain one through an alternate class feature, archetype, or prestige class can prepare and cast this spell as a 1st-level spell if they are capable of casting spells.

### **Shield Speech**

**School** Abjuration; **Level** 1

**Casting Time** 1 action  
**Components** Verbal, Somatic  
**Range** 10 ft.  
**Target** You and one other creature

**Duration** 1 minute/level (D)

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

You can securely communicate with one creature within range. So long as your target remains within 10 feet of you, you and it can speak freely to each other without fear of being overheard. Communications that involve shield speech cannot be spied on, such as with a divination spell, and observers of the conversation can tell you are communicating but cannot read lips or hear the conversation unless they are the target of the spell. If you or the target speak to any other creatures, they can hear you normally (only communication between you and the target is protected). The spell does not shield writing, sign language, or any form of communication other than speaking.

### **Shock Shield**

**School** Abjuration; **Level** 1

**Casting Time** 1 action  
**Components** Verbal, Somatic  
**Range** Personal  
**Target** You

**Duration** 1 minute/level (D)

**Saving Throw ; Spell Resistance**

This spell creates an invisible shield similar to but not as strong as the shield spell. This shield hovers in front of you and negates magic missile attacks directed at you. The shield provides a +2 shield bonus to AC. This bonus applies against incorporeal touch attacks.

At any time, as a free action, you may dismiss your shield, at which point it deals 1d6 points of electrical damage to all creatures within a 5-foot burst, including you. A Reflex saving throw halves the damage.

### **Shocking Grasp**

**School** Evocation, Air Elemental, Metal Elemental; **Level** 1

**Casting Time** 1 action  
**Components** Verbal, Somatic  
**Range** Touch  
**Target** Creature or object touched

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** Yes

Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or is carrying a metal weapon or is made of metal).

### **Silent Image**

**School** Illusion(Figment); **Level** 1

**Casting Time** 1 action  
**Components** Verbal, Somatic, Focus  
**Range** Long (400 + 40 ft./level)

**Effect** Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

**Duration** Concentration

**Saving Throw** DC 16 Will disbelief (if interacted with); **Spell Resistance** No

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

### **Sleep**

**School** Enchantment(Compulsion); **Level** 1

**Casting Time** 1 round

**Components** Verbal, Somatic, Material

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

**Area** One or more living creatures within a 10-ft.-radius burst

**Duration** 1 min./level

**Saving Throw** DC 16 Will negates; **Spell Resistance** Yes

A sleep spell causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Sleep does not target unconscious creatures, constructs, or undead creatures.

### **Snapdragon Fireworks**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

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

**Effect** dragon-shaped fireworks

**Duration** 1 round/level

**Saving Throw** DC 16 Reflex negates; **Spell Resistance** Yes

A favorite display at halfling midsummer festivals, this spell lets you create fireworks in the shape of tiny dragons. Once per round, as a move action, you may designate a target 5-foot-square within range and launch a pyrotechnic in that direction. The pyrotechnic takes a zigzag path from you to that square, always missing creatures and objects in its path, and detonates in that square with a bang and a colorful burst of fire and light. Creatures in the target square take 1d4 points of fire damage and are dazzled for 1 round (Reflex half, a successful save negates the dazzled condition). Normally when this spell is used as part of a festival, the chosen target is high in the sky to increase visibility and protect observers.

### **Snow Shape**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

**Range** Touch

**Target** Snow or snow-sculpted object touched, up to 5 cubic ft. + 1 cubic ft. / level

**Duration** Instantaneous

**Saving Throw** None; **Spell Resistance** No

In frozen northern lands, where the earth may be hidden beneath heavy drifts of snow, Ulfen druids developed a variation of stone shape that other spellcasters have since learned.

You can form a mass of snow into any shape that suits your purpose, as per the spell stone shape. While it's possible to make crude objects with snow shape, most fine details aren't possible. However, a successful Craft (weapons) check allows you to create a bladed weapon from the snow. The DC of this check is equal to the DC listed with the Craft (weapons) skill (Core Rulebook 93). You must be the one to make the Craft check and must do so at the time of casting this spell. A failed check means that the spell is cast normally but the weapon created is malformed and useless. This spell can only be used to craft weapons and not more precise tools or elaborate armors.

Once you create the item with this spell, it solidifies into super-hard ice, gaining a hardness of 5 and 10 hit points per inch of thickness. This weapon takes double damage from fire. Anyone using an ice weapon takes a -2 penalty on attacks due to the slippery, unwieldy nature of the weapon, but the weapon deals 1 point of cold damage in addition to its normal damage. A weapon created by this spell lasts for 24 hours before melting into uselessness.

### **Snowball**

**School** Conjuration(Creation); **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Effect** One ball of ice and snow

**Duration** Instantaneous

**Saving Throw** DC 16 Fortitude partial (see text); **Spell Resistance** No

You conjure a ball of packed ice and snow that you can throw at a single target as a ranged touch attack. The snowball deals 1d6 points of cold damage per caster level (maximum 5d6) on a successful hit, and the target must make a successful Fortitude saving throw or be staggered for 1 round.

### **Sotto Voce**

**School** Necromancy; **Level** 0

**Casting Time** 1 action

**Components** Verbal

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

**Duration** 1+ Rounds

**Saving Throw** DC 15 Will Negates; **Spell Resistance** Yes

Your dry, rasping whisper fills a living creature of 4 or fewer Hit Dice with unnatural dread. The affected creature must make a Will save or be shaken for 1 round.

### **Sow Thought**

**School** Enchantment(Compulsion); **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

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

**Target** One creature

**Duration** Permanent

**Saving Throw** DC 16 Will negates.; **Spell Resistance** Yes.

You plant an idea, concept, or suspicion in the mind of the subject. The target genuinely believes that the idea is his own, but is not required to act upon it. If the idea is contrary to the target's normal thoughts (such as making a paladin think, "I should murder my friends") the target may suspect mind altering magic is at play. The idea must be fairly clear, enough so that it can be conveyed in one or two sentences. You do not need to share a common language for the spell to succeed, but without a

common language you can only sow the most basic rudimentary ideas.

### **Spark**

**School** Evocation, Fire Elemental; **Level** 0

**Casting Time** 1 action

**Components**

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

**Target** one Fine object

**Duration** Instantaneous

**Saving Throw** DC 15 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.

### **Stone Fist**

**School** Transmutation, Earth Elemental; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** Personal

**Target** you

**Duration** 1 minute/level (D)

**Saving Throw ; Spell Resistance**

This spell transforms your hands into living stone. While this spell is in effect, your unarmed strikes do not provoke attacks of opportunity and deal 1d6 points of lethal bludgeoning damage (1d4 if you are Small). In addition, your unarmed strikes ignore the hardness of any object with a hardness less than 8.

Stone to flesh immediately dispels stone fist. Should you be the target of transmute rock to mud, this spell immediately ends and you take 4d6 points of damage.

### **Stone Shield**

**School** Conjuration(Creation); **Level** 1

**Casting Time** 1 immediate action

**Components** Verbal, Somatic, Divine Focus

**Range** 0 ft.

**Effect** Stone wall whose area is one 5-ft square.

**Duration** 1 round

**Saving Throw** None; **Spell Resistance** No

A 1-inch-thick slab of stone springs up from the ground, interposing itself between you and an opponent of your choice. The stone shield provides you with cover from that enemy (Core Rulebook 195) until the beginning of your next turn, granting you a +4 bonus to Armor Class and a +2 bonus on Reflex saving throws. If the opponent's attack misses you by 4 or less, the attack strikes the shield instead. The stone shield has hardness 8 and 15 hit points. If the shield is destroyed, the spell ends and the shield crumbles away into nothingness. Spells and effects that damage an area deal damage to the shield.

You cannot use this spell if you are not adjacent to a large area of earth or stone such as the ground or a wall. A qinggong monk (Ultimate Magic) may select this spell as a ki power at 4th level

### **Strong Wings**

**School** Transmutation; **Level** 1

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Touch

**Target** Creature touched

**Duration** 1 minute/level

**Saving Throw** Fortitude negates (harmless); **Spell Resistance** Yes (harmless)

The target's wings grow more powerful, causing its fly speed to increase by +10 feet and its maneuverability to improve by one category (to a maximum of good). This increase counts as an enhancement bonus. This spell has no effect on wingless creatures or winged creatures that cannot fly.

### **Suggestion, Mass**

**School** Enchantment(Compulsion); **Level** 6

**Casting Time** 1 action

**Components** Verbal, Material

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

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

**Duration** 1 hour/level or until completed

**Saving Throw** DC 21 Will negates; **Spell Resistance** Yes

This spell functions like suggestion, except that it can affect more creatures. The same suggestion applies to all these creatures.

### **Summon Monster III**

**School** Conjuration(Summoning); **Level** 3

**Casting Time** 1 round

**Components** Verbal, Somatic, Focus or Divine Focus

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

**Effect** One summoned creature

**Duration** 1 round/level (D)

**Saving Throw** None; **Spell Resistance** No

This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

Summon Monster Tables

3rd Level: Ant, giant (soldier)\*, Ape\*, Aurochs (herd animal)\*, Boar\*, Cheetah\*, Constrictor snake\*, Crocodile\*, Dire bat\*, Dretch (demon) [Chaotic, Evil subtypes], Electric eel\*, Giant lizard\*, Lantern archon [Good, Lawful subtypes], Leopard (cat)\*, Shark\*, Wolverine\*

2nd Level: Ant, giant (worker)\*, Elemental (Small) [Elemental subtype], Giant centipede\*, Giant frog\*, Giant spider\*, Goblin dog\*, Horse\*, Hyena\*, Lemure (devil) [Evil, Lawful subtypes] Octopus\*, Squid\*, Wolf\*

1st Level: Dire rat\*, Dog\*, Dolphin\*, Eagle\*, Fire beetle\*, Frog, poison\*, Pony (horse)\*, Viper (snake)\*

\* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

### **Summon Monster IV**

**School** Conjuration, All Elements(Summoning); **Level** 4

**Casting Time** 1 round

**Components** Verbal, Somatic, Focus or Divine Focus

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

**Effect** One summoned creature

**Duration** 1 round/level (D)

**Saving Throw** None; **Spell Resistance** No

This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster Tables

4th Level: Ant, giant (drone)\*, Bison (herd animal)\*, Deinonychus (dinosaur)\*, Dire ape\*, Dire boar\*, Dire wolf\*, Elemental (Medium) [Elemental subtype], Giant scorpion\*, Giant wasp\*, Grizzly bear\*, Hell hound [Evil, Lawful subtypes], Hound archon [Good, Lawful subtypes], Lion\*, Mephit (any) [Elemental subtype], Pteranodon (dinosaur)\*, Rhinoceros\*

3rd Level: Ant, giant (soldier)\*, Ape\*, Aurochs (herd animal)\*, Boar\*, Cheetah\*, Constrictor snake\*, Crocodile\*, Dire bat\*, Dretch (demon) [Chaotic, Evil subtypes], Electric eel\*, Giant lizard\*, Lantern archon [Good, Lawful subtypes], Leopard (cat)\*, Shark\*, Wolverine\*

2nd Level: Ant, giant (worker)\*, Elemental (Small) [Elemental subtype], Giant centipede\*, Giant frog\*, Giant spider\*, Goblin dog\*, Horse\*, Hyena\*, Lemure (devil) [Evil, Lawful subtypes] Octopus\*, Squid\*, Wolf\*

\* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

### **Summon Monster V**

**School** Conjuration, All Elements(Summoning); **Level** 5

**Casting Time** 1 round

**Components** Verbal, Somatic, Focus or Divine Focus

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

**Effect** One summoned creature

**Duration** 1 round/level (D)

**Saving Throw** None; **Spell Resistance** No

This spell functions like summon monster I, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster Tables

5th Level: Ankylosaurus (dinosaur)\*, Babau (demon) [Chaotic, Evil subtypes], Bearded devil [Evil, Lawful subtypes], Bralani azata [Chaotic, Good subtypes], Dolphin (orca)\*, Dire lion\*, Elemental (Large) [Elemental subtype], Giant moray eel\*, Kytton [Evil, Lawful subtypes], Salamander [Evil subtype], Woolly rhinoceros\*, Xill [Evil, Lawful subtypes]

4th Level: Ant, giant (drone)\*, Bison (herd animal)\*, Deinonychus (dinosaur)\*, Dire ape\*, Dire boar\*, Dire wolf\*, Elemental (Medium) [Elemental subtype], Giant scorpion\*, Giant wasp\*, Grizzly bear\*, Hell hound [Evil, Lawful subtypes], Hound archon [Good, Lawful subtypes], Lion\*, Mephit (any) [Elemental subtype], Pteranodon (dinosaur)\*, Rhinoceros\*

3rd Level: Ant, giant (soldier)\*, Ape\*, Aurochs (herd animal)\*, Boar\*, Cheetah\*, Constrictor snake\*, Crocodile\*, Dire bat\*, Dretch (demon) [Chaotic, Evil subtypes], Electric eel\*, Giant lizard\*, Lantern archon [Good, Lawful subtypes], Leopard (cat)\*, Shark\*, Wolverine\*

\* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

### **Summon Monster VI**

**School** Conjuration, All Elements(Summoning); **Level** 6

**Casting Time** 1 round

**Components** Verbal, Somatic, Focus or Divine Focus

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

**Effect** One summoned creature

**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 Tables

6th Level: Dire bear\*, Dire tiger\*, Elasmosaurus (dinosaur)\*, Elemental (Huge) [Elemental subtype], Elephant\*, Erinyes (devil) [Evil, Lawful subtypes], Giant octopus\*, Invisible stalker [Air subtype], Lillend azata [Chaotic, Good subtypes], Shadow demon [Chaotic, Evil subtypes], Succubus (demon) [Chaotic, Evil subtypes], Triceratops (dinosaur)\*

5th Level: Ankylosaurus (dinosaur)\*, Babau (demon) [Chaotic, Evil subtypes], Bearded devil [Evil, Lawful subtypes], Bralani azata [Chaotic, Good subtypes], Dolphin (orca)\*, Dire lion\*, Elemental (Large) [Elemental subtype], Giant moray eel\*, Kytton [Evil, Lawful subtypes], Salamander [Evil subtype], Woolly rhinoceros\*, Xill [Evil, Lawful subtypes]

4th Level: Ant, giant (drone)\*, Bison (herd animal)\*, Deinonychus (dinosaur)\*, Dire ape\*, Dire boar\*, Dire wolf\*, Elemental (Medium) [Elemental subtype], Giant scorpion\*, Giant wasp\*, Grizzly bear\*, Hell hound [Evil, Lawful subtypes], Hound archon [Good, Lawful subtypes], Lion\*, Mephit (any) [Elemental subtype], Pteranodon (dinosaur)\*, Rhinoceros\*

\* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

### **Touch of Fatigue**

**School** Necromancy; **Level** 0

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** Touch

**Target** Creature touched

**Duration** 1 round/level

**Saving Throw** DC 15 Fortitude negates; **Spell Resistance** Yes

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration.

This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

# P38. Devoreur

CHARACTER LEVEL (favored class = ) **Neutral Evil**  
 ALIGNMENT  
**Devourer** **Large** **Male** **0** **0'** **0lb.**  
 RACE SIZE GENDER AGE HEIGHT WEIGHT  
 DEITY SKIN HAIR EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
<b>STR</b> Strength	28	+9		
<b>DEX</b> Dexterity	16	+3		
<b>CON</b> Constitution	0	+5		
<b>INT</b> Intelligence	19	+4		
<b>WIS</b> Wisdom	16	+3		
<b>CHA</b> Charisma	21	+5		

<b>HP</b> TOTAL HIT POINTS	133	DR	
WOUNDS/CURRENT HP			
NONLETHAL DAMAGE			
<b>INITIATIVE</b>			HERO PTS
<b>+7</b>	<b>3</b>	<b>0</b>	<b>0</b>
TOTAL	DEX MOD.	MISC MOD.	



<b>AC</b> <b>25</b>	= 10 +			<b>3</b>		<b>-1</b>	<b>TOUCH</b> <b>12</b>
TOTAL		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER		
		<b>13</b>					<b>FLAT-FOOTED</b> <b>22</b>
		NATURAL ARMOR	DEFLECT MODIFIER	MISC MODIFIER	DODGE BONUS		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
<b>FORTITUDE</b> (CONSTITUTION)	<b>9</b>	4	5			
<b>REFLEX</b> (DEXTERITY)	<b>7</b>	4	3			
<b>WILL</b> (WISDOM)	<b>12</b>	9	3			

<b>BASE ATTACK BONUS</b> <b>+10</b>	<b>SPELL RESISTANCE</b> <b>22</b>
<b>CMB</b> <b>20</b>	= <b>10</b> + <b>9</b> + <b>1</b>
TOTAL	BASE ATTACK STRENGTH MODIFIER SIZE MODIFIER
<b>CMD</b> <b>33</b>	= <b>10</b> + <b>9</b> + <b>3</b> + <b>1</b> + <b>10</b>
TOTAL	BASE ATTACK STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON		ATTACK BONUS	CRITICAL
Claw x2 (Devourer)		<b>+18 x2</b>	<b>x2</b>
TYPE	RANGE	AMMUNITION	DAMAGE
B/S			<b>1d8+9</b>

<b>SPEED</b> LAND	<b>30 FT. 6 SQ.</b>	<b>30 FT. 6 SQ.</b>	MODIFIERS
	BASE SPEED	WITH ARMOR	
<b>20</b>	Perfect		
FLY	MANEUVERABILITY	SWIM	CLIMB BURROW

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
Acrobatics	<b>3</b>	=Dex 3	+ 0	+ 0
Appraise	<b>4</b>	=Int 4	+ 0	+ 0
Bluff	<b>19</b>	=Cha 5	+ 14	+ 0
✓ Climb	<b>9</b>	=Str 9	+ 0	+ 0
Diplomacy	<b>14</b>	=Cha 5	+ 9	+ 0
✓ Disguise	<b>5</b>	=Cha 5	+ 0	+ 0
Escape Artist	<b>3</b>	=Dex 3	+ 0	+ 0
✓ Fly	<b>19</b>	=Dex 3	+ 7	+ 3
Heal	<b>3</b>	=Wis 3	+ 0	+ 0
✓ Intimidate	<b>19</b>	=Cha 5	+ 11	+ 3
✓ Knowledge (arcana)	<b>21</b>	=Int 4	+ 14	+ 3
Knowledge (planes)	<b>18</b>	=Int 4	+ 14	+ 0
✓ Perception	<b>20</b>	=Wis 3	+ 14	+ 3
Ride	<b>3</b>	=Dex 3	+ 0	+ 0
✓ Sense Motive	<b>17</b>	=Wis 3	+ 11	+ 3
✓ Spellcraft	<b>21</b>	=Int 4	+ 14	+ 3
✓ Stealth	<b>6</b>	=Dex 3	+ 4	+ 3
Survival	<b>3</b>	=Wis 3	+ 0	+ 0
Swim	<b>9</b>	=Str 9	+ 0	+ 0

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

**LANGUAGES**  
 Abyssal • Celestial • Common • Infernal



**COMBAT MANEUVERS**

Maneuver	CMB	CMD
Bull Rush	+20	33
Disarm	+20	33
Feint	+20	33
Grapple	+20	33
Overrun	+20	33
Pull	+20	33
Push	+20	33
Sunder	+22	35
Trip	+20	33

**MONEY**

Platinum 0  
Gold 0  
Silver 0  
Copper 0  
Valuables 0

**ENCUMBRANCE**

Current 0 lbs  
Light 800 lbs  
Medium 1600 lbs  
Heavy 2400 lbs

**EXPERIENCE**

Current 0  
Next Level

**TRACKED RESOURCES**

Resource	Max.	Used
Animate Dead (At will)	0	
Bestow Curse (At will)	0	
Confusion (At will)	0	
Control Undead (At will)	0	
Death Knell (At will)	0	
Ghoul Touch (At will)	0	
Inflict Serious Wounds (At will)	0	
Planar Ally, Lesser (At will)	0	
Ray of Enfeeblement (At will)	0	
Spectral Hand (At will)	0	
Suggestion (At will)	0	
True Seeing (At will)	0	
Vampiric Touch (At will)	0	

**SPECIAL ABILITY/FEATURE SUMMARY**

Darkvision (60 feet)  
Telepathy (100 feet) (Su)  
Immunity to Ability Drain  
Immunity to Bleeds  
Immunity to Death Effects  
Immunity to Disease  
Immunity to Energy Drain  
Immunity to Exhausted  
Immunity to Fatigue  
Immunity to Mind-Affecting effects  
Immunity to Non-lethal Damage  
Immunity to Paralysis  
Immunity to Physical Ability Damage  
Immunity to Poison  
Immunity to Sleep  
Immunity to Stunning  
Undead Traits  
Spell Resistance (22)  
Flight (20 feet, Perfect)  
Energy Drain (1 level) (DC 22) (Ex)  
Animate Dead (At will)  
Bestow Curse (At will)  
Confusion (At will)  
Control Undead (At will)  
Death Knell (At will)  
Ghoul Touch (At will)  
Inflict Serious Wounds (At will)  
Planar Ally, Lesser (At will)  
Ray of Enfeeblement (At will)  
Spectral Hand (At will)  
Suggestion (At will)  
True Seeing (At will)  
Vampiric Touch (At will)  
Devour Soul (DC 22) (Su)  
Spell Deflection (Su)

**GEAR****Gear In No Container**

Qty	Item	Weight	Cost
	none		

**FEATS SUMMARY**

Blind-Fight  
Cleave  
Combat Casting  
Combat Expertise +/-3  
Improved Initiative  
Improved Sunder  
Power Attack -3/+6  
Simple Weapon Proficiency - All

## TRAITS

### SPECIAL ABILITIES/FEATURES

#### **Darkvision (60 feet)**

You can see in the dark (black and white vision only).

#### **Telepathy (100 feet) (Su)**

The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

#### **Immunity to Ability Drain**

Immunity to ability drain

#### **Immunity to Bleeds**

You are immune to bleeds.

#### **Immunity to Death Effects**

You are immune to death effects.

#### **Immunity to Disease**

You are immune to diseases.

#### **Immunity to Energy Drain**

Immune to energy drain

#### **Immunity to Exhausted**

You are immune to the exhausted condition.

#### **Immunity to Fatigue**

You are immune to the fatigued condition.

#### **Immunity to Mind-Affecting effects**

You are immune to Mind-Affecting effects.

#### **Immunity to Non-lethal Damage**

You are immune to Non-Lethal Damage

#### **Immunity to Paralysis**

You are immune to paralysis.

#### **Immunity to Physical Ability Damage**

Immune to ability damage to your physical abilities.

#### **Immunity to Poison**

You are immune to poison.

#### **Immunity to Sleep**

You are immune to sleep effects.

#### **Immunity to Stunning**

You are immune to being stunned.

#### **Undead Traits**

Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage. Undead have no CON score, and use their CHA bonus for CON effects.

#### **Spell Resistance (22)**

You have Spell Resistance.

#### **Flight (20 feet, Perfect)**

A creature with this ability can cease or resume flight as a free action. If the creature has wings, flight is an extraordinary ability. Otherwise, it is spell-like or supernatural, and it is ineffective in an antimagic field; the creature loses its ability to fly for as long as the antimagic effect persists.

#### **Energy Drain (1 level) (DC 22) (Ex)**

This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell, such as restoration. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 draining creature's racial HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.



### **Animate Dead (At will)**

This spell turns corpses into undead skeletons or zombies (see the Pathfinder RPG Bestiary) that obey your spoken commands.

The undead can be made to follow you, or they can be made to remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. A destroyed skeleton or zombie can't be animated again.

Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of animate dead. The desecrate spell doubles this limit.

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. You choose which creatures are released. Undead you control through the Command Undead feat do not count toward this limit.

**Skeletons:** A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.

**Zombies:** A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a physical anatomy.

### **Bestow Curse (At will)**

You place a curse on the subject. Choose one of the following.

- - 6 decrease to an ability score (minimum 1).
- - 4 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above. The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell.

Bestow curse counters remove curse.

### **Confusion (At will)**

This spell causes confusion in the targets, making them unable to determine their actions. Roll on the following table at the start of each subject's turn each round to see what it does in that round.

d% - Behavior

01-25 - Act normally

26-50 - Do nothing but babble incoherently

51-75 - Deal 1d8 points of damage + Str modifier to self with item in hand

76-100 - Attack nearest creature (for this purpose, a familiar counts as part of the subject's self)

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

### **Control Undead (At will)**

This spell enables you to control undead creatures for a short period of time. You command them by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible, the controlled undead do not attack you. At the end of the spell, the subjects revert to their normal behavior. Intelligent undead creatures remember that you controlled them, and they may seek revenge after the spell's effects end.

### **Death Knell (At will)**

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has -1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 enhancement bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. This increase in effective caster level does not grant you access to more spells. These effects last for 10 minutes per HD of the subject creature.

### **Ghoul Touch (At will)**

Imbuing you with negative energy, this spell allows you to paralyze a single living humanoid for the duration of the spell with a successful melee touch attack.

A paralyzed subject exudes a carrion stench that causes all living creatures (except you) in a 10-foot-radius spread to become sickened (Fortitude negates). A neutralize poison spell removes the effect from a sickened creature, and creatures immune to poison are unaffected by the stench. This is a poison effect.

### **Inflict Serious Wounds (At will)**

This spell functions like inflict light wounds, except that you deal 3d8 points of damage + 1 point per caster level (maximum +15).

### **Planar Ally, Lesser (At will)**

By casting this spell, you request your deity to send you an outsider (of 6 HD or less) of the deity's choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway). You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creature called in order to bargain for its services. The creature called requires a payment for its services. This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives. A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. A long-term task, one requiring up to 1 day per caster level, requires a payment of 1,000 gp per HD. A nonhazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature). However, if the task is strongly aligned with the creature's ethos, it may halve or even waive the payment. At the end of its task, or when the duration bargained for expires, the creature returns to its home plane (after reporting back to you, if appropriate and possible).

**Note:** When you use a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

### **Ray of Enfeeblement (At will)**

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Strength score cannot drop below 1. A successful Fortitude save reduces this penalty by half. This penalty does not stack with itself. Apply the highest penalty instead.

### **Spectral Hand (At will)**

A ghostly hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch range spell of 4th level or lower that you cast can be delivered by the spectral hand. The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if it goes beyond the spell range or goes out of your sight, the hand returns to you and hovers. The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and an AC of 22 (+8 size, +4 natural armor). Your Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that you lost in creating it.

### **Suggestion (At will)**

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2).

### **True Seeing (At will)**

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 extradimensional 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.

### **Vampiric Touch (At will)**

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later.

### **Devour Soul (DC 22) (Su)**

By making a touch attack as a standard action, a devourer can deal 12d6+18 points of damage as if using a slay living spell. A DC 22 Fortitude save reduces this damage to 3d6+18. The soul of a creature slain by this attack becomes trapped within the devourer's chest. The creature cannot be brought back to life until the devourer's destruction (or a spell deflection-see below) releases its soul. A devourer can hold only one soul at a time. The trapped essence provides a devourer with 5 essence points for each Hit Die possessed by the soul. A devourer must expend essence points when it uses a spell-like ability equal to the spell's level (for sake of ease, spell levels for its spell-like abilities are included in its stats to the left in superscript). At the start of an encounter, a devourer generally has 3d4+3 essence points available.

The trapped essence gains one permanent negative level for every 5 points of essence drained-these negative levels remain if the creature is brought back to life (but they do not stack with any negative levels imparted by being brought back to life). A soul that is completely consumed may only be restored to life by a miracle or wish. The save DC is Charisma-based.

### **Spell Deflection (Su)**

If any of the following spells are cast at the devourer and overcome its spell resistance, they instead affect a devoured soul: banishment, chaos hammer, confusion, crushing despair, detect thoughts, dispel evil, dominate person, fear, geas/quest, holy word, hypnotism, imprisonment, magic jar, maze, suggestion, trap the soul, or any form of charm or compulsion. While none of these effects harms the soul, the caster makes a DC 25 caster level check when a spell is deflected-success indicates that the trapped soul is released from its prison and the creature whose body it belonged to can now be restored to life as normal.

## **FEATS**

### **Blind-Fight** (Combat)

You are skilled at attacking opponents that you cannot clearly perceive.

**Benefit:** In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You do not need to make Acrobatics skill checks to move at full speed while blinded.

**Normal:** Regular attack roll modifiers invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

**Special:** The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

### **Cleave** (Combat)

You can strike two adjacent foes with a single swing.

**Prerequisites:** STR 13, Power Attack, base attack bonus +1.

**Benefit:** As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

### **Combat Casting**

You are adept at spellcasting when threatened or distracted.

**Benefit:** You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

**Combat Expertise +/-3** (Combat)

You can increase your defense at the expense of your accuracy.

**Prerequisite:** Int 13.

**Benefit:** You can choose to take a -1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by -1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

**Improved Initiative** (Combat)

Your quick reflexes allow you to react rapidly to danger.

**Benefit:** You get a +4 bonus on initiative checks.

**Improved Sunder** (Combat)

You are skilled at damaging your foes' weapons and armor.

**Prerequisite:** Str 13, Power Attack, base attack bonus +1.

**Benefit:** You do not provoke an attack of opportunity when performing a sunder combat maneuver. In addition, you receive a +2 bonus on checks made to sunder an item. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to sunder your gear.

**Normal:** You provoke an attack of opportunity when performing a sunder combat maneuver.

**Power Attack -3/+6** (Combat)

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

**Prerequisites:** Str 13, base attack bonus +1.

**Benefit:** You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

**Simple Weapon Proficiency - All** (Combat)

You are trained in the use of basic weapons.

**Benefit:** You make attack rolls with simple weapons without penalty.

**Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

**Special:** All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

**MAGIC ITEMS**

No magic items.

# P43. Orvignato

Fighter (Weapon Master) 4/Rogue (Swashbuckler) 9 Chaotic Evil  
 CHARACTER LEVEL (favored class = Rogue) ALIGNMENT  
**Drow** Medium Male 124 5' 11" 121lb.  
 RACE SIZE GENDER AGE HEIGHT WEIGHT  
**Areshkagal**  
 DEITY SKIN HAIR EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
<b>STR</b> Strength	20	+5		
<b>DEX</b> Dexterity	24	+7		
<b>CON</b> Constitution	18	+4		
<b>INT</b> Intelligence	12	+1		
<b>WIS</b> Wisdom	14	+2		
<b>CHA</b> Charisma	10	+0		

**HP** TOTAL 173  
 HIT POINTS DR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

**INITIATIVE** HERO PTS 0  
 +7 = 7 + 0  
 TOTAL DEX MOD. MISC MOD.

**AC 31** = 10 + 6 + 3 + 4 + 1 + 1  
 TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER TOUCH 17  
 + 5 + 2 + 1 + 1  
 NATURAL ARMOR DEFLECT MODIFIER MISC MODIFIER DODGE BONUS **FLAT-FOOTED 26**

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
<b>FORTITUDE</b> (CONSTITUTION)	11	7	4			
<b>REFLEX</b> (DEXTERITY)	14	7	7			
<b>WILL</b> (WISDOM)	8	4	2		2	

**Situational Modifiers**  
 All Saves: +2 vs. enchantments •+1 bonus vs. effects targeting a Light flail held by you •+3 morale bonus vs. fear

**BASE ATTACK BONUS +10** **SPELL RESISTANCE 19**

**CMB 12** = 10 + 5 + 0  
 TOTAL BASE ATTACK STRENGTH MODIFIER SIZE MODIFIER  
**CMD 35** = 10 + 5 + 7 + 0 + 10  
 TOTAL BASE ATTACK STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON [in main hand]		ATTACK BONUS	CRITICAL
+1 light flail		+15/+10	x2
TYPE	RANGE	AMMUNITION	DAMAGE
B			1d8+15

WEAPON		ATTACK BONUS	CRITICAL
+1 hand crossbow		+18	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
P	30'		1d4+1



**SPEED** LAND 30 FT. 6 SQ. 30 FT. 6 SQ.  
 BASE SPEED WITH ARMOR  
 FT. FT. FT. FT.  
 FLY MANEUVERABILITY SWIM CLIMB BURROW

SKILLS				
Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
✓ Acrobatics	20	=Dex 7	+ 8 + 3	+ -1
✓ Appraise	1	=Int 1	+ 0	+ 0
✓ Bluff	11	=Cha 0	+ 8 + 3	+ 0
✓ Climb	4	=Str 5	+ 0	+ -1
✓ Diplomacy	11	=Cha 0	+ 8 + 3	+ 0
✓ Disable Device	15	=Dex 7	+ 8 + 3	+ -1
✓ Disguise	11	=Cha 0	+ 8 + 3	+ 0
✓ Escape Artist	17	=Dex 7	+ 8 + 3	+ -1
✓ Fly	6	=Dex 7	+ 0	+ -1
✓ Heal	2	=Wis 2	+ 0	+ 0
✓ Intimidate	10	=Cha 0	+ 7 + 3	+ 0
✓ Perception	15	=Wis 2	+ 8 + 3	+ 0
✓ Ride	6	=Dex 7	+ 0	+ -1
✓ Sense Motive	13	=Wis 2	+ 8 + 3	+ 0
✓ Sleight of Hand	16	=Dex 7	+ 7 + 3	+ -1
✓ Stealth	16	=Dex 7	+ 7 + 3	+ -1
✓ Survival	2	=Wis 2	+ 0	+ 0
✓ Swim	4	=Str 5	+ 0	+ -1
✓ Use Magic Device	11	=Cha 0	+ 8 + 3	+ 0

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

**LANGUAGES**  
 Drow Sign Language • Elven • Undercommon



**COMBAT MANEUVERS**

Maneuver	CMB	CMD
Bull Rush	+12	35
Dirty Trick	+12	35
Disarm	+12	36
Drag	+12	35
Feint	+12	35
Grapple	+12	35
Overrun	+12	35
Pull	+12	35
Push	+12	35
Reposition	+12	35
Steal	+12	35
Sunder	+12	36
Trip	+12	35

**MONEY**

Platinum 0  
Gold 0  
Silver 0  
Copper 0  
Valuables 0

**ENCUMBRANCE**

Current 40 lbs  
Light 133 lbs  
Medium 266 lbs  
Heavy 400 lbs

**EXPERIENCE**

Current 445000  
Next Level 445000

**TRACKED RESOURCES**

Resource	Max.	Used
Dancing Lights (1/day)	1	
Darkness (1/day)	1	
Faerie Fire (1/day)	1	
Improved Iron Will (1/day)	1	
Potion of barkskin (CL 12th)	1	
Potion of cure moderate wounds (3)	1	
Potion of invisibility	1	
Potion of spider climb	1	

**GEAR****Endless bandolier**

Qty Item	Weight	Cost
empty		

**Gear In No Container**

Qty Item	Weight	Cost
1 +1 hand crossbow	2 lbs	2,400 gp
1 +1 light flail	5 lbs	2,308 gp
1 +2 buckler	5 lbs	4,155 gp
1 +2 chain shirt	25 lbs	4,250 gp
1 Belt of physical might (Dex & Con +4)	1 lb	40,000 gp
1 Endless bandolier	2 lbs	1,500 gp
1 Potion of barkskin (CL 12th)		1,200 gp
1 Potion of cure moderate wounds (3)		2,250 gp
1 Potion of invisibility		300 gp
1 Potion of spider climb		300 gp
1 Ring of protection +2		8,000 gp

**SPECIAL ABILITY/FEATURE SUMMARY**

Darkvision (120 feet)  
Low-Light Vision  
Evasion (Ex)  
Improved Uncanny Dodge (Lv >=13) (Ex)  
Drow Immunities - Sleep  
Daring +3 (Ex)  
Elven Immunities  
Spell Resistance (19)  
Light Blindness (Ex)  
Sneak Attack +5d6  
Weapon Training +1: Light flail (Ex)  
Shadow Clone (Su)  
Fast Stealth (Ex)  
Poison Use (Ex)  
Weapon Guard +1: Light flail (Ex)

**FEATS SUMMARY**

Armor Proficiency (Heavy)  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Combat Reflexes (8 AoO/round)  
Dodge  
Following Step  
Improved Iron Will (1/day)  
Iron Will  
Landing Roll  
Martial Weapon Proficiency - All  
Mobility  
Power Attack -3/+6  
Rogue Weapon Proficiencies  
Shield Proficiency  
Simple Weapon Proficiency - All  
Step Up  
Step Up and Strike  
Tower Shield Proficiency  
Weapon Focus (Light flail)  
Weapon Specialization (Light flail)

## TRAITS

### SPECIAL ABILITIES/FEATURES

#### **Darkvision (120 feet)**

You can see in the dark (black and white vision only).

#### **Low-Light Vision**

See twice as far as a human in low light, distinguishing color and detail.

#### **Evasion (Ex)**

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw.

#### **Improved Uncanny Dodge (Lv >=13) (Ex)**

You gain the ability to react to danger before her senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker has at least four more rogue levels than you have levels of uncanny dodge.

#### **Drow Immunities - Sleep**

You are immune to magic sleep effects.

#### **Daring +3 (Ex)**

At 3rd level, a swashbuckler gains a +1 morale bonus on Acrobatics checks and saving throws against fear. This bonus increases by +1 for every 3 levels beyond 3rd. This ability replaces trap sense.

#### **Elven Immunities**

+2 save bonus vs Enchantments.

#### **Spell Resistance (19)**

You have Spell Resistance.

#### **Light Blindness (Ex)**

Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

#### **Sneak Attack +5d6**

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The character's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the character flanks her target. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a character can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A character cannot sneak attack while striking a creature with concealment.

#### **Weapon Training +1: Light flail (Ex)**

At 3rd level, a weapon master gains a +1 bonus on attack and damage rolls with his chosen weapon. The bonus improves by +1 for every four levels beyond 3rd. This ability replaces armor training 1, 2, 3, and 4.

Addition from Mirror Move: A weapon master gains his weapon training bonus as an insight bonus to AC when attacked by his chosen weapon.

#### **Shadow Clone (Su)**

The ninja can create 1d4 shadowy duplicates of herself that conceal her true location. This ability functions as mirror image, using the ninja's level as her caster level. Using this ability is a standard action that uses up 1 ki point.

#### **Fast Stealth (Ex)**

This ability allows a rogue to move at full speed using the Stealth skill without penalty.

#### **Poison Use (Ex)**

You do not risk poisoning yourself accidentally while poisoning a weapon.

#### **Weapon Guard +1: Light flail (Ex)**

At 2nd level, a weapon master gains a +1 bonus to CMD against disarm and sunder attempts while wielding his chosen weapon. This bonus also applies on saves against any effect that targets his chosen weapon (for example, grease, heat metal, shatter, warp wood). The bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

## FEATS

#### **Armor Proficiency (Heavy)** (Combat)

You are skilled at wearing heavy armor.

**Prerequisites:** Light Armor Proficiency, Medium Armor Proficiency.

**Benefit:** See Armor Proficiency, Light.

**Normal:** See Armor Proficiency, Light.

**Special:** Fighters and paladins automatically have Heavy Armor Proficiency as a bonus feat. They need not select it.

#### **Armor Proficiency (Light)** (Combat)

You are skilled at wearing light armor.

**Benefit:** When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

**Normal:** A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

**Special:** All characters except monks, sorcerers, and wizards automatically have Light Armor Proficiency as a bonus feat. They need not select it.

### **Armor Proficiency (Medium)** (Combat)

You are skilled at wearing medium armor.

**Prerequisite:** Light Armor Proficiency.

**Benefit:** See Armor Proficiency, Light.

**Normal:** See Armor Proficiency, Light.

**Special:** Barbarians, clerics, druids, fighters, paladins, and rangers automatically have Medium Armor Proficiency as a bonus feat. They need not select it.

### **Combat Reflexes (8 AoO/round)** (Combat)

You can make additional attacks of opportunity.

**Benefit:** You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

**Normal:** A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

**Special:** The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

### **Dodge** (Combat)

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

**Prerequisite:** Dex 13.

**Benefit:** You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

### **Following Step** (Combat)

You can repeatedly close the distance when foes try to move away, without impeding your normal movement.

**Prerequisites:** Dex 13, Step Up.

**Benefit:** When using the Step Up feat to follow an adjacent foe, you may move up to 10 feet. You may still take a 5-foot step during your next turn, and any movement you make using this feat does not subtract any distance from your movement during your next turn.

**Normal:** You can only take a 5-foot step to follow an opponent using Step Up.

### **Improved Iron Will (1/day)**

Your clarity of thought allows you to resist mental attacks.

**Prerequisites:** Iron Will.

**Benefit:** Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

### **Iron Will**

You are more resistant to mental effects.

**Benefit:** You get a +2 bonus on all Will saving throws.

### **Landing Roll** (Combat)

You have learned the technique of rolling safely away when an enemy trips you.

**Prerequisites:** Dex 13, Dodge, Mobility.

**Benefit:** If you are tripped, you can spend an immediate action to move 5 feet without provoking an attack of opportunity. This does not count as taking a 5-foot step. You fall prone after this movement.

### **Martial Weapon Proficiency - All**

**Benefit:** You are proficient with all Martial weapons.

**Normal:** When using a weapon with which you are not proficient, you are at -4 to attack rolls.

### **Mobility** (Combat)

You can easily move through a dangerous melee.

**Prerequisites:** Dex 13, Dodge.

**Benefit:** You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

### **Power Attack -3/+6** (Combat)

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

**Prerequisites:** Str 13, base attack bonus +1.

**Benefit:** You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

### **Rogue Weapon Proficiencies**

**Benefit:** You are proficient with the Hand Crossbow, Rapier, Sap, Shortbow and Shortsword.

**Normal:** When using a weapon with which you are not proficient, you are at -4 to attack rolls.

### **Shield Proficiency** (Combat)

You are trained in how to properly use a shield.

**Benefit:** When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

**Normal:** When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving.

**Special:** Barbarians, bards, clerics, druids, fighters, paladins, and rangers all automatically have Shield Proficiency as a bonus feat. They need not select it.

### **Simple Weapon Proficiency - All** (Combat)

You are trained in the use of basic weapons.

**Benefit:** You make attack rolls with simple weapons without penalty.

**Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

**Special:** All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

### **Step Up** (Combat)

You can close the distance when a foe tries to move away.

**Prerequisite:** Base attack bonus +1.

**Benefit:** Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

Addition from Following Step: When using the Step Up feat to follow an adjacent foe, you may move up to 10 feet. You may still take a 5-foot step during your next turn, and any movement you make using this feat does not subtract any distance from your movement during your next turn.

Addition from Step Up and Strike: When using the Step Up or Following Step feats to follow an adjacent foe, you may also make a single melee attack against that foe at your highest base attack bonus. This attack counts as one of your attacks of opportunity for the round. Using this feat does not count toward the number of actions you can usually take each round.

### **Step Up and Strike** (Combat)

When a foe tries to move away, you can follow and make an attack.

**Prerequisites:** Dex 13, Following Step, Step Up, base attack bonus +6.

**Benefit:** When using the Step Up or Following Step feats to follow an adjacent foe, you may also make a single melee attack against that foe at your highest base attack bonus. This attack counts as one of your attacks of opportunity for the round. Using this feat does not count toward the number of actions you can usually take each round.

**Normal:** You can usually only take one standard action and one 5-foot step each round.

### **Tower Shield Proficiency** (Combat)

You are trained in how to properly use a tower shield.

**Prerequisite:** Shield Proficiency.

**Benefit:** When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

**Normal:** A character using a shield with which he is not proficient takes the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

**Special:** Fighters automatically have Tower Shield Proficiency as a bonus feat. They need not select it.

### **Weapon Focus (Light flail)** (Combat)

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, base attack bonus +1.

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

### **Weapon Specialization (Light flail)** (Combat)

You are skilled at dealing damage with one weapon. Choose one type of weapon (including unarmed strike or grapple) for which you have already selected the Weapon Focus feat. You deal extra damage when using this weapon.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th.

**Benefit:** You gain a +2 bonus on all damage rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon..

## MAGIC ITEMS

### **+1 hand crossbow**

You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity. A hand crossbow fires standard crossbow bolts, like those used by light and heavy crossbows.

You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

### **+1 light flail**

A light flail consists of a weighted striking end connected to a handle by a sturdy chain. Though often imagined as a ball, sometimes spiked like the head of a morningstar, the head of a light flail can actually take many different shapes, such as short bars. Military flails are sturdier evolutions of agricultural flails, which are used for threshing - beating stacks of grains to separate the useful grains from their husks.

### **+2 buckler**

This small metal shield is worn strapped to your forearm. You can use a bow or crossbow without penalty while carrying it. You can also use your shield arm to wield a weapon (whether you are using an off-hand weapon or using your off hand to help wield a two-handed weapon), but you take a -1 penalty on attack rolls while doing so. This penalty stacks with those that may apply for fighting with your off hand and for fighting with two weapons. In any case, if you use a weapon in your off hand, you lose the buckler's AC bonus until your next turn. You can cast a spell with somatic components using your shield arm, but you lose the buckler's AC bonus until your next turn. You can't make a shield bash with a buckler.

### **+2 chain shirt** (Armor)

Covering the torso, this shirt is made up of thousands of interlocking metal rings.

### **Belt of physical might (Dex & Con +4)** (Belt)

This belt has a large steel buckle, usually depicting the image of a giant. The belt grants the wearer an enhancement bonus to Dexterity and Constitution of +4. Treat this as a temporary ability bonus for the first 24 hours the belt is worn. The ability score bonuses are chosen when the belt is created and cannot be changed.

Construction Requirements: Craft Wondrous Item, bear's endurance, cat's grace; Cost 20,000 gp

### **Endless bandolier** (Chest)

Small loops sewn into this bandolier look like they can hold twenty alchemical cartridges (ammunition for a firearm, see Ultimate Combat), but due to a subtle bending of space can actually hold up to 60 cartridges. Additionally, the six thin pockets on the bandolier are extradimensional spaces meant to hold extra guns and gear. The four small pockets can each hold a one-handed firearm, 1 pound of ammunition, a powder horn, or a similarly sized object. The two large pockets are large enough to hold a two-handed firearm or a similarly sized object. The wearer can draw an item stored in the bandolier as easily as if from an ordinary ammunition pouch or holster. The bandolier weighs the same no matter what is placed inside it.

Construction Requirements Craft Wondrous Item, secret chest; Cost 750 gp



### **Potion of barkskin (CL 12th)**

Barkskin, None

Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at 12th level. The enhancement bonus provided by barkskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

### **Potion of cure moderate wounds (3)**

Cure Moderate Wounds, Will half (harmless); see text (DC 14)

This spell functions like cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).

### **Potion of invisibility**

Invisibility, Will negates (harmless) or Will negates (harmless, object) (DC 13)

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.

Invisibility can be made permanent (on objects only) with a permanency spell.

### **Potion of spider climb**

Grants ability to walk on walls and ceilings.

### **Ring of protection +2 (Ring)**

This ring offers continual magical protection in the form of a deflection bonus of +2 to AC.

Construction Requirements: Forge Ring, shield of faith, caster must be of a level at least three times the bonus of the ring; Cost 4,000 gp



**COMBAT MANEUVERS**

Maneuver	CMB	CMD
Bull Rush	+12	37
Dirty Trick	+12	37
Disarm	+12	37
Drag	+12	37
Feint	+12	37
Grapple	+12	37
Overrun	+12	37
Pull	+12	37
Push	+12	37
Reposition	+12	37
Steal	+12	37
Sunder	+12	37
Trip	+12	37

**MONEY**

Platinum 0  
Gold 0  
Silver 0  
Copper 0  
Valuables 0

**ENCUMBRANCE**

Current 11 lbs  
Light 50 lbs  
Medium 100 lbs  
Heavy 150 lbs

**EXPERIENCE**

Current 0  
Next Level 315000

**TRACKED RESOURCES**

Resource	Max.	Used
+1 starknife	1	
Dancing Lights (At will) (Sp)	1	
Dispel Magic (1/day) (Sp)	1	
Divine Favor (1/day) (Sp)	1	
Suggestion (1/day) (Sp)	1	

**GEAR****Gear In No Container**

Qty	Item	Weight	Cost
1	+1 starknife	3 lbs	2,324 gp
1	+2 keen Adamantine shortsword	2 lbs	21,010 gp
1	+2 keen Adamantine shortsword	2 lbs	21,010 gp
1	Belt of physical might (Dex & Con +4)	1 lb	40,000 gp
1	Bracers of armor +5	1 lb	25,000 gp
1	Cloak of resistance +3	1 lb	9,000 gp
1	Headband of vast intelligence +4 (Disable Device, Climb)	1 lb	16,000 gp

**SPECIAL ABILITY/FEATURE SUMMARY**

Darkvision (120 feet)  
Low-Light Vision  
Canny Defense +4 (Ex)  
Evasion (Ex)  
Parry (Ex)  
Trap Sense +1 (Ex)  
Uncanny Dodge (Ex)  
Drow Immunities - Sleep  
Elven Immunities  
Spell Resistance (23)  
Light Blindness (Ex)  
Precise Strike (Ex)  
Sneak Attack +2d6  
Weapon Training +1: Elven curve blade (Ex)  
Dancing Lights (At will) (Sp)  
Deeper Darkness (At will) (Sp)  
Detect Magic (Constant) (Sp)  
Dispel Magic (1/day) (Sp)  
Divine Favor (1/day) (Sp)  
Faerie Fire (At will) (Sp)  
Featherfall (At will) (Sp)  
Levitate (At will) (Sp)  
Suggestion (1/day) (Sp)  
Enhanced Mobility (Ex)  
Poison Use (Ex)  
Trapfinding +2  
Weapon Guard +1: Elven curve blade (Ex)

**FEATS SUMMARY**

Armor Proficiency (Heavy)  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Combat Reflexes (11 AoO/round)  
Dodge  
Double Slice  
Greater Two-weapon Fighting  
Improved Two-weapon Fighting  
Lunge  
Martial Weapon Proficiency - All  
Mobility  
Piranha Strike -3/+6  
Rogue Weapon Proficiencies  
Shield Proficiency  
Simple Weapon Proficiency - All  
Tower Shield Proficiency  
Two-weapon Fighting  
Weapon Finesse  
Weapon Focus (Shortsword)  
Weapon Specialization (Shortsword)

## TRAITS

### SPECIAL ABILITIES/FEATURES

#### **Darkvision (120 feet)**

You can see in the dark (black and white vision only).

#### **Low-Light Vision**

See twice as far as a human in low light, distinguishing color and detail.

#### **Canny Defense +4 (Ex)**

When wearing light or no armor and not using a shield, a duelist adds 1 point of Intelligence bonus (if any) per duelist class level as a dodge bonus to her Armor Class while wielding a melee weapon. If a duelist is caught flat-footed or otherwise denied her Dexterity bonus, she also loses this bonus.

#### **Evasion (Ex)**

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw.

#### **Parry (Ex)**

At 2nd level, a duelist learns to parry the attacks of other creatures, causing them to miss. Whenever the duelist takes a full attack action with a light or one-handed piercing weapon, she can elect not to take one of her attacks. At any time before her next turn, she can attempt to parry an attack against her or an adjacent ally as an immediate action. To parry the attack, the duelist makes an attack roll, using the same bonuses as the attack she chose to forego during her previous action. If her attack roll is greater than the roll of the attacking creature, the attack automatically misses. For each size category that the attacking creature is larger than the duelist, the duelist takes a -4 penalty on her attack roll. The duelist also takes a -4 penalty when attempting to parry an attack made against an adjacent ally. The duelist must declare the use of this ability after the attack is announced, but before the roll is made.

#### **Trap Sense +1 (Ex)**

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

#### **Uncanny Dodge (Ex)**

You gain the ability to react to danger before her senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

#### **Drow Immunities - Sleep**

You are immune to magic sleep effects.

#### **Elven Immunities**

+2 save bonus vs Enchantments.

#### **Spell Resistance (23)**

You have Spell Resistance.

#### **Light Blindness (Ex)**

Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

#### **Precise Strike (Ex)**

A duelist gains the ability to strike precisely with a light or one-handed piercing weapon, adding her duelist level to her damage roll.

When making a precise strike, a duelist cannot attack with a weapon in her other hand or use a shield. A duelist's precise strike only works against living creatures with discernible anatomies. Any creature that is immune to critical hits is also immune to a precise strike, and any item or ability that protects a creature from critical hits also protects a creature from a precise strike.

#### **Sneak Attack +2d6**

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The character's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the character flanks her target. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a character can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A character cannot sneak attack while striking a creature with concealment.

#### **Weapon Training +1: Elven curve blade (Ex)**

At 3rd level, a weapon master gains a +1 bonus on attack and damage rolls with his chosen weapon. The bonus improves by +1 for every four levels beyond 3rd. This ability replaces armor training 1, 2, 3, and 4.

Addition from Mirror Move: A weapon master gains his weapon training bonus as an insight bonus to AC when attacked by his chosen weapon.

#### **Dancing Lights (At will) (Sp)**

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

#### **Deeper Darkness (At will) (Sp)**

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

### **Detect Magic (Constant) (Sp)**

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

### **Dispel Magic (1/day) (Sp)**

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

### **Divine Favor (1/day) (Sp)**

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

### **Faerie Fire (At will) (Sp)**

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

### **Featherfall (At will) (Sp)**

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

### **Levitate (At will) (Sp)**

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

### **Suggestion (1/day) (Sp)**

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

### **Enhanced Mobility (Ex)**

Starting at 3rd level, when wearing light or no armor and not using a shield, a duelist gains an additional +4 bonus to AC against attacks of opportunity caused when she moves out of a threatened square.

### **Poison Use (Ex)**

You do not risk poisoning yourself accidentally while poisoning a weapon.

### **Trapfinding +2**

A rogue adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

### **Weapon Guard +1: Elven curve blade (Ex)**

At 2nd level, a weapon master gains a +1 bonus to CMD against disarm and sunder attempts while wielding his chosen weapon. This bonus also applies on saves against any effect that targets his chosen weapon (for example, grease, heat metal, shatter, warp wood). The bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

## **FEATS**

### **Armor Proficiency (Heavy) (Combat)**

You are skilled at wearing heavy armor.

**Prerequisites:** Light Armor Proficiency, Medium Armor Proficiency.

**Benefit:** See Armor Proficiency, Light.

**Normal:** See Armor Proficiency, Light.

**Special:** Fighters and paladins automatically have Heavy Armor Proficiency as a bonus feat. They need not select it.

### **Armor Proficiency (Light) (Combat)**

You are skilled at wearing light armor.

**Benefit:** When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

**Normal:** A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

**Special:** All characters except monks, sorcerers, and wizards automatically have Light Armor Proficiency as a bonus feat. They need not select it.

### **Armor Proficiency (Medium) (Combat)**

You are skilled at wearing medium armor.

**Prerequisite:** Light Armor Proficiency.

**Benefit:** See Armor Proficiency, Light.

**Normal:** See Armor Proficiency, Light.

**Special:** Barbarians, clerics, druids, fighters, paladins, and rangers automatically have Medium Armor Proficiency as a bonus feat. They need not select it.

### **Combat Reflexes (11 AoO/round)** (Combat)

You can make additional attacks of opportunity.

**Benefit:** You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

**Normal:** A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

**Special:** The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Restriction from Duelist: This feat is only active while you are using a light or one-handed piercing weapon.

### **Dodge** (Combat)

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

**Prerequisite:** Dex 13.

**Benefit:** You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

### **Double Slice** (Combat)

Your off-hand weapon while dual-wielding strikes with greater power.

**Prerequisite:** Dex 15, Two-Weapon Fighting.

**Benefit:** Add your Strength bonus to damage rolls made with your off-hand weapon.

**Normal:** You normally add only half of your Strength modifier to damage rolls made with a weapon wielded in your off-hand.

### **Greater Two-weapon Fighting** (Combat)

You are incredibly skilled at fighting with two weapons at the same time.

**Prerequisites:** Dex 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

**Benefit:** You get a third attack with your off-hand weapon, albeit at a -10 penalty.

### **Improved Two-weapon Fighting** (Combat)

You are skilled at fighting with two weapons.

**Prerequisites:** Dex 17, Two-Weapon Fighting, base attack bonus +6.

**Benefit:** In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

**Normal:** Without this feat, you can only get a single extra attack with an off-hand weapon.

### **Lunge** (Combat)

You can strike foes that would normally be out of reach.

**Prerequisites:** Base attack bonus +6.

**Benefit:** You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a -2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

### **Martial Weapon Proficiency - All**

**Benefit:** You are proficient with all Martial weapons.

**Normal:** When using a weapon with which you are not proficient, you are at -4 to attack rolls.

### **Mobility** (Combat)

You can easily move through a dangerous melee.

**Prerequisites:** Dex 13, Dodge.

**Benefit:** You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

### **Piranha Strike -3/+6** (Combat)

**Prerequisites:** Weapon Finesse, base attack bonus +1.

**Benefit:** When wielding a light weapon, you can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and for every 4 points thereafter, the penalty increases by -1 and the bonus on damage rolls increases by +2. You must choose to use this feat before the attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage. This feat cannot be used in conjunction with the Power Attack feat.

### **Rogue Weapon Proficiencies**

**Benefit:** You are proficient with the Hand Crossbow, Rapier, Sap, Shortbow and Shortsword.

**Normal:** When using a weapon with which you are not proficient, you are at -4 to attack rolls.

### **Shield Proficiency** (Combat)

You are trained in how to properly use a shield.

**Benefit:** When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

**Normal:** When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving.

**Special:** Barbarians, bards, clerics, druids, fighters, paladins, and rangers all automatically have Shield Proficiency as a bonus feat. They need not select it.

### **Simple Weapon Proficiency - All** (Combat)

You are trained in the use of basic weapons.

**Benefit:** You make attack rolls with simple weapons without penalty.

**Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

**Special:** All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

### **Tower Shield Proficiency** (Combat)

You are trained in how to properly use a tower shield.

**Prerequisite:** Shield Proficiency.

**Benefit:** When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

**Normal:** A character using a shield with which he is not proficient takes the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

**Special:** Fighters automatically have Tower Shield Proficiency as a bonus feat. They need not select it.

### **Two-weapon Fighting** (Combat)

You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.

**Prerequisite:** Dex 15.

**Benefit:** Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Combat.

**Normal:** If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

### **Weapon Finesse** (Combat)

You are trained in using your agility in melee combat, as opposed to brute strength.

**Benefit:** With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

**Special:** Natural weapons are considered light weapons.

### **Weapon Focus (Shortsword)** (Combat)

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, base attack bonus +1.

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

### **Weapon Specialization (Shortsword)** (Combat)

You are skilled at dealing damage with one weapon. Choose one type of weapon (including unarmed strike or grapple) for which you have already selected the Weapon Focus feat. You deal extra damage when using this weapon.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th.

**Benefit:** You gain a +2 bonus on all damage rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon..

## MAGIC ITEMS

### **+1 starknife**

From a central metal ring, four tapering metal blades extend from this weapon like points on a compass rose. By gripping the crossbar that runs through the weapon's open middle, a wielder can strike with it as a deadly melee weapon. Alternatively, by gripping it by the outer rim, a starknife's light, aerodynamic design allows it to be thrown short distances in a manner similar to a chakram.

### **+2 keen Adamantine shortsword**

Short swords are some of the most common weapons found in any martial society, and thus designs are extremely varied, depending on the region and creator. Most are around 2 feet in length. Their blades can be curved or straight, single- or double-edged, and wide or narrow. Hilts may be ornate or simple, with crossguards, basket hilts, or no guard at all. Such weapons are often used on their own, but can also be paired as a matched set, or used in conjunction with a dagger or longer sword.

Adamantine

The most commonly known starmetal, adamantine is extremely strong and favored by weapon and armor smiths alike for its ability to cut through solid barriers with ease and endure heavy blows. In ancient Thassilon, adamantine was most often associated with transmutation magic, generosity, and greed, for it was the most valuable of the skymetals (although not the rarest).

Mined from rocks that fell from the heavens, this ultrahard metal adds to the quality of a weapon or suit of armor. Weapons fashioned from adamantine have a natural ability to bypass hardness when sundering weapons or attacking objects, ignoring hardness less than 20. Armor made from adamantine grants its wearer damage reduction of 1/ - if it's light armor, 2/ - if it's medium armor, and 3/ - if it's heavy armor. Adamantine is so costly that weapons and armor made from it are always of masterwork quality; the masterwork cost is included in the prices given below. Thus, adamantine weapons and ammunition have a +1 enhancement bonus on attack rolls, and the armor check penalty of adamantine armor is lessened by 1 compared to ordinary armor of its type. Items without metal parts cannot be made from adamantine. An arrow could be made of adamantine, but a quarterstaff could not.

Weapons and armor normally made of steel that are made of adamantine have one-third more hit points than normal. Adamantine has 40 hit points per inch of thickness and hardness 20.

Keen

This ability doubles the threat range of a weapon. Only piercing or slashing weapons can be keen. (If you roll this property randomly for an inappropriate weapon, reroll.) This benefit doesn't stack with any other effect that expands the threat range of a weapon (such as the keen edge spell or the Improved Critical feat).

Construction Requirements: Craft Magic Arms and Armor, keen edge; Cost +1 Bonus

### **+2 keen Adamantine shortsword**

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Construction Requirements: Craft Magic Arms and Armor, keen edge; Cost +1 Bonus

### **Belt of physical might (Dex & Con +4)** (Belt)

This belt has a large steel buckle, usually depicting the image of a giant. The belt grants the wearer an enhancement bonus to Dexterity and Constitution of +4. Treat this as a temporary ability bonus for the first 24 hours the belt is worn. The ability score bonuses are chosen when the belt is created and cannot be changed.

Construction Requirements: Craft Wondrous Item, bear's endurance, cat's grace; Cost 20,000 gp

### **Bracers of armor +5** (Wrist)

These items appear to be wrist or arm guards, sometimes etched with symbols of protection or depictions of vigilant-looking animals. Bracers of armor surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +5, just as though he were wearing armor. Both bracers of armor must be worn for the magic to be effective.

Construction Requirements: Craft Wondrous Item, mage armor, creator's caster level must be at least two times that of the bonus placed in the bracers; Cost 12,500 gp

### **Cloak of resistance +3** (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +3 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction Requirements: Craft Wondrous Item, resistance, creator's caster level must be at least three times the cloak's bonus; Cost 4,500 gp

### **Headband of vast intelligence +4 (Disable Device, Climb)** (Headband)

This intricate gold headband is decorated with several small blue and deep purple gemstones. The headband grants the wearer an enhancement bonus to Intelligence of +4. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. A headband of vast intelligence has one skill associated with it per +2 bonus it grants. After being worn for 24 hours, the headband grants a number of skill ranks in those skills equal to the wearer's total Hit Dice. These ranks do not stack with the ranks a creature already possesses. These skills are chosen when the headband is created. If no skill is listed, the headband is assumed to grant skill ranks in randomly determined Knowledge skills.

Construction Requirements: Craft Wondrous Item, fox's cunning; Cost 8,000 gp



# P47. Horreur Chasseresse

CHARACTER LEVEL (favored class = ) Chaotic Evil  
 ALIGNMENT  
**Retriever** Huge Male 0 0' 0lb.  
 RACE SIZE GENDER AGE HEIGHT WEIGHT  
 DEITY SKIN HAIR EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
<b>STR</b> Strength	22	+6		
<b>DEX</b> Dexterity	16	+3		
<b>CON</b> Constitution	0	+0		
<b>INT</b> Intelligence	3	-4		
<b>WIS</b> Wisdom	11	+0		
<b>CHA</b> Charisma	1	-5		

**HP** TOTAL **137** DR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

**INITIATIVE** HERO PTS  
**+7** = **3** + **0**  
 TOTAL DEX MOD. MISC MOD.

**AC 25** = 10 +  +  + **3** + **-2** **TOUCH 11**  
 TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER  
 + **14** +  +  +   
 NATURAL ARMOR DEFLECT MODIFIER MISC MODIFIER DODGE BONUS  
**FLAT-FOOTED 22**

SAVING THROWS TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER  
**FORTITUDE (CONSTITUTION) 7** = 5 +  +  +  + **2** +   
**REFLEX (DEXTERITY) 10** = 5 + **3** +  +  + **2** +   
**WILL (WISDOM) 5** = 5 +  +  +  +  +

**BASE ATTACK BONUS +15** **SPELL RESISTANCE**  
**CMB 23** = **15** + **6** +   
 TOTAL BASE ATTACK STRENGTH MODIFIER SIZE MODIFIER  
**CMD 36** = **15** + **6** + **3** +  + 10  
 TOTAL BASE ATTACK STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON			ATTACK BONUS	CRITICAL
Bite (Retriever)			+19	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B/P/S			1d8+6 plus grab	

WEAPON			ATTACK BONUS	CRITICAL
Claw x4 (Retriever)			+19 x4	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B/S			2d6+6	



**SPEED LAND** **50 FT. 10 SQ.** **50 FT. 10 SQ.** MODIFIERS  
 BASE SPEED WITH ARMOR  
 FT. FT. FT. FT.  
 FLY MANEUVERABILITY SWIM CLIMB BURROW

SKILLS				
Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
Acrobatics	<b>3</b>	=Dex 3	+ 0	+ 0
Appraise	<b>-4</b>	=Int -4	+ 0	+ 0
Bluff	<b>-5</b>	=Cha -5	+ 0	+ 0
Climb	<b>6</b>	=Str 6	+ 0	+ 0
Diplomacy	<b>-5</b>	=Cha -5	+ 0	+ 0
Disguise	<b>-5</b>	=Cha -5	+ 0	+ 0
Escape Artist	<b>3</b>	=Dex 3	+ 0	+ 0
Fly	<b>-1</b>	=Dex 3	+ 0	+ 0
Heal	<b>0</b>	=Wis 0	+ 0	+ 0
Intimidate	<b>-5</b>	=Cha -5	+ 0	+ 0
Perception	<b>15</b>	=Wis 0	+ 15	+ 0
Ride	<b>3</b>	=Dex 3	+ 0	+ 0
Sense Motive	<b>0</b>	=Wis 0	+ 0	+ 0
Stealth	<b>-5</b>	=Dex 3	+ 0	+ 0
Survival	<b>0</b>	=Wis 0	+ 0	+ 0
Swim	<b>6</b>	=Str 6	+ 0	+ 0

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

**LANGUAGES**  
 Abyssal (can't speak)



**COMBAT MANEUVERS**

Maneuver	CMB	CMD
Bull Rush	+25	38
Disarm	+23	36
Feint	+23	36
Grapple	+27	36
Overrun	+23	36
Pull	+23	36
Push	+23	36
Sunder	+23	36
Trip	+23	40

**MONEY**

Platinum 0  
 Gold 0  
 Silver 0  
 Copper 0  
 Valuables 0

**ENCUMBRANCE**

Current 0 lbs  
 Light 1038 lbs  
 Medium 2076 lbs  
 Heavy 3120 lbs

**EXPERIENCE**

Current 0  
 Next Level

**TRACKED RESOURCES**

Resource	Max.	Used
Discern Location (At will)	0	

**GEAR**

Gear In	No Container	Weight	Cost
Qty	Item		
none			

**SPECIAL ABILITY/FEATURE SUMMARY**

Darkvision (60 feet)  
 Low-Light Vision  
 Fast Healing 5 (Ex)  
 Immunity to Ability Damage  
 Immunity to Ability Drain  
 Immunity to Bleeds  
 Immunity to Death and Necromancy effects  
 Immunity to Disease  
 Immunity to Energy Drain  
 Immunity to Exhausted  
 Immunity to Fatigue  
 Immunity to Mind-Affecting effects  
 Immunity to Non-lethal Damage  
 Immunity to Paralysis  
 Immunity to Poison  
 Immunity to Sleep  
 Immunity to Stunning  
 Grab: Bite (Huge) (Ex)  
 Discern Location (At will)  
 Eye Rays (DC 19) (Su)  
 Relentless (Su)

**FEATS SUMMARY**

Cleave  
 Great Fortitude  
 Improved Bull Rush  
 Improved Critical (Claw)  
 Improved Initiative  
 Lightning Reflexes  
 Power Attack -4/+8  
 Simple Weapon Proficiency - All  
 Toughness

## TRAITS

### SPECIAL ABILITIES/FEATURES

#### **Darkvision (60 feet)**

You can see in the dark (black and white vision only).

#### **Low-Light Vision**

See twice as far as a human in low light, distinguishing color and detail.

#### **Fast Healing 5 (Ex)**

A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

#### **Immunity to Ability Damage**

Immunity to ability damage

#### **Immunity to Ability Drain**

Immunity to ability drain

#### **Immunity to Bleeds**

You are immune to bleeds.

#### **Immunity to Death and Necromancy effects**

You are immune to Death and Necromancy effects.

#### **Immunity to Disease**

You are immune to diseases.

#### **Immunity to Energy Drain**

Immune to energy drain

#### **Immunity to Exhausted**

You are immune to the exhausted condition.

#### **Immunity to Fatigue**

You are immune to the fatigued condition.

#### **Immunity to Mind-Affecting effects**

You are immune to Mind-Affecting effects.

#### **Immunity to Non-lethal Damage**

You are immune to Non-Lethal Damage

#### **Immunity to Paralysis**

You are immune to paralysis.

#### **Immunity to Poison**

You are immune to poison.

#### **Immunity to Sleep**

You are immune to sleep effects.

#### **Immunity to Stunning**

You are immune to being stunned.

#### **Grab: Bite (Huge) (Ex)**

If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The creature has the option to conduct the grapple normally, or simply to use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with grab receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Unless otherwise noted, grab works only against opponents no larger than the same size category as the creature. If the creature can use grab on sizes other than the default, this is noted in the creature's Special Attacks line.

#### **Discern Location (At will)**

A discern location spell is among the most powerful means of locating creatures or objects. Nothing short of a mind blank spell or the 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.

#### **Eye Rays (DC 19) (Su)**

A retriever's eyes can produce four different magical rays, each with a range of 100 feet. Each round, it can fire one ray as a free action. A particular ray is usable only once every 4 rounds. A retriever can fire an eye ray in the same round that it makes physical attacks-firing an eye ray does not provoke attacks of opportunity. The save DC for eye rays is 19-the save DC is Constitution-based, and includes a +2 racial bonus. The eye ray effects are the following. # Fire: Deals 12d6 fire damage (Reflex half). # Cold: Deals 12d6 cold damage (Reflex half). # Electricity: Deals 12d6 electricity damage (Reflex half). # Petrification: Target must succeed on a Fortitude save or turn to stone permanently.

#### **Relentless (Su)**

A retriever is constantly under the effects of spider climb and water walk; these abilities cannot be dispelled.

## FEATS

### Cleave (Combat)

You can strike two adjacent foes with a single swing.

**Prerequisites:** STR 13, Power Attack, base attack bonus +1.

**Benefit:** As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

### Great Fortitude

You are resistant to poisons, diseases, and other maladies.

**Benefit:** You get a +2 bonus on all Fortitude saving throws.

### Improved Bull Rush (Combat)

You are skilled at pushing your foes around.

**Prerequisite:** Str 13, Power Attack, base attack bonus +1.

**Benefit:** You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to bull rush you.

**Normal:** You provoke an attack of opportunity when performing a bull rush combat maneuver.

### Improved Critical (Claw) (Combat)

Attacks made with your chosen weapon are quite deadly.

**Prerequisite:** Proficient with weapon, base attack bonus +8.

**Benefit:** When using the weapon you selected, your threat range is doubled.

**Special:** You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

### Improved Initiative (Combat)

Your quick reflexes allow you to react rapidly to danger.

**Benefit:** You get a +4 bonus on initiative checks.

### Lightning Reflexes

You have faster reflexes than normal.

**Benefit:** You get a +2 bonus on all Reflex saving throws.

### Power Attack -4/+8 (Combat)

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

**Prerequisites:** Str 13, base attack bonus +1.

**Benefit:** You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

### Simple Weapon Proficiency - All (Combat)

You are trained in the use of basic weapons.

**Benefit:** You make attack rolls with simple weapons without penalty.

**Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

**Special:** All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

### Toughness

You have enhanced physical stamina.

**Benefit:** You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

## MAGIC ITEMS

No magic items.

# P65. Magnamaga

Barbarian 9

CHARACTER LEVEL (favored class = Barbarian)

Chaotic Evil

ALIGNMENT

Morlock

Medium

Male

0

0'

0lb.

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

DEITY

SKIN

HAIR

EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
<b>STR</b> Strength	28	+9		
<b>DEX</b> Dexterity	20	+5		
<b>CON</b> Constitution	24	+7		
<b>INT</b> Intelligence	5	-3		
<b>WIS</b> Wisdom	14	+2		
<b>CHA</b> Charisma	6	-2		

<b>HP</b> HIT POINTS	TOTAL	231	DR	
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WOUNDS/CURRENT HP	
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NONLETHAL DAMAGE	
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<b>INITIATIVE</b>				HERO PTS
+9	=	5	+	0
TOTAL		DEX MOD.		MISC MOD.
				0

<b>AC</b> 24	=	10	+	8	+		+	5	+		+		<b>TOUCH</b> 15
TOTAL				ARMOR BONUS				SHIELD BONUS					
				1				2					
				NATURAL ARMOR				DEFLECT MODIFIER					
								-2					
													<b>FLAT-FOOTED</b> 19

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER					
<b>FORTITUDE</b> (CONSTITUTION)	14	=	7	+	7	+		+		+	
<b>REFLEX</b> (DEXTERITY)	13	=	6	+	5	+		+	2	+	
<b>WILL</b> (WISDOM)	10	=	6	+	2	+		+	2	+	

## Situational Modifiers

Reflex Saves: +3 bonus vs. traps

<b>BASE ATTACK BONUS</b> +12	<b>SPELL RESISTANCE</b>
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<b>CMB</b> 17	=	12	+	9	+	0				
TOTAL		BASE ATTACK		STRENGTH MODIFIER		SIZE MODIFIER				
<b>CMD</b> 36	=	12	+	9	+	5	+	0	+	10
TOTAL		BASE ATTACK		STRENGTH MODIFIER		DEXTERITY MODIFIER		SIZE MODIFIER		

WEAPON [in both hands]		ATTACK BONUS	CRITICAL
+1 vicious greataxe		+19/+14/+9	19-20/x3
TYPE	RANGE	AMMUNITION	DAMAGE
S			1d12+26+2d6 (& 1d6 to wielder)

WEAPON		ATTACK BONUS	CRITICAL
Bite (Morlock)		+12	x2
TYPE	RANGE	AMMUNITION	DAMAGE
B/P/S			1d4+8



<b>SPEED</b> LAND	50 FT. 10 SQ.	50 FT. 10 SQ.	MODIFIERS
	BASE SPEED	WITH ARMOR	
	FT.	30 FT.	FT.
FLY	MANEUVERABILITY	SWIM	CLIMB BURROW

SKILLS				
Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
✓ Acrobatics	16	=Dex 5	+ 1 + 3	+ -1
Appraise	-3	=Int -3	+ 0	+ 0
Bluff	-2	=Cha -2	+ 0	+ 0
✓ Climb	29	=Str 9	+ 2 + 3	+ -1
Diplomacy	-2	=Cha -2	+ 0	+ 0
Disguise	-2	=Cha -2	+ 0	+ 0
Escape Artist	4	=Dex 5	+ 0	+ -1
✓ Fly	4	=Dex 5	+ 0	+ -1
Heal	2	=Wis 2	+ 0	+ 0
✓ Intimidate	-2	=Cha -2	+ 0	+ 0
✓ Perception	7	=Wis 2	+ 2 + 3	+ 0
✓ Ride	4	=Dex 5	+ 0	+ -1
Sense Motive	2	=Wis 2	+ 0	+ 0
✓ Stealth	14	=Dex 5	+ 7 + 3	+ -1
✓ Survival	2	=Wis 2	+ 0	+ 0
✓ Swim	8	=Str 9	+ 0	+ -1

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

## LANGUAGES

Undercommon



**COMBAT MANEUVERS**

Maneuver	CMB	CMD
Bull Rush	+17	36
Disarm	+17	36
Feint	+17	36
Grapple	+17	36
Overrun	+17	36
Pull	+17	36
Push	+17	36
Sunder	+17	36
Trip	+17	36

**MONEY**

Platinum 0  
Gold 0  
Silver 0  
Copper 0  
Valuables 0

**ENCUMBRANCE**

Current 27 lbs  
Light 400 lbs  
Medium 800 lbs  
Heavy 1200 lbs

**EXPERIENCE**

Current 5000  
Next Level 105000

**TRACKED RESOURCES**

Resource	Max.	Used
Knockback (1/round) (Ex)	1	
Powerful Blow +3 (1/rage) (Ex)	1	
Rage (25 rounds/day) (Ex)	25	

**GEAR****Gear In No Container**

Qty	Item	Weight	Cost
1	+1 vicious greataxe	12 lbs	8,320 gp
1	+2 Mithral breastplate	15 lbs	8,200 gp
1	Ring of protection +2		8,000 gp

**SPECIAL ABILITY/FEATURE SUMMARY**

Darkvision (120 feet)  
Scent (Ex)  
Improved Uncanny Dodge (Lv >=13) (Ex)  
Trap Sense +3 (Ex)  
Damage Reduction (2/-)  
Immunity to Disease  
Immunity to Poison  
Light Blindness (Ex)  
Climbing (30 feet)  
Rage (25 rounds/day) (Ex)  
Sneak Attack +1d6  
+4 Stealth in Caverns  
Expert Climber (Ex)  
Fast Movement +10 (Ex)  
Increase Damage Reduction +1 (Ex)  
Knockback (1/round) (Ex)  
Leap Attack (Ex)  
Powerful Blow +3 (1/rage) (Ex)  
Quick Reflexes (Ex)  
Swarming (Ex)

**FEATS SUMMARY**

Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Combat Reflexes (6 AoO/round)  
Improved Critical (Greataxe)  
Improved Initiative  
Lightning Reflexes  
Martial Weapon Proficiency - All  
Power Attack -4/+8  
Shield Proficiency  
Simple Weapon Proficiency - All  
Weapon Focus (Greataxe)

## TRAITS

### SPECIAL ABILITIES/FEATURES

#### **Darkvision (120 feet)**

You can see in the dark (black and white vision only).

#### **Scent (Ex)**

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

#### **Improved Uncanny Dodge (Lv >=13) (Ex)**

You gain the ability to react to danger before her senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker has at least four more rogue levels than you have levels of uncanny dodge.

#### **Trap Sense +3 (Ex)**

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

#### **Damage Reduction (2/-)**

You have Damage Reduction against all attacks.

#### **Immunity to Disease**

You are immune to diseases.

#### **Immunity to Poison**

You are immune to poison.

#### **Light Blindness (Ex)**

Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

#### **Climbing (30 feet)**

You have a climb speed.

You gain a +8 racial bonus to climb checks. You may take 10 on climb checks, even when rushed or threatened.

#### **Rage (25 rounds/day) (Ex)**

A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage and spells like Bear's Endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

#### **Sneak Attack +1d6**

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The character's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the character flanks her target. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a character can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A character cannot sneak attack while striking a creature with concealment.

#### **+4 Stealth in Caverns**

You gain a +4 racial bonus to stealth checks while in caverns.

#### **Expert Climber (Ex)**

A morlock can cling to cave walls and even ceilings as long as the surface has hand- and footholds. In effect, a morlock is treated as constantly being under a nonmagical version of the spell spider climb, save that it cannot cling to smooth surfaces. This ability doubles the normal +8 racial bonus to Climb checks normally afforded creatures with a climb speed to a +16 racial bonus.

### **Fast Movement +10 (Ex)**

A barbarian's land speed is faster than the norm for her race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the barbarian's land speed.

### **Increase Damage Reduction +1 (Ex)**

The barbarian's damage reduction increases by 1/—. This increase is always active while the barbarian is raging. A barbarian can select this rage power up to three times. Its effects stack. A barbarian must be at least 8th level before selecting this rage power.

### **Knockback (1/round) (Ex)**

Once per round, the barbarian can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is moved back as normal. The barbarian does not need to move with the target if successful. This does not provoke an attack of opportunity.

### **Leap Attack (Ex)**

As a standard action, a barbarian may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a barbarian does not provoke attacks of opportunity for leaving a threatened square.

### **Powerful Blow +3 (1/rage) (Ex)**

The barbarian gains a +1 bonus on a single damage roll. This bonus increases by +1 for every 4 levels the barbarian has attained. This power is used as a swift action before the roll to hit is made. This power can only be used once per rage.

### **Quick Reflexes (Ex)**

While raging, the barbarian can make one additional attack of opportunity per round.

### **Swarming (Ex)**

Morlocks dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

## **FEATS**

### **Armor Proficiency (Light)** (Combat)

You are skilled at wearing light armor.

**Benefit:** When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

**Normal:** A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

**Special:** All characters except monks, sorcerers, and wizards automatically have Light Armor Proficiency as a bonus feat. They need not select it.

### **Armor Proficiency (Medium)** (Combat)

You are skilled at wearing medium armor.

**Prerequisite:** Light Armor Proficiency.

**Benefit:** See Armor Proficiency, Light.

**Normal:** See Armor Proficiency, Light.

**Special:** Barbarians, clerics, druids, fighters, paladins, and rangers automatically have Medium Armor Proficiency as a bonus feat. They need not select it.

### **Combat Reflexes (6 AoO/round)** (Combat)

You can make additional attacks of opportunity.

**Benefit:** You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

**Normal:** A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

**Special:** The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

### **Improved Critical (Greataxe)** (Combat)

Attacks made with your chosen weapon are quite deadly.

**Prerequisite:** Proficient with weapon, base attack bonus +8.

**Benefit:** When using the weapon you selected, your threat range is doubled.

**Special:** You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

### **Improved Initiative** (Combat)

Your quick reflexes allow you to react rapidly to danger.

**Benefit:** You get a +4 bonus on initiative checks.

### **Lightning Reflexes**

You have faster reflexes than normal.

**Benefit:** You get a +2 bonus on all Reflex saving throws.

### **Martial Weapon Proficiency - All**

**Benefit:** You are proficient with all Martial weapons.

**Normal:** When using a weapon with which you are not proficient, you are at -4 to attack rolls.

### **Power Attack -4/+8** (Combat)

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

**Prerequisites:** Str 13, base attack bonus +1.

**Benefit:** You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.



### **Shield Proficiency** (Combat)

You are trained in how to properly use a shield.

**Benefit:** When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

**Normal:** When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving.

**Special:** Barbarians, bards, clerics, druids, fighters, paladins, and rangers all automatically have Shield Proficiency as a bonus feat. They need not select it.

### **Simple Weapon Proficiency - All** (Combat)

You are trained in the use of basic weapons.

**Benefit:** You make attack rolls with simple weapons without penalty.

**Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

**Special:** All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

### **Weapon Focus (Greataxe)** (Combat)

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, base attack bonus +1.

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

## MAGIC ITEMS

### **+1 vicious greataxe**

This two-handed battle axe is heavy enough that you can't wield it with one hand. The head may have one blade or two, and may be "bearded" (meaning hooked or trailing at the bottom) to increase cleaving power and help pull down enemy shields. The haft is usually 3 to 4 feet long.

Vicious

This special ability can only be placed on melee weapons. When a vicious weapon strikes an opponent, it creates a flash of disruptive energy that resonates between the opponent and the wielder. This energy deals an extra 2d6 points of damage to the opponent and 1d6 points of damage to the wielder. Only melee weapons can be vicious.

Construction Requirements: Craft Magic Arms and Armor, enervation; Cost +1 Bonus

### **+2 Mithral breastplate** (Armor)

A breastplate protects a wearer's torso with a single piece of sculpted metal, similar to the core piece of a suit of full plate. Despite its sturdiness, its inflexibility and open back make it inferior to complete suits of metal armor, but still an improvement over most non-metal armors.

Mithral

Mithral is a rare, silvery metal that is lighter than steel but just as hard. When worked like steel, it can be used to create amazing armor, and is occasionally used for other items as well. Most mithral armors are one category lighter than normal for purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. This decrease does not apply to proficiency in wearing the armor. A character wearing mithral full plate must be proficient in wearing heavy armor to avoid adding the armor's check penalty on all his attack rolls and skill checks that involve moving. Spell failure chances for armors and shields made from mithral are decreased by 10%, maximum Dexterity bonuses are increased by 2, and armor check penalties are decreased by 3 (to a minimum of 0).

An item made from mithral weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Items not primarily of metal are not meaningfully affected by being partially made of mithral. (A longsword can be a mithral weapon, while a quarterstaff cannot.) Mithral weapons count as silver for the purpose of overcoming damage reduction.

Weapons and armors fashioned from mithral are always masterwork items as well; the masterwork cost is included in the prices given below. Mithral has 30 hit points per inch of thickness and hardness 15.

### **Ring of protection +2** (Ring)

This ring offers continual magical protection in the form of a deflection bonus of +2 to AC.

Construction Requirements: Forge Ring, shield of faith, caster must be of a level at least three times the bonus of the ring; Cost 4,000 gp



**COMBAT MANEUVERS**

Maneuver	CMB	CMD
Bull Rush	+9	24
Disarm	+9	24
Feint	+9	24
Grapple	+9	24
Overrun	+9	24
Pull	+9	24
Push	+9	24
Sunder	+9	24
Trip	+9	24

**MONEY**

Platinum 0  
 Gold 0  
 Silver 0  
 Copper 0  
 Valuables 0

**ENCUMBRANCE**

Current 3 lbs  
 Light 58 lbs  
 Medium 116 lbs  
 Heavy 175 lbs

**EXPERIENCE**

Current 5000  
 Next Level

**TRACKED RESOURCES**

Resource	Max.	Used
Club	1	

  

GEAR		
Gear In No Container	Weight	Cost
Qty Item		
1 Club	3 lbs	

**SPECIAL ABILITY / FEATURE SUMMARY**

Darkvision (120 feet)  
 Scent (Ex)  
 Immunity to Disease  
 Immunity to Poison  
 Light Blindness (Ex)  
 Climbing (30 feet)  
 Sneak Attack +1d6  
 +4 Stealth in Caverns  
 Expert Climber (Ex)  
 Leap Attack (Ex)  
 Swarming (Ex)

**FEATS SUMMARY**

Blind-Fight  
 Improved Initiative  
 Lightning Reflexes  
 Shield Proficiency  
 Simple Weapon Proficiency - All  
 Weapon Focus (Club)

## TRAITS

### SPECIAL ABILITIES/FEATURES

#### **Darkvision (120 feet)**

You can see in the dark (black and white vision only).

#### **Scent (Ex)**

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

#### **Immunity to Disease**

You are immune to diseases.

#### **Immunity to Poison**

You are immune to poison.

#### **Light Blindness (Ex)**

Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

#### **Climbing (30 feet)**

You have a climb speed.

You gain a +8 racial bonus to climb checks. You may take 10 on climb checks, even when rushed or threatened.

#### **Sneak Attack +1d6**

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The character's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the character flanks her target. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a character can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A character cannot sneak attack while striking a creature with concealment.

#### **+4 Stealth in Caverns**

You gain a +4 racial bonus to stealth checks while in caverns.

#### **Expert Climber (Ex)**

A morlock can cling to cave walls and even ceilings as long as the surface has hand- and footholds. In effect, a morlock is treated as constantly being under a nonmagical version of the spell spider climb, save that it cannot cling to smooth surfaces. This ability doubles the normal +8 racial bonus to Climb checks normally afforded creatures with a climb speed to a +16 racial bonus.

#### **Leap Attack (Ex)**

As a standard action, a morlock may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a morlock does not provoke attacks of opportunity for leaving a threatened square.

#### **Swarming (Ex)**

Morlocks dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

## FEATS

#### **Blind-Fight** (Combat)

You are skilled at attacking opponents that you cannot clearly perceive.

**Benefit:** In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You do not need to make Acrobatics skill checks to move at full speed while blinded.

**Normal:** Regular attack roll modifiers invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

**Special:** The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

#### **Improved Initiative** (Combat)

Your quick reflexes allow you to react rapidly to danger.

**Benefit:** You get a +4 bonus on initiative checks.

#### **Lightning Reflexes**

You have faster reflexes than normal.

**Benefit:** You get a +2 bonus on all Reflex saving throws.

**Shield Proficiency** (Combat)

You are trained in how to properly use a shield.

**Benefit:** When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

**Normal:** When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving.

**Special:** Barbarians, bards, clerics, druids, fighters, paladins, and rangers all automatically have Shield Proficiency as a bonus feat. They need not select it.

**Simple Weapon Proficiency - All** (Combat)

You are trained in the use of basic weapons.

**Benefit:** You make attack rolls with simple weapons without penalty.

**Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

**Special:** All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

**Weapon Focus (Club)** (Combat)

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, base attack bonus +1.

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

**MAGIC ITEMS**

No magic items.