

## Boem Tvenaar

Player: Scott david Gray

Male human (Taldan) blood arcanist 8/investigator (sleuth) 1/wizard (spellslinger) 1, Dark Archive faction - CL10 - CR 9

True Neutral Humanoid (Human, Orc); Atheist; Age: 48; Height: 6' 4"; Weight: 210 lb.; Eyes: Blue; Hair: Gray; Skin: Pale

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	7	-2	
<b>DEX</b> DEXTERITY	14/16	+2/+3	
<b>CON</b> CONSTITUTION	12	+1	
<b>INT</b> INTELLIGENCE	21/25	+5/+7	
<b>WIS</b> WISDOM	9	-1	
<b>CHA</b> CHARISMA	14/16	+2/+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+6	=	+2	+1	+3		
	Fearless: +4 vs. fear						

<b>REFLEX</b> (DEXTERITY)	+10	=	+4	+3	+3		
	Fearless: +4 vs. fear						

<b>WILL</b> (WISDOM)	+13	=	+10	-1	+3	+1	
	Fearless: +4 vs. fear						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 14	=		+3		+1			

<b>Touch AC</b> 13	<b>Flat-Footed AC</b> 11
	BAB Strength Size Misc

<b>CM Bonus</b> +2	=	+4	-2	-	-
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<b>CM Defense</b> 15	=	10	+4	-2	+3	-
			BAB	Strength	Dexterity	Size

<b>Base Attack</b>	+4	<b>HP</b>	61
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<b>Initiative</b>	+5	Damage / Current HP
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<b>Speed</b>	30 ft
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**Adamantine bullet**

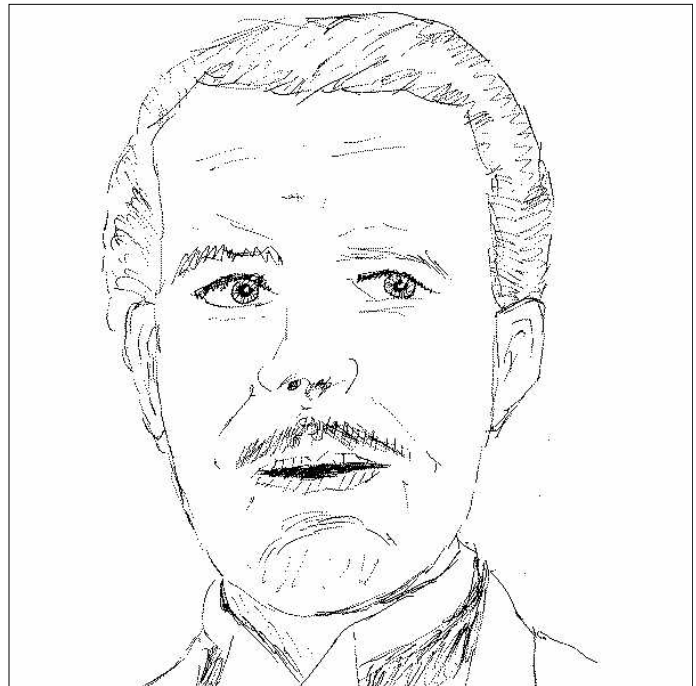
Crit: N/A  
Ammo

**Alchemical cartridge (flare)**

Crit: N/A  
Ammo

Main hand: +0,  
Main w/ offhand: -6,  
Main w/ light off: -4,  
Offhand: -8,

Character Number: 14034 - 59



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+16	DEX (3)	10	
<b>Appraise</b>	+11	INT (7)	-	
<b>Bluff</b>	+7	CHA (3)	-	
<b>Climb</b>	+2	STR (-2)	-	
<b>Craft (alchemy)</b>	+22	INT (7)	10	
<b>Craft (All)</b>	+13	INT (7)	-	
<b>Craft (traps)</b>	+18	INT (7)	-	
<b>Diplomacy</b>	+7	CHA (3)	-	
<b>Disable Device</b>	+24	DEX (3)	10	
<b>Disguise</b>	+7	CHA (3)	-	
<b>Escape Artist</b>	+7	DEX (3)	-	
<b>Fly</b>	+7	DEX (3)	-	
<b>Handle Animal</b>	+7	CHA (3)	-	
<b>Heal</b>	+3	WIS (-1)	-	
<b>Intimidate</b>	+7	CHA (3)	-	
<b>Knowledge (All)</b>	+11	INT (7)	-	
<b>Knowledge (arcana)</b>	+20	INT (7)	10	
<b>Knowledge (dungeoneering)</b>	+11	INT (7)	1	
<b>Knowledge (engineering)</b>	+11	INT (7)	1	
<b>Knowledge (geography)</b>	+11	INT (7)	1	
<b>Knowledge (history)</b>	+11	INT (7)	1	
<b>Knowledge (local)</b>	+11	INT (7)	1	
<b>Knowledge (nature)</b>	+20	INT (7)	10	
<b>Knowledge (nobility)</b>	+11	INT (7)	1	
<b>Knowledge (planes)</b>	+20	INT (7)	10	
<b>Knowledge (religion)</b>	+15	INT (7)	5	

## Skills

Skill Name	Total	Ability	Ranks	Temp
<b>Linguistics</b>	<b>+20</b>	INT (7)	10	
<b>Spectacles of understanding</b> : +5 to Linguistics checks to identify forgeries				
<b>Perception</b>	<b>+12</b>	WIS (-1)	10	
<b>Trapfinding</b> : +1 to locate traps				
<b>Perform (All)</b>	<b>+7</b>	CHA (3)	-	
<b>Profession (All)</b>	<b>+5</b>	WIS (-1)	-	
<b>Ride</b>	<b>+7</b>	DEX (3)	-	
<b>Sense Motive</b>	<b>+3</b>	WIS (-1)	-	
<b>Sleight of Hand</b>	<b>+7</b>	DEX (3)	-	
<b>Spellcraft</b>	<b>+25</b>	INT (7)	10	
<b>Stealth</b>	<b>+7</b>	DEX (3)	-	
<b>Survival</b>	<b>+3</b>	WIS (-1)	-	
<b>Wayfinder</b> : +2 circumstance bonus to avoid becoming lost				
<b>Swim</b>	<b>+2</b>	STR (-2)	-	
<b>Use Magic Device</b>	<b>+20</b>	INT (7)	10	

## Feats

- Amateur Gunslinger**  
Although you are not a gunslinger, you have and can use grit.
- Armor Proficiency (Light)**  
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.
- Exotic Weapon Proficiency (Firearms)**  
You make attack rolls with the weapon normally.
- Extra Arcanist Exploit (Blood Arcanist)**  
Your repertoire of arcanist exploits expands.
- Prerequisite**: Arcanist exploit class feature.
- Fast Learner**  
Choose two benefits when you gain a class level.
- Gunsmithing**  
You can use a gunsmithing kit to craft/repair firearms and ammo.
- Improved Improvisation**  
You are masterful in your improvisation.
- Prerequisites**: Int 13, Fast Learner, Improvisation, human.
- Improvisation**  
You can figure out how to do almost anything.
- Prerequisites**: Int 13, Fast Learner, human.
- Intensified Spell**  
You can cast a spell that can exceed its normal damage die cap by 5 (if you have the caster level to reach beyond that cap).
- Reach Spell**  
You can cast a spell with a range of touch, close, or medium as one range category higher.
- Simple Weapon Proficiency - All**  
Proficient with all simple weapons.
- Wizard Weapon Proficiencies**  
You are proficient with the Club, Dagger, Crossbow (Light and Heavy) and Quarterstaff.

## Traits

- Clever Wordplay (Use Magic Device)**  
Your cunning and logic are more than a match for another's confidence and poise. Choose one Charisma-based skill. You attempt checks with that skill using your Intelligence modifier instead of your Charisma modifier.
- Magical Knack (Blood Arcanist)**  
+2 CL for a specific class, to a max of your HD.

## Experience & Wealth

Experience Points: **28/30**  
Current Cash: **361 pp, 9 gp**  
Dark Archive: **Fame: 50, PP: 50**

## Alchemical cartridge (paper)

Main hand: **+0**, Crit: N/A  
Main w/ offhand: **-6**, Ammo  
Main w/ light off: **-4**,  
Offhand: **-8**,

## Black powder

Crit: N/A  
Ammo

## Cold iron bullet

Crit: N/A  
Ammo

## Dagger

Main hand: **+2, 1d4-2** Crit: 19-20/x2  
Main w/ offhand: **-4, 1d4-2** Rng: 10'  
Main w/ light off: **-2, 1d4-2** Light, P/S  
Offhand: **-6, 1d4-2**

Ranged: **+7, 1d4-2**  
Ranged w/ offhand: **+1, 1d4-2**  
Ranged w/ light off: **+3, 1d4-2**  
Ranged offhand: **-1, 1d4-2**

## Firearm bullet

Main hand: **+0**, Crit: N/A  
Main w/ offhand: **-6**, Ammo  
Main w/ light off: **-4**,  
Offhand: **-8**,

## Masterwork "Battered" Pistol

Ranged: **+8, 1d8** Crit: x4  
Ranged, both hands: **+8, 1d8** Rng: 20'  
Ranged w/ offhand: **+2, 1d8** 1-hand, B/P  
Ranged w/ light off: **+4, 1d8**  
Ranged offhand: **-2, 1d8**

## Unarmed strike

Main hand: **+2, 1d3-2** Crit: x2  
**nonlethal** Light, B, Nonlethal  
Main w/ offhand: **-4, 1d3-2**  
**nonlethal**  
Main w/ light off: **-2, 1d3-2**  
**nonlethal**  
Offhand: **-6, 1d3-2 nonlethal**

## Gear

**Total Weight Carried: 19.5/70 lbs, Encumbrance Ignored**

**(Light: 23 lbs, Medium: 46 lbs, Heavy: 70 lbs)**

Adamantine bullet x50	0.0167 lbs
Alchemical cartridge (flare) x4	-
Alchemical cartridge (paper) x8 <In: Bandolier (58 @	-
Alchemist's fire x4 <In: Handy haversack (47 @ 31.2	1 lb
Arcane Magic for Fun and Profit Volume I <In: Handy	3 lbs
Arcane Magic for Fun and Profit Volume II <In:	3 lbs
Arcane Magic for Fun and Profit Volume III <In:	3 lbs
Arcane Magic for Fun and Profit Volume IV <In:	3 lbs
Backpack, masterwork (empty) <In: Handy haversack	4 lbs
Bandolier (30 @ 0.501 lbs)	-
Bandolier (58 @ 0.835 lbs)	-
Belt of incredible dexterity +2	1 lb
Belt pouch (1 @ 0 lbs)	0.5 lbs
Black powder x28 <In: Powder horn (28 @ 0 lbs)>	-
Candle x4 <In: Handy haversack (47 @ 31.2 lbs)>	-
Cards <In: Handy haversack (47 @ 31.2 lbs)>	1 lb
Chewing stick <In: Grooming Kit>	-
Cloak of resistance +3	1 lb
Cold iron bullet x50 <In: Bandolier (58 @ 0.835	0.0167 lbs
Comb <In: Grooming Kit>	0.2 lbs
Dagger	1 lb
Earplugs <In: Handy haversack (47 @ 31.2 lbs)>	-
Firearm bullet x30 <In: Bandolier (30 @ 0.501	0.0167 lbs
Flint and steel <In: Handy haversack (47 @ 31.2 lbs)>	-
Gloves of elvenkind	-
Grooming Kit <In: Handy haversack (47 @ 31.2 lbs)>	-
Gunsmith's kit <In: Handy haversack (47 @ 31.2	2 lbs
Hairbrush <In: Grooming Kit>	0.3 lbs
Handy haversack (47 @ 31.2 lbs)	5 lbs
Hat	0.5 lbs
Headband of vast intelligence +4 (Acrobatics,	1 lb
Ink, black <In: Handy haversack (47 @ 31.2 lbs)>	-
Ink, colored <In: Handy haversack (47 @ 31.2 lbs)>	-
Inkpen x2 <In: Handy haversack (47 @ 31.2 lbs)>	-
loun stone (pink and green sphere) <In: Wayfinder (1 @	-
Masterwork "Battered" Pistol	4 lbs
Mess kit <In: Handy haversack (47 @ 31.2 lbs)>	1 lb
Mirror <In: Grooming Kit>	0.5 lbs
Money <In: Belt pouch (1 @ 0 lbs)>	-
Nail file <In: Grooming Kit>	0.1 lbs
Paper x11 <In: Handy haversack (47 @ 31.2 lbs)>	-
Powder horn (28 @ 0 lbs)	1 lb
Ring of maniacal devices	-
Runestone of power (1st, 1/day) x2 <In: Handy	-
Scholar's outfit (Free)	-
Scissors	0.3 lbs
Signal whistle	-
Silver Mirror	-
Sleeves of many garments	1 lb
Soap <In: Grooming Kit>	0.5 lbs
Soap <In: Grooming Kit>	0.5 lbs
Spectacles of understanding	-
Sponge <In: Grooming Kit>	-
Thieves' tools, masterwork <In: Grooming Kit>	2 lbs
Tooth Powder <In: Grooming Kit>	0.1 lbs
Traveler's any-tool <In: Handy haversack (47 @ 31.2	2 lbs
Wand of alter self (12 charges) <In: Handy haversack (47-	-
Wand of alter winds (CL 4th, 6 charges) <In: Handy	-

## Gear

**Total Weight Carried: 19.5/70 lbs, Encumbrance Ignored**

**(Light: 23 lbs, Medium: 46 lbs, Heavy: 70 lbs)**

Wand of cure light wounds (34 charges) <In: Handy	-
Wand of endure elements (46 charges)	-
Wand of heightened awareness (41 charges)	-
Wand of infernal healing (39 charges) <In: Handy	-
Wand of keep watch (45 charges) <In: Handy haversack	-
Wand of lesser restoration (7 charges) <In: Handy	-
Wand of mage armor (34 charges) <In: Handy haversack-	-
Wand of resist energy (5 charges) <In: Handy haversack	-
Wand of share language (35 charges)	-
Wand of shield (38 charges) <In: Handy haversack (47	-
Wand of touch of the sea (9 charges)	-
Wayfinder (1 @ 0 lbs)	1 lb
Whetstone <In: Handy haversack (47 @ 31.2 lbs)>	1 lb

## Special Abilities

### Admixture

**Associated School:** Evocation

### Arcane Gun (One Arcane Gun) (Su)

The spellslinger gains the Exotic Weapon Proficiency (firearms) feat, and one or two of his firearms can be *arcane guns*. *Arcane guns* are normal one-handed or two-handed firearms in the hands of others, as they were normal firearms

### Arcane Reservoir +1 DC or CL (11/day) (Su)

An arcanist has an innate pool of magical energy that she can draw upon to fuel her arcanist exploits and enhance her spells. The arcanist's arcane reservoir can hold a maximum amount of magical energy equal to 3 + the

### Consume Spells (3/day) (Su)

At 1st level, an arcanist can expend an available arcanist spell slot as a move action, making it unavailable for the rest of the day, just as if she had used it to cast a spell. She can use this ability a number of times per day equal to her

### Darkvision (60 feet)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but

### Deed: Daring (Ex)

At 1st level, a sleuth can spend 1 luck point when he makes an Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim check to roll d6 and add the result to the check. He can choose to add this die after he rolls. If the d6 roll is a natural

### Deed: Opportunist Evasion (Ex)

At 1st level, when a sleuth succeeds at a Reflex saving throw against an effect that still deals damage on a successful save, he can spend 1 luck point as an immediate action to instead take no damage for that effect.

### Deed: Quick Clear (Ex)

At 1st level, as a standard action, the gunslinger can remove the broken condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire. The gunslinger must have at least 1

### Deed: Sleuth's Initiative (Ex)

At 1st level, as long as the sleuth has at least 1 luck point, he gains a +2 bonus on initiative checks. Furthermore, if he has the Quick Draw feat, his hands are free and unrestrained, and the weapon is not hidden, he can draw a single light

### Enchantment

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

### Evocation

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

### Fearless (Ex)

At 3rd level, you gain a +4 bonus on saving throws made against fear and a +1 natural armor bonus. At 9th level, you lose your light sensitivity, gain immunity to fear, and your natural armor bonus increases to +2.

### Illusion

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

### Inspiration (+1d6, 7/day) (Ex)

An investigator is beyond knowledgeable and skilled—he also possesses keen powers of observation and deduction that far surpass the abilities of others. An investigator typically uses these powers to aid in their investigations, but can

## Special Abilities

### Light Sensitivity (Ex)

Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

### Mage Bullets (Su)

A spellslinger is adept at transferring spell energy into his *arcane gun* attacks. As a swift action, he can sacrifice a spell and transform that energy into a weapon bonus equal to the level of the spell sacrificed on a single barrel of his

### Necromancy

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

### Orc

The rage of your ancestors burns within you, and the taint of savage orc blood flows through your veins. Your anger is never far from the surface, giving you strength and driving you to seek greater power.

### Quick Study (Ex)

The arcanist can prepare a spell in place of an existing spell by expending 1 point from her arcane reservoir. Using this ability is a full-round action that provokes an attack of opportunity. The arcanist must be able to reference her

### School Understanding (3 rounds)

The arcanist can select one arcane school from any of the schools available to a character with the arcane school wizard class feature, but does not have to select any opposition schools. The arcanist gains one ability of that arcane

### Sleuth's Luck

At 1st level, a sleuth gains a fluctuating pool of luck, measuring her ability to get out of scrapes. At the start of each day, a sleuth has a number of luck points equal to her Charisma modifier (minimum 1). Her luck goes up or down

### Touch of Rage +4 (6/day) (Sp)

At 1st level, you can touch a creature as a standard action, giving it a morale bonus on attack rolls, damage rolls, and Will saving throws equal to 1/2 your sorcerer level (minimum 1) for 1 round. You can use this ability a number of

### Trapfinding +1

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

### Versatile Evocation (6/day) (Su)

When you cast an evocation spell that does acid, cold, electricity, or fire damage, you may change the damage dealt to one of the other four energy types. This changes the descriptor of the spell to match the new energy type.

## Tracked Resources

Adamantine bullet	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Alchemical cartridge (flare)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Alchemical cartridge (paper)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Alchemist's fire	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Arcane Reservoir +1 DC or CL (11/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Black powder	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Cold iron bullet	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Consume Spells (3/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>

## Tracked Resources

Firearm bullet	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Grit/Luck Pool (4/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Inspiration (+1d6, 7/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Runestone of power (1st, 1/day)	<input type="checkbox"/>
Touch of Rage +4 (6/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Versatile Evocation (6/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of alter self (12 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of alter winds (CL 4th, 6 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of cure light wounds (34 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of endure elements (46 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of heightened awareness (41 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of infernal healing (39 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of keep watch (45 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of lesser restoration (7 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of mage armor (34 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of resist energy (5 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of share language (35 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Tracked Resources

Wand of shield (38 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of touch of the sea (9 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Abyssal	Elven
Aklo	Ignan
Aquan	Infernal
Auran	Osiriani, Ancient
Azlanti	Sylvan
Celestial	Terran
Common	Thassilonian
Cyclops	Tien
Draconic	Vudrani

## Spells & Powers

**Blood Arcanist spells memorized** (CL 10th; concentration +17)

**Melee Touch +2 Ranged Touch +7**

**4th (3/day)**—*reach vampiric touch*

**3rd (6/day)**—*haste, intensified reach shocking grasp*

**2nd (6/day)**—*glitterdust* (DC 19), *scorching ray*, *web* (DC 19)

**1st (6/day)**—*burning hands* (DC 18), *magic missile*, *snowball*<sup>JW</sup>, *sure casting*, *vanish*<sup>APG</sup> (DC 18)

**0th (at will)**—*detect magic*, *ghost sound* (DC 17), *mending*, *message*, *open/close* (DC 17), *prestidigitation*, *read magic*, *touch of fatigue* (DC 17)

**Wizard (Spellslinger) spells memorized** (CL 1st; concentration +8)

**Melee Touch +2 Ranged Touch +7**

**1st**—*crafter's fortune*<sup>APG</sup> (DC 18), *feather fall*, *liberating command*<sup>JC</sup>

## Situational Modifiers

All Saves

**Fearless:** +4 vs. fear

Linguistics

**Spectacles of understanding:** +5 to Linguistics checks to identify forgeries

Perception

**Trapfinding:** +1 to locate traps

Survival

**Wayfinder:** +2 circumstance bonus to avoid becoming lost

## Background

Boem was born in the River Kingdom City-State of Tymon, in the Spring of 4669. Boem's human mother, Madelief Eend-Tovenaar, had been held captive by a tribe of orcs in Belkzen, and rescued by a group of Pathfinder mercenaries including Boem's human step-father Professor Filibert Tovenaar. The Professor and Madelief were married within a month, once back to Tymon, and Boem was born three months later.

Boem was tutored in the wizardly arts, along with several young pupils sent to study with Filibert Tovenaar, by his step-father, the Professor. People avoided commenting in front of the Professor on Boem's pointy ears wiry hair or green hue, but it did not prevent jests and comments from being made away from the Professor's sight. Boem worked extra hard in his studies, in effort to show his loyalty and faith to the Professor. Boem also found himself stymied in social or physical development, attending less to "things of the world" than to books and study.

Boem spent many years in Tymon. His time was divided between three pursuits: Personal sustenance and business providing spell-casting expert knowledge and cantrips to the citizens of Tymon, continued pursuit of a wide-range of knowledge both arcane and mundane, and the use of rhetoric and erudition to help the citizens and residents of Tymon.

Involved as he is in a city-state famed for its arms and mercenaries, it was inevitable that obscure theories about Magus-like blending of spells and firearms would come his way. Boem found himself working with interested clients in the gunsmithing trade, to find ways to make their arms more "magic-friendly." In the process he published a couple articles on the "School of the Gun," and became something of a practitioner himself.

After collecting becoming capable in fourteen separate first circle arcane spells and twenty separate arcane cantrips and recording those basics in two separate spell-books, being involved in several separate short-lived ventures, engaging as a public intellectual in a decidedly anti-intellectual city, and having made innovation in a rare school of magic, Boem's tutelage was complete. Knowing that it would please the Professor Boem promptly took the title "Doctor" and joined the Dark Archive of the Pathfinder Society, hoping that it would fulfill one of the Professor's faction goals.

## Sourcebooks Used

- **Advanced Class Guide** - Arcanist (class); Blood Arcanist (archetype); Extra Arcanist Exploit (feat); Investigator (class); Metamagic Knowledge (special ability); Quick Study (special ability); School Understanding (special ability); Sleuth (archetype)
- **Advanced Class Guide / Pathfinder Society Field Guide** - Runestone of power (1st) (equipment)
- **Advanced Player's Guide** - Acid Pit (spell); Admixture (special ability); Ant Haul (spell); Ball Lightning (spell); Crafter's Fortune (spell); Create Pit (spell); Create Treasure Map (spell); Intensified Spell (feat); Reach Spell (feat); Vanish (spell); Versatile Weapon (spell)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Backpack, masterwork (equipment); Earplugs (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Ring of maniacal devices (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Magical Knack (trait)
- **Advanced Race Guide** - Fast Learner (feat); Gloves of elvenkind (equipment); Improved Improvisation (feat); Improvisation (feat)
- **Andoran, Spirit of Liberty / Ultimate Combat** - Liberating Command (spell)
- **Dragon Empires Gazetteer / Inner Sea Races / Inner Sea World Guide** - Tien (language)
- **Heroes of the Streets** - Speak Local Language (spell)
- **Humans of Golarion / Ultimate Intrigue** - Cultural Adaptation (spell)
- **Inner Sea Races / Inner Sea World Guide** - Azlanti (language); Osiriani, Ancient (language); Taldan (race option); Thassilonian (language); Vudrani (language)
- **Inner Sea World Guide / Ultimate Combat** - Exotic Weapon Proficiency (Firearms) (feat)
- **Inner Sea World Guide / Ultimate Combat / Ultimate Equipment** - Firearm bullet (weapon); Black powder (weapon); Firearm bullet (weapon); Firearm bullet (weapon); Pistol (weapon); Powder horn (equipment)
- **Occult Adventures** - Mindlink (spell)
- **Orcs of Golarion** - Orc (special ability); Power of Giants (equipment); Strength of the Beast (equipment); Warlord Reborn (equipment)
- **Pathfinder Society Primer** - Clever Wordplay (trait); Krighton's Perusal (spell); Sure Casting (spell)
- **People of the North / Reign of Winter / Ultimate Wilderness** - Snowball (spell)
- **Technology Guide** - Make Whole, Greater (spell)
- **Ultimate Combat** - Abundant Ammunition (spell); Amateur Gunslinger (feat); Darkvision, Communal (spell); Deed: Quick Clear (race option); Endure Elements, Communal (spell); Gunsmith's kit (equipment); Gunsmithing (feat); Pellet Blast (spell); Protection from Energy, Communal (spell); Reloading Hands (spell); Resist Energy, Communal (spell); Spellslinger (archetype)
- **Ultimate Combat / Ultimate Equipment** - Alchemical cartridge (flare) (weapon); Alchemical cartridge (paper) (weapon)
- **Ultimate Equipment** - Bandolier (equipment); Cards (equipment); Hat (equipment); Mess kit (equipment); Sleeves of many garments (equipment); Spectacles of

## Boem Tovenaar – Abilities & Gear

### Amateur Gunslinger

#### Feat

Although you are not a gunslinger, you have and can use grit.

**Prerequisite:** You have no levels in a class that has the grit class feature.

**Benefit:** You gain a small amount of grit and the ability to perform a single 1st-level deed from the gunslinger deed class feature. At the start of the day, you gain 1 grit point, though throughout the day you can gain grit points up to a maximum of your Wisdom modifier (minimum 1). You can regain grit using the rules for the gunslinger's grit class feature (see page 9). You can spend this grit to perform the 1st-level deed you chose upon taking this feat, and any other deed you have gained through feats or magic items.

**Special:** If you gain levels in a class that grants the grit class feature, you can immediately trade this feat for the Extra Grit feat.

**Appears In :** Ultimate Combat

### Extra Arcanist Exploit (Blood Arcanist)

#### Feat

Your repertoire of arcanist exploits expands.

**Prerequisite:** Arcanist exploit class feature.

**Benefit:** You gain one additional arcanist exploit. You must meet the prerequisites for this arcanist exploit.

**Special:** You can take this feat multiple times. Each time you do, you gain another arcanist exploit.

**Appears In :** Advanced Class Guide

### Fast Learner

#### Feat

You progress gain extra versatility.

**Prerequisites:** Int 13, human.

**Benefit:** When you gain a level in a favored class, you gain both +1 hit point and +1 skill rank instead of choosing either one or the other benefit or you can choose an alternate class reward.

**Appears In :** Advanced Race Guide

### Gunsmithing

#### Feat

You know the secrets of repairing and restoring firearms.

**Benefit:** If you have access to a gunsmith's kit, you can create and restore firearms, craft bullets, and mix black powder for all types of firearms. You do not need to make a Craft check to create firearms and ammunition or to restore firearms.

**Crafting Firearms :** You can craft any early firearm for a cost in raw materials equal to half the price of the firearm. At your GM's discretion, you can craft advanced firearms for a cost in raw materials equal to half the price of the firearm. Crafting a firearm in this way takes 1 day of work for every 1,000 gp of the firearm's price (minimum 1 day).

**Crafting Ammunition :** You can craft bullets, pellets, and black powder for a cost in raw materials equal to 10% of the price. If you have at least 1 rank in Craft (alchemy), you can craft alchemical cartridges for a cost in raw materials equal to half the price of the cartridge. At your GM's discretion, you can craft metal cartridges for a cost in raw materials equal to half the cost of the cartridge. Crafting bullets, black powder, or cartridges takes 1 day of work for every 1,000 gp of ammunition (minimum 1 day).

**Restoring a Broken Firearm :** Each day, with an hour's worth of work, you can use this feat to repair a single firearm with the broken condition. You can take time during a rest period to restore a broken firearm with this feat.

**Special:** If you are a gunslinger, this feat grants the following additional benefit. You can use this feat to repair and restore your initial, battered weapon. It costs 300 gp and 1 day of work to upgrade it to a masterwork firearm of its type.

**Modification for Pathfinder Society Play :** Gunsmithing does not grant the ability to craft firearms, ammunition, or black powder. Rather, it allows the purchase of bullets, pellets, black powder, and alchemical cartridges (with 1 rank in Craft [alchemy]) at the listed reduced price, but does not grant a discount on the purchase of any firearm. Resold items gained through this feat are worth half the actual cost paid, not half the regular market value for the item. No PC can purchase a gun without this feat, even if they possess the Amateur Gunslinger or Exotic Weapon Proficiency (firearm) feats.

**Appears In :** Ultimate Combat

### Improved Improvisation

#### Feat

You are masterful in your improvisation.

**Prerequisites:** Int 13, Fast Learner, Improvisation, human.

**Benefit:** Your nonproficiency penalty with weapons, armor, and shields is halved. In addition, the bonus on all skill checks for skills you have no ranks in increases to +4 instead of +2.

**Appears In :** Advanced Race Guide

### Improvisation

#### Feat

You can figure out how to do almost anything.

**Prerequisites:** Int 13, Fast Learner, human.

**Benefit:** You gain a +2 bonus on all skill checks for skills you have no ranks in. Furthermore, you can use all skills designated "trained only" untrained.

**Appears In :** Advanced Race Guide

## Boem Tovenaar – Abilities & Gear

### Intensified Spell Feat

Your spells can go beyond several normal limitations.

**Benefit:** An intensified spell increases the maximum number of damage dice by 5 levels. You must actually have sufficient caster levels to surpass the maximum in order to benefit from this feat. No other variables of the spell are affected, and spells that inflict damage that is not modified by caster level are not affected by this feat. An intensified spell uses up a spell slot one level higher than the spell's actual level.

**Appears In :** Advanced Player's Guide

### Reach Spell Feat

Your spells go farther than normal.

**Benefit:** You can alter a spell with a range of touch, close, or medium to increase its range to a higher range category, using the following order: touch, close, medium, and long. A reach spell uses up a spell slot one level higher than the spell's actual level for each increase in range category. For example, a spell with a range of touch increased to long range uses up a spell slot three levels higher. Spells modified by this feat that require melee touch attacks instead require ranged touch attacks.

Spells that do not have a range of touch, close, or medium do not benefit from this feat.

**Appears In :** Advanced Player's Guide

### Clever Wordplay (Use Magic Device) Trait

Your cunning and logic are more than a match for another's confidence and poise. Choose one Charisma-based skill. You attempt checks with that skill using your Intelligence modifier instead of your Charisma modifier.

**Appears In :** Pathfinder Society Primer

### Magical Knack (Blood Arcanist) Trait

You were raised, either wholly or in part, by a magical creature, either after it found you abandoned in the woods or because your parents often left you in the care of a magical minion. This constant exposure to magic has made its mysteries easy for you to understand, even when you turn your mind to other devotions and tasks.

**Benefit:** Pick a class when you gain this trait—your caster level in that class gains a +2 trait bonus as long as this bonus doesn't increase your caster level higher than your current Hit Dice.

**Appears In :** Character Traits Web Enhancement, Advanced Player's Guide Traits, Ultimate Campaign

### Darkvision (60 feet) Racial Ability, Senses (Orc)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

### Deed: Quick Clear (Ex) Racial Ability

At 1st level, as a standard action, the gunslinger can remove the broken condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire. The gunslinger must have at least 1 grit point to perform this deed. Alternatively, if the gunslinger spends 1 grit point to perform this deed, she can perform quick clear as a move-equivalent action instead of a standard action.

**Appears In :** Ultimate Combat

### Light Sensitivity (Ex) Racial Ability

Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

### Admixture Class Ability (Wizard)

**Associated School :** Evocation

**Appears In :** Advanced Player's Guide

### Arcane Gun (One Arcane Gun) (Su) Class Ability (Wizard)

The spellslinger gains the Exotic Weapon Proficiency (firearms) feat, and one or two of his firearms can be *arcane guns*. *Arcane guns* are normal one-handed or two-handed firearms in the hands of others, as they were normal firearms before the spellslinger imbued them with magic. In a spellslinger's hands, they both fire projectiles (bullets and pellets) and cast magic.

At 1st level, the spellslinger decides whether he wants to have one or two *arcane guns* at a time. If the spellslinger chooses to have only one arcane gun at a time, spells fired through the arcane gun that require an attack roll have a x3 critical hit multiplier.

A spellslinger can cast any ranged touch attack, cone, line, or ray spells through his *arcane gun*. When he casts through the *arcane gun*, the gun's enhancement bonus (if any) is a bonus to the spell's attack rolls or to the spell's saving throw DCs. Yet there are dangers inherent to this method. If any of the spells' attack rolls result in a natural 1 (a misfire), or a natural 20 is rolled on any saving throw made against the spell by a target (an overload), the *arcane gun* gains the broken condition. If the *arcane gun* already has the broken condition, the gun explodes. When a gun explodes, it lets loose a blast of force, or if the spell has the acid, cold, electricity, or sonic descriptor, it deals that type of energy damage instead. In the case of spells with multiple descriptors, roll randomly among the descriptors to determine the type of damage dealt by the blast. The blast is centered on a single intersection within the spellslinger's space (spellslinger's choice) and deals 1d6 points of the appropriate energy damage or force damage per level of the spell cast. Any creature within the blast other than the spellslinger can make a Reflex saving throw to halve the damage. The Reflex save DC is calculated using the spell level of the spell being sacrificed.

A spellslinger can attune his *arcane guns* at the start of each day. That attunement lasts until the spellslinger attunes to a new gun, even if a formally attuned gun is destroyed. This ability replaces arcane bond.



## Boem Tovenaar – Abilities & Gear

### **Arcane Reservoir +1 DC or CL (11/day) (St) Class Ability (Arcanist)**

An arcanist has an innate pool of magical energy that she can draw upon to fuel her arcanist exploits and enhance her spells. The arcanist's arcane reservoir can hold a maximum amount of magical energy equal to 3 + the arcanist's level. Each day, when preparing spells, the arcanist's arcane reservoir fills with raw magical energy, gaining a number of points equal to 3 + 1/2 her arcanist level. Any points she had from the previous day are lost. She can also regain these points through the consume spells class feature and some arcanist exploits. The arcane reservoir can never hold more points than the maximum amount noted above; points gained in excess of this total are lost.

Points from the arcanist reservoir are used to fuel many of the arcanist's powers. In addition, the arcanist can expend 1 point from her arcane reservoir as a free action whenever she casts an arcanist spell. If she does, she can choose to increase the caster level by 1 or increase the spell's DC by 1. She can expend no more than 1 point from her reservoir on a given spell in this way.

**Note:** After adding levels of Arcanist, you should go to the In-Play tab and press the Reset button on this ability, so that the correct number are left, as if you were fully rested. Because excess from the previous day is lost after resting, and only a few points are left in the pool, it will look as if most of the uses/day of this ability have been used up after resetting it. If you gain additional arcane reservoir points from your other abilities, decrease the number currently used in the pool.

### **Consume Spells (3/day) (Su) Class Ability (Arcanist)**

At 1st level, an arcanist can expend an available arcanist spell slot as a move action, making it unavailable for the rest of the day, just as if she had used it to cast a spell. She can use this ability a number of times per day equal to her Charisma modifier (minimum 1). Doing this adds a number of points to her arcane reservoir equal to the level of the spell slot consumed. She cannot consume cantrips (0 level spells) in this way. Points gained in excess of the reservoir's maximum are lost.

### **Deed: Daring (Ex) Class Ability (Investigator)**

At 1st level, a sleuth can spend 1 luck point when he makes an Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim check to roll d6 and add the result to the check. He can choose to add this die after he rolls. If the d6 roll is a natural 6, he rolls another d6 and adds it to the check. He can continue to do this as long as he rolls natural 6s, up to a number of times equal to his Intelligence modifier (minimum 1).

### **Deed: Opportunist Evasion (Ex) Class Ability (Investigator)**

At 1st level, when a sleuth succeeds at a Reflex saving throw against an effect that still deals damage on a successful save, he can spend 1 luck point as an immediate action to instead take no damage for that effect.

### **Deed: Sleuth's Initiative (Ex) Class Ability (Investigator)**

At 1st level, as long as the sleuth has at least 1 luck point, he gains a +2 bonus on initiative checks. Furthermore, if he has the Quick Draw feat, his hands are free and unrestrained, and the weapon is not hidden, he can draw a single light or one-handed melee weapon as part of the initiative check. (Unlike with swashbuckler deeds, this does not have to be a piercing weapon.)

### **Enchantment Class Ability (Wizard)**

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

### **Evocation Class Ability (Wizard)**

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

### **Fearless (Ex) Class Ability (Arcanist, Sorcerer)**

At 3rd level, you gain a +4 bonus on saving throws made against fear and a +1 natural armor bonus. At 9th level, you lose your light sensitivity, gain immunity to fear, and your natural armor bonus increases to +2.

### **Illusion Class Ability (Wizard)**

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

### **Inspiration (+1d6, 7/day) (Ex) Class Ability (Investigator)**

An investigator is beyond knowledgeable and skilled—he also possesses keen powers of observation and deduction that far surpass the abilities of others. An investigator typically uses these powers to aid in their investigations, but can also use these flashes of inspiration in other situations.

An investigator has the ability to augment skill checks and ability checks through his brilliant inspiration. The investigator has an inspiration pool equal to 1/2 his investigator level + his Intelligence modifier (minimum 1). An investigator's inspiration pool refreshes each day, typically after he gets a restful night's sleep. As a free action, he can expend one use of inspiration from his pool to add 1d6 to the result of that check, including any on which he takes 10 or 20. This choice is made after the check is rolled and before the results are revealed. An investigator can only use inspiration once per check or roll. The investigator can use inspiration on any Knowledge, Linguistics, or Spellcraft skill checks without expending a use of inspiration, provided he's trained in the skill.

Inspiration can also be used on attack rolls and saving throws, at the cost of expending two uses of inspiration each time from the investigator's pool. In the case of saving throws, using inspiration is an immediate action rather than a free action.

### **Mage Bullets (Su) Class Ability (Wizard)**

A spellslinger is adept at transferring spell energy into his *arcane gun* attacks. As a swift action, he can sacrifice a spell and transform that energy into a weapon bonus equal to the level of the spell sacrificed on a single barrel of his firearm. With that weapon bonus the spellslinger can apply any of the following to his arcane bond: enhancement bonuses (up to +5) and *dancing*, *defending*, *distance*, *flaming*, *flaming burst*, *frost*, *ghost touch*, *icy burst*, *merciful*, *seeking*, *shock*, *shocking burst*, *spell storing*, *thundering*, *vicious*, and *wounding*.

An arcane gun gains no benefit from having two of the same weapon special abilities on the same barrel. The effect of the mage bullets ability lasts for a number of minutes equal to the level of the spell sacrificed, or until this ability is used again to assign the barrel different enhancements. This ability replaces cantrips, but the spellslinger gains the *detect magic* and *read magic* cantrips and places them in his spellbook. He can cast either of these as 1st-level spells.

### **Necromancy Class Ability (Wizard)**

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

## Boem Tovenaar – Abilities & Gear

### Orc

#### Class Ability (Sorcerer)

The rage of your ancestors burns within you, and the taint of savage orc blood flows through your veins. Your anger is never far from the surface, giving you strength and driving you to seek greater power.

**Bloodline Arcana** : You gain the orc subtype, including darkvision 60 feet and light sensitivity. If you already have darkvision, its range increases to 90 feet. Whenever you cast a spell that deals damage, that spell deals +1 point of damage per die rolled.

**Bloodline Powers** : You are heir to the bestial power of the great orc warlords of the past. You feel their rage in your blood, and must take care lest the urge to despoil and destroy consumes you.

**Appears In** : Orcs of Golarion

### Quick Study (Ex)

#### Class Ability (Arcanist)

The arcanist can prepare a spell in place of an existing spell by expending 1 point from her arcane reservoir. Using this ability is a full-round action that provokes an attack of opportunity. The arcanist must be able to reference her spellbook when using this ability. The spell prepared must be of the same level as the spell being replaced.

**Appears In** : Advanced Class Guide

### School Understanding (3 rounds) Class Ability (Arcanist)

The arcanist can select one arcane school from any of the schools available to a character with the arcane school wizard class feature, but does not have to select any opposition schools. The arcanist gains one ability of that arcane school as though she were a 1st-level wizard, using her Charisma modifier in place of her Intelligence modifier for this ability. The ability must be one gained at 1st level and is limited in its use per day to 3 + the arcanist's Charisma modifier. As a swift action, the arcanist can expend 1 point from her arcane reservoir to bolster her understanding, allowing her to treat her arcanist level as her wizard level for the purpose of using this ability for a number of rounds equal to her Charisma modifier (minimum 1). During this time, she also gains use of the other ability gained at 1st level for her selected school. She does not gain any other abilities when using this exploit in this way, such as those gained at 8th level.

If the arcanist already has an arcane school (or gains one later), taking this exploit instead allows her arcanist levels to stack with the levels of the class that granted the arcane school when determining the powers and abilities of her arcane school.

**Appears In** : Advanced Class Guide

### Sleuth's Luck

#### Class Ability (Investigator)

At 1st level, a sleuth gains a fluctuating pool of luck, measuring her ability to get out of scrapes. At the start of each day, a sleuth has a number of luck points equal to her Charisma modifier (minimum 1). Her luck goes up or down throughout the day, but usually cannot go higher than her Charisma modifier (minimum 1), though feats, magic items, and spells that grant either grit or panache points can also grant a sleuth luck points equal to the amount of grit or panache they grant. A sleuth spends luck to accomplish deeds (see below), and regains luck in the following ways.

**Rolling a Natural 20 on a Knowledge or Sense Motive Check** : While on an investigation, a sleuth regains luck by uncovering secrets. Rolling a natural 20 on these skill checks while actively investigating causes the sleuth to regain 1 luck point. Such skill checks made for more mundane reasons (such as normal research or using Sense Motive to gain information during normal bargaining or while gambling) do not regain luck for the sleuth. Determining which skill checks qualify is up to the GM.

**Rolling a 6 or Higher on an Inspiration Roll** : When a sleuth rolls an inspiration die while on an investigation and the die comes up a 6 or higher, she regains 1 luck point. (If she rolls multiple inspiration dice at a time, she regains 1 luck point if the total is 6 or higher.) Like regaining luck via a natural 20 on a qualifying skill check, inspiration checks made for more mundane reasons don't qualify for regaining luck. The GM is the final arbitrator for what rolls qualify. It's possible for an investigator to regain 2 luck points on the same Skill check, if both the qualifying skill check is a natural 20 and any inspiration roll made is a 6 or higher.

This and the 1st-level deeds below replace alchemy. A sleuth cannot take the alchemist discovery talent or any investigator talent that affects alchemy.

### Touch of Rage +4 (6/day) (Sp) Class Ability (Arcanist, Sorcerer)

At 1st level, you can touch a creature as a standard action, giving it a morale bonus on attack rolls, damage rolls, and Will saving throws equal to 1/2 your sorcerer level (minimum 1) for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

### Trapfinding +1

#### Class Ability (Investigator)

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

### Versatile Evocation (6/day) (Su) Class Ability (Arcanist, Wizard)

When you cast an evocation spell that does acid, cold, electricity, or fire damage, you may change the damage dealt to one of the other four energy types. This changes the descriptor of the spell to match the new energy type. Any non-damaging effects remain unchanged unless the new energy type invalidates them (an *ice storm* that deals fire damage might still provide a penalty on Perception checks due to smoke, but it would not create difficult terrain). Such effects are subject to GM discretion. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

### Earplugs

#### Gear

Made of waxed cotton or cork, earplugs give you a +2 circumstance bonus on saves against effects that require hearing but also cause a –5 penalty on hearing-based Perception checks.

**Appears In** : Advanced Player's Guide, Adventurer's Armory, Ultimate Equipment

**Ring of maniacal devices** Ring

This deceptively precious looking ring grants the wearer a +5 competence bonus on all Craft (traps) and Disable Device checks. Even if he has no ranks in these skills, the wearer may make Craft (traps) and Disable Device checks as if he were trained in them.

**Construction**

**Requirements** Forge Ring, *fox's cunning*, creator must have 5 ranks in the relevant skill; **Cost** 2,500 gp

**Appears In** : Advanced Player's Guide, Ultimate Equipment

**Wand of alter self (12 charges)** Wand**Alter Self**

When you cast this spell, you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet.

Small creature: If the form you take is that of a Small humanoid, you gain a +2 size bonus to your Dexterity.

Medium creature: If the form you take is that of a Medium humanoid, you gain a +2 size bonus to your Strength.

**Wand of alter winds (CL 4th, 6 charges)** Wand**Alter Winds, Will negates (DC 11)**

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

**Wand of cure light wounds (34 charges)** Wand**Cure Light Wounds**

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

**Wand of endure elements (46 charges)** Wand**Endure Elements**

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.

**Wand of heightened awareness (41 charges)** Wand**Heightened Awareness**

You enter a heightened state of awareness that allows you to notice more about your surroundings and recall information effortlessly. You gain a +2 competence bonus on Perception checks and on all Knowledge checks that you are trained in.

If this spell is active when you have to make an initiative check, you can instantly dismiss this spell and gain a +4 bonus on that check.

**Wand of infernal healing (39 charges)** Wand**Infernal Healing**

You anoint a wounded creature with devil's blood or unholy water, 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 evil for the duration of the spell and can sense the evil of the magic, though this has no long-term effect on the target's alignment.

**Wand of keep watch (45 charges)** Wand**Keep Watch**

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.

**Wand of lesser restoration (7 charges)** Wand**Restoration, Lesser**

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

**Wand of mage armor (34 charges)** Wand**Mage Armor**

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.

**Wand of resist energy (5 charges)** Wand**Resist Energy**

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Resist energy overlaps (and does not stack with) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

**Alchemical Power Component: Alchemist's Fire (M)** : If cast to ward against cold, increase the cold resistance to 12. At caster level 7th, you may use two flasks of alchemist's fire as a power component to increase the cold resistance to 24. At caster level 11th, you may use three flasks as a power component to increase the cold resistance to 36.

**Wand of share language (35 charges) Wand****Share Language, Will negates (DC 11)**

You can share your facility for one particular language with another creature. For 24 hours the target can read, understand, and communicate to the best of its ability in any one language which you already know. For every 5 levels you possess, you can grant the use of another language you know, to a maximum of 5 languages at 20th level. The target must have the physical capacity to articulate sounds, make gestures, or engage in whatever other method speakers of the language use to communicate with each other in order to actually converse. If the target lacks the mental capacity to grasp an actual language it still gains enough knowledge to respond to and carry out even extremely complex commands or suggestions coached in the language (whether written or spoken). However, since this spell does not endow the target with greater reasoning capacity, merely a temporarily enhanced vocabulary, the person offering up instructions to non-sentient creatures must take care to remove any ambiguity or guesswork.

Similarly, this spell does not affect the basic nature of the target, or its disposition toward you or anyone else, so convincing it to actually carry out these instructions could require negotiation, threats, or outright bribery.

**Wand of shield (38 charges) Wand****Shield**

Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The disk 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.

**Wand of touch of the sea (9 charges) Wand****Touch of the Sea, Fortitude negates (DC 11)**

You cause webs to grow between the target's fingers and its feet to transform into flippers, granting a swim speed of 30 feet along with the standard +8 bonus on Swim checks and the ability to take 10 even if distracted or endangered. You can also use the run action while swimming, provided you swim in a straight line. This transformation causes any boots or gloves the target is wearing to meld into its form (although magic items with a continuous effect continue to function). This spell does not grant the target any ability to breathe water.

**Belt of incredible dexterity +2 Wondrous Item (Belt)**

This belt has a large silver buckle, usually depicting the image of a tiger. The belt grants the wearer an enhancement bonus to Dexterity of +2. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

**Construction**

**Requirements:** Craft Wondrous Item, *cat's grace*; **Cost** 2,000 gp

**Cloak of resistance +3 Wondrous Item (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

**Gloves of elvenkind Wondrous Item (Hands)**

These plain gray leather gloves grant a +5 competence bonus on Spellcraft checks and concentration checks made to cast a spell defensively. Both gloves must be worn for the magic to be effective.

**Construction**

**Requirements** Combat Casting, Craft Wondrous Item, creator must be an elf; **Cost** 3,500 gp

**Appears In :** Advanced Race Guide

**Handy haversack (47 @ 31.2 lbs) Wondrous Item**

A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

**Construction**

**Requirements** Craft Wondrous Item, *secret chest*; **Cost** 1,000 gp

**Headband of vast intelligence +4 (Acrobat) Wondrous Item (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

## Boem Tovenaar – Abilities & Gear

### Ioun stone (pink and green sphere) Wondrous Item

This stone grants the bearer a +2 enhancement bonus to Charisma.

A Rhomboid is usually faceted, with a shape resembling a prism but with sides of unequal widths or angles, giving it a flattened cross-section.

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. Ioun stones have AC 24, 10 hit points, and hardness 5. The powers of each stone vary depending on its color and shape.

#### Resonant Power:

+1 bonus on Will saves.

#### Construction

**Requirements** Craft Wondrous Item, *eagle's splendor*, creator must be 12th level; **Cost** 4,000 gp

### Runestone of power (1st, 1/day) Wondrous Item

A *runestone of power* is a small chip of polished stone etched with a rune. These objects are potent aids to all spellcasters who cast spontaneously (but not to spellcasters like clerics who have the option to spontaneously cast certain spells). Once per day, a spontaneous caster can draw upon a *runestone of power* to cast a spell - doing so is part of the spellcasting action, and expends that runestone's power for the day rather than one of the spellcaster's actual spell slots for the day. An expended *runestone of power* recharges its capacity after 24 hours. The spell must be of a particular level, depending on the runestone.

#### Construction

**Requirements:** Craft Wondrous Items, creator must be able to spontaneously cast 1st-level spells **Cost** 1,000 GP

**Appears In :** Advanced Class Guide, Pathfinder Society Field Guide

### Sleeves of many garments Wondrous Item (Wrist)

These translucent cloth tubes easily fit over their wearer's arms. The wearer of these sleeves can, when she slips them on, choose to transform the appearance of her current garments into any other nonmagical set of clothing. These new clothes fit her perfectly and are always clean and mended unless she specifically designates otherwise. When she removes the sleeves, her clothes revert to their original form.

#### Construction

**Requirements** Craft Wondrous Item, *disguise self*; **Cost** 100 gp

**Appears In :** Ultimate Equipment

### Spectacles of understanding Wondrous Item (Eyes)

When worn, these innocent-looking spectacles convert any written language to one known by the wearer, as the *comprehend languages* spell. The glasses are also good at detecting falsified documents, granting their wearer a +5 bonus to Linguistics checks to identify forgeries and the ability make such checks untrained.

#### Construction

**Requirements** Craft Wondrous Item, *comprehend languages*; **Cost** 1,500 gp

**Appears In :** Ultimate Equipment

### Traveler's any-tool Wondrous Item

This implement at first seems to be nothing but a 12-inch iron bar lined with small plates and spikes. It can be folded, twisted, hinged, and bent, to form almost any known tool. Hammers, shovels, even a block and tackle (without rope) are possible. It can duplicate any tool the wielder can clearly visualize that contains only limited moving parts, such as a pair of scissors, but not a handloom. It cannot be used to replace missing or broken parts of machines or vehicles unless a mundane tool would have done the job just as well.

The any-tool counts as a set of masterwork artisan's tools for most Craft or Profession skills (although very specialist crafts such as alchemy still require their own unique toolset). It is an ineffective weapon, always counting as an improvised weapon and never granting any masterwork bonus on attack rolls.

#### Construction

**Requirements** Craft Wondrous Item, *major creation*; **Cost** 125 gp

**Appears In :** Ultimate Equipment

### Wayfinder (1 @ 0 lbs) Wondrous Item

A small magical device patterned on the design of ancient Azlanti relics, a *wayfinder* is a compact compass typically made from silver and bearing gold accents. While it serves as a badge of office for agents of the Pathfinder Society, a *wayfinder* is as much a handy tool as a status symbol. With a command word, the bearer can cause a *wayfinder* to shine (as per *light*). A *wayfinder* also acts as a nonmagical (magnetic) compass, granting a +2 circumstance bonus on Survival checks to avoid becoming lost. All *wayfinders* feature a small indentation designed to hold a single *ioun stone*. An *ioun stone* slotted in this manner grants the bearer its normal benefits as if it was orbiting her head, and resonates its powers with the *wayfinder*, replacing its ability to shine with a different power-see *Wayfinders and Resonance* on page 149.

**Note:** This item costs only 250 gp for members of the Pathfinder Society

#### Construction

**Requirements** Craft Wondrous Item, *light*; **Cost** 250 gp

**Appears In :** Seekers of Secrets, Inner Sea World Guide, Shattered Star, Pathfinder Society, Adventurer's Guide, Ruins of Azlant



<p><b>Detect Magic</b> <span style="float: right;"><b>Wizard 1</b></span></p> <p><b>School</b> divination  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> 60 ft  <b>Duration</b> concentration, up to 1 minute/level (D)  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.</p> <p><i>1st Round:</i> Presence or absence of magical auras.  <i>2nd Round:</i> Number of different magical auras and the power of the most potent aura.  <i>3rd Round:</i> 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).</p> <p>Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.</p> <p><i>Aura Strength:</i> 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, <i>detect magic</i> indicates the stronger of the two.</p> <p><i>Lingering Aura:</i> 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 <i>detect magic</i> 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:</p> <p><b>Original Strength - Duration of Lingering Aura</b>  Faint - 1d6 rounds  Moderate - 1d6 minutes  Strong - 1d6 x 10 minutes  Overwhelming - 1d6 days</p> <p>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.</p> <p><i>Detect magic</i> can be made permanent with a <i>permanency</i> spell.</p>	<p><b>Acid Splash</b> <span style="float: right;"><b>0</b></span></p> <p><b>Pages in Spellbook</b> : 1 (Arcane Magic for Fun and Profit Volume I)</p> <p><b>Classes that cast this spell at this level</b> : Inquisitor, Magus, Sorcerer, Summoner, Summoner (Unchained), Underterror Evolution, Wizard</p> <p><b>School</b> conjuration / earth elemental (creation) [acid]  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Effect</b> one missile of acid  <b>Duration</b> instantaneous  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>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.</p> <hr/> <p><b>Acid Splash</b> <span style="float: right;"><b>0</b></span></p> <p><b>Pages in Spellbook</b> : 1 (Arcane Magic for Fun and Profit Volume II)</p> <p><b>Classes that cast this spell at this level</b> : Inquisitor, Magus, Sorcerer, Summoner, Summoner (Unchained), Underterror Evolution, Wizard</p> <p><b>School</b> conjuration / earth elemental (creation) [acid]  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> close (25 + 5 ft./2 levels)  <b>Effect</b> one missile of acid  <b>Duration</b> instantaneous  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>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.</p> <hr/> <p><b>Arcane Mark</b> <span style="float: right;"><b>0</b></span></p> <p><b>Pages in Spellbook</b> : 1 (Arcane Magic for Fun and Profit Volume I)</p> <p><b>Classes that cast this spell at this level</b> : Magus, Psychic, Shadowsworn, Shaman, Sorcerer, Summoner, Summoner (Unchained), Warlock, White Necromancer, Witch, Wizard</p> <p><b>School</b> universal  <b>Casting Time</b> 1 action  <b>Components</b> V, S  <b>Range</b> touch  <b>Effect</b> one personal rune or mark, all of which must fit within 1 sq. ft.  <b>Duration</b> permanent  <b>Saving Throw</b> none; <b>Spell Resistance</b> no</p> <p>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 <i>arcane mark</i> 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 <i>detect magic</i> spell causes it to glow and be visible, though not necessarily understandable.</p> <p><i>See invisibility</i>, <i>true seeing</i>, a <i>gem of seeing</i>, or a <i>robe of eyes</i> likewise allows the user to see an invisible <i>arcane mark</i>. A <i>read magic</i> spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an <i>erase</i> spell.</p> <p>If an <i>arcane mark</i> is placed on a living being, the effect gradually fades in about a month.</p> <p><i>Arcane mark</i> must be cast on an object prior to casting <i>instant summons</i> on the same object (see that spell description for details).</p>
<p><b>Read Magic</b> <span style="float: right;"><b>Wizard 1</b></span></p> <p><b>School</b> divination  <b>Casting Time</b> 1 action  <b>Components</b> V, S, F (a clear crystal or mineral prism)  <b>Range</b> personal  <b>Target</b> you  <b>Duration</b> 10 min./level</p> <p>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).</p> <p>Read magic can be made permanent with a permanency spell.</p>	

**Arcane Mark** 0**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Magus, Psychic, Shadowsworn, Shaman, Sorcerer, Summoner, Summoner (Unchained), Warlock, White Necromancer, Witch, Wizard**School** universal**Casting Time** 1 action**Components** V, S**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** 0**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Cleric, Inquisitor, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Warlock, White Necromancer, Witch, Wizard**School** necromancy**Casting Time** 1 action**Components** V, S**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.

**Bleed** 0**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Cleric, Inquisitor, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Warlock, White Necromancer, Witch, Wizard**School** necromancy**Casting Time** 1 action**Components** V, S**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.

**Dancing Lights** 0**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Bard, Magus, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Underterror Evolution, Warlock, White Necromancer, Witch, Wizard**School** evocation [light]**Casting Time** 1 action**Components** V, S**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'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit.

Dancing lights can be made permanent with a permanency spell.

**Dancing Lights** 0**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bard, Magus, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Underterror Evolution, Warlock, White Necromancer, Witch, Wizard**School** evocation [light]**Casting Time** 1 action**Components** V, S**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'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit.

Dancing lights can be made permanent with a permanency spell.



## Boem Tovenaar, Blood Arcanist 8 / Wizard (Spellslinger) 1 – Spells in Spellbook

### **Daze** **0**

**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)

**Classes that cast this spell at this level** : Bard, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Underterror Evolution, Warlock, White Necromancer, Witch, Wizard

**School** enchantment (compulsion) [mind-affecting]

**Casting Time** 1 action

**Components** V, S, M (a pinch of wool or similar substance)

**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** **0**

**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)

**Classes that cast this spell at this level** : Bard, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Underterror Evolution, Warlock, White Necromancer, Witch, Wizard

**School** enchantment (compulsion) [mind-affecting]

**Casting Time** 1 action

**Components** V, S, M (a pinch of wool or similar substance)

**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** **0**

**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)

**Classes that cast this spell at this level** : Adept, Bard, Cleric, Druid, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spellchymist, Spiritualist, Summoner, Summoner (Unchained), Underterror Evolution, Warlock, White Necromancer, Witch, Wizard

**School** divination

**Casting Time** 1 action

**Components** V, S

**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****0****Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)

**Classes that cast this spell at this level** : Adept, Bard, Cleric, Druid, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spellchymist, Spiritualist, Summoner, Summoner (Unchained), Underterror Evolution, Warlock, White Necromancer, Witch, Wizard

**School** divination**Casting Time** 1 action**Components** V, S**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****0****Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)

**Classes that cast this spell at this level** : Cleric, Druid, Inquisitor, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Warlock, White Necromancer, Witch, Wizard

**School** divination**Casting Time** 1 action**Components** V, S**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****0****Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)

**Classes that cast this spell at this level** : Cleric, Druid, Inquisitor, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Warlock, White Necromancer, Witch, Wizard

**School** divination**Casting Time** 1 action**Components** V, S**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.

**Disrupt Undead****0****Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)

**Classes that cast this spell at this level** : Inquisitor, Magus, Sorcerer, White Necromancer, Wizard

**School** necromancy**Casting Time** 1 action**Components** V, S**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.

**Disrupt Undead** 0**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Inquisitor, Magus, Sorcerer, White Necromancer, Wizard**School** necromancy**Casting Time** 1 action**Components** V, S**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.

**Flare** 0**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Bard, Druid, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Underterror Evolution, Wizard**School** evocation [light]**Casting Time** 1 action**Components** V**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** 0**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bard, Druid, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Underterror Evolution, Wizard**School** evocation [light]**Casting Time** 1 action**Components** V**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.

**Ghost Sound** 0**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Adept, Bard, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Underterror Evolution, Wizard**School** illusion (figment)**Casting Time** 1 action**Components** V, S, M (a bit of wool or a small lump of wax)**Range** close (25 + 5 ft./2 levels)**Effect** illusory sounds**Duration** 1 round/level (D)**Saving Throw** DC 17 Will disbelief; **Spell Resistance** no

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve.

Ghost sound can enhance the effectiveness of a silent image spell.

Ghost sound can be made permanent with a permanency spell.

**Ghost Sound** 0**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Adept, Bard, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Underterror Evolution, Wizard**School** illusion (figment)**Casting Time** 1 action**Components** V, S, M (a bit of wool or a small lump of wax)**Range** close (25 + 5 ft./2 levels)**Effect** illusory sounds**Duration** 1 round/level (D)**Saving Throw** DC 17 Will disbelief; **Spell Resistance** no

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve.

Ghost sound can enhance the effectiveness of a silent image spell.

Ghost sound can be made permanent with a permanency spell.

## Boem Tovenaar, Blood Arcanist 8 / Wizard (Spellslinger) 1 – Spells in Spellbook

### Light 0

**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)

**Classes that cast this spell at this level** : Adept, Bard, Cleric, Druid, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Underterror Evolution, Warlock, White Necromancer, Witch, Wizard

**School** evocation / wood elemental [light]

**Casting Time** 1 action

**Components** V, M/DF (a firefly)

**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.

### Light 0

**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)

**Classes that cast this spell at this level** : Adept, Bard, Cleric, Druid, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Underterror Evolution, Warlock, White Necromancer, Witch, Wizard

**School** evocation / wood elemental [light]

**Casting Time** 1 action

**Components** V, M/DF (a firefly)

**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.

### Mage Hand 0

**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)

**Classes that cast this spell at this level** : Bard, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Spellchymist, Spiritualist, Summoner, Summoner (Unchained), Underterror Evolution, Wizard

**School** transmutation

**Casting Time** 1 action

**Components** V, S

**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.

### Mage Hand 0

**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)

**Classes that cast this spell at this level** : Bard, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Spellchymist, Spiritualist, Summoner, Summoner (Unchained), Underterror Evolution, Wizard

**School** transmutation

**Casting Time** 1 action

**Components** V, S

**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.

### Mending 0

**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)

**Classes that cast this spell at this level** : Adept, Bard, Cleric, Druid, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Warlock, White Necromancer, Witch, Wizard

**School** transmutation / metal elemental

**Casting Time** 10 minutes

**Components** V, S

**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.

**Mending** 0**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Adept, Bard, Cleric, Druid, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Warlock, White Necromancer, Witch, Wizard**School** transmutation / metal elemental**Casting Time** 10 minutes**Components** V, S**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** 0**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Bard, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Spellchymist, Spiritualist, Summoner, Summoner (Unchained), Warlock, White Necromancer, Witch, Wizard**School** transmutation / air elemental [language-dependent]**Casting Time** 1 action**Components** V, S, F (a piece of copper wire)**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.

**Message** 0**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bard, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Spellchymist, Spiritualist, Summoner, Summoner (Unchained), Warlock, White Necromancer, Witch, Wizard**School** transmutation / air elemental [language-dependent]**Casting Time** 1 action**Components** V, S, F (a piece of copper wire)**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.

**Open/Close** 0**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Bard, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard**School** transmutation**Casting Time** 1 action**Components** V, S, F (a brass key)**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.

**Open/Close** 0**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bard, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard**School** transmutation**Casting Time** 1 action**Components** V, S, F (a brass key)**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.

**Prestidigitation** 0**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Bard, Magus, Medium, Mesmerist, Psychic, Shadowsworn, Sorcerer, Wizard**School** universal**Casting Time** 1 action**Components** V, S**Range** 10 ft.**Target** see text**Effect** see text**Area** see text**Duration** 1 hour**Saving Throw** 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 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.

**Prestidigitation** 0**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bard, Magus, Medium, Mesmerist, Psychic, Shadowsworn, Sorcerer, Wizard**School** universal**Casting Time** 1 action**Components** V, S**Range** 10 ft.**Target** see text**Effect** see text**Area** see text**Duration** 1 hour**Saving Throw** see text; **Spell Resistance** no

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitations spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitations 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 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.

**Ray of Frost** 0**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Magus, Sorcerer, Underterror Evolution, White Necromancer, Wizard, fShadeUsk**School** evocation / water elemental [cold]**Casting Time** 1 action**Components** V, S**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 Frost** 0**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Magus, Sorcerer, Underterror Evolution, White Necromancer, Wizard, fShadeUsk**School** evocation / water elemental [cold]**Casting Time** 1 action**Components** V, S**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.

**Read Magic** 0**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Adept, Bard, Cleric, Druid, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Warlock, White Necromancer, Witch, Wizard**School** divination**Casting Time** 1 action**Components** V, S, F (a clear crystal or mineral prism)**Range** personal**Target** you**Duration** 10 min./level

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.

**Read Magic** 0**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Adept, Bard, Cleric, Druid, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Warlock, White Necromancer, Witch, Wizard**School** divination**Casting Time** 1 action**Components** V, S, F (a clear crystal or mineral prism)**Range** personal**Target** you**Duration** 10 min./level

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.

**Resistance** 0**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Bard, Cleric, Druid, Inquisitor, Medium, Occultist, Psychic, Shaman, Sorcerer, Spellchymist, Spiritualist, Summoner, Summoner (Unchained), Warlock, White Necromancer, Witch, Wizard**School** abjuration**Casting Time** 1 action**Components** V, S, M/DF (a miniature cloak)**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.

**Resistance** 0**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bard, Cleric, Druid, Inquisitor, Medium, Occultist, Psychic, Shaman, Sorcerer, Spellchymist, Spiritualist, Summoner, Summoner (Unchained), Warlock, White Necromancer, Witch, Wizard**School** abjuration**Casting Time** 1 action**Components** V, S, M/DF (a miniature cloak)**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.

**Touch of Fatigue** 0**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Adept, Mesmerist, Occultist, Shaman, Sorcerer, Underterror Evolution, Warlock, White Necromancer, Witch, Wizard**School** necromancy**Casting Time** 1 action**Components** V, S, M (a drop of sweat)**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.

**Touch of Fatigue** 0**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Adept, Mesmerist, Occultist, Shaman, Sorcerer, Underterror Evolution, Warlock, White Necromancer, Witch, Wizard**School** necromancy**Casting Time** 1 action**Components** V, S, M (a drop of sweat)**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.

**Abundant Ammunition** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Bard, Cleric, Elven Archer, Psychic, Ranger, Sorcerer, Wizard**School** conjuration (summoning)**Casting Time** 1 action**Components** V, S, M/DF (a single piece of ammunition)**Target** one container touched**Duration** 1 minute/level**Saving Throw** none; **Spell Resistance** no

When cast on a container such as a quiver or a pouch that contains nonmagical ammunition or shuriken (including masterwork ammunition or shuriken, but not special materials, alchemical attributes, or nonmagical treatments on the ammunition), at the start of each round this spell replaces any ammunition taken from the container the round before. The ammunition taken from the container the round before vanishes. If, after casting this spell, you cast a spell that enhances projectiles, such as *align weapon* or *greater magic weapon*, on the same container, all projectiles this spell conjures are affected by that spell.

**Appears in** : Ultimate Combat**Abundant Ammunition** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bard, Cleric, Elven Archer, Psychic, Ranger, Sorcerer, Wizard**School** conjuration (summoning)**Casting Time** 1 action**Components** V, S, M/DF (a single piece of ammunition)**Target** one container touched**Duration** 1 minute/level**Saving Throw** none; **Spell Resistance** no

When cast on a container such as a quiver or a pouch that contains nonmagical ammunition or shuriken (including masterwork ammunition or shuriken, but not special materials, alchemical attributes, or nonmagical treatments on the ammunition), at the start of each round this spell replaces any ammunition taken from the container the round before. The ammunition taken from the container the round before vanishes. If, after casting this spell, you cast a spell that enhances projectiles, such as *align weapon* or *greater magic weapon*, on the same container, all projectiles this spell conjures are affected by that spell.

**Appears in** : Ultimate Combat**Ant Haul** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Alchemist, Cleric, Druid, Elven Archer, Medium, Occultist, Psychic, Ranger, Sorcerer, Summoner, Summoner (Unchained), Wizard**School** transmutation**Casting Time** 1 action**Components** V, S, M/DF (a small pulley)**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.

**Appears in** : Advanced Player's Guide**Ant Haul** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Alchemist, Cleric, Druid, Elven Archer, Medium, Occultist, Psychic, Ranger, Sorcerer, Summoner, Summoner (Unchained), Wizard**School** transmutation**Casting Time** 1 action**Components** V, S, M/DF (a small pulley)**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.

**Appears in** : Advanced Player's Guide



**Aphasia** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Bard, Mesmerist, Psychic, Sorcerer, Witch, Wizard**School** enchantment (compulsion) [mind-affecting]**Casting Time** 1 action**Components** V, S**Range** close (25 ft. + 5 ft./2 levels)**Target** one creature**Duration** 1 round/level**Saving Throw** DC 18 Will negates (see text); **Spell Resistance** yes

You render the target unable to understand any language, including spoken language, written language, sign language, gestures attempting to mimic a crude language, or even truespeech and telepathy. The affected creature is unable to communicate, use command words, cast spells with verbal components, or use any other abilities that requires language.

At the end of each of its turns, the subject can attempt a new saving throw to end the effect.

*Tongues* counters and dispels *aphasia*, and a creature with the *tongues* spell active is immune to *aphasia*. Oracles with the *tongues* curse ignore *aphasia* in combat.

**Appears in** : Ultimate Intrigue**Aphasia** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bard, Mesmerist, Psychic, Sorcerer, Witch, Wizard**School** enchantment (compulsion) [mind-affecting]**Casting Time** 1 action**Components** V, S**Range** close (25 ft. + 5 ft./2 levels)**Target** one creature**Duration** 1 round/level**Saving Throw** DC 18 Will negates (see text); **Spell Resistance** yes

You render the target unable to understand any language, including spoken language, written language, sign language, gestures attempting to mimic a crude language, or even truespeech and telepathy. The affected creature is unable to communicate, use command words, cast spells with verbal components, or use any other abilities that requires language.

At the end of each of its turns, the subject can attempt a new saving throw to end the effect.

*Tongues* counters and dispels *aphasia*, and a creature with the *tongues* spell active is immune to *aphasia*. Oracles with the *tongues* curse ignore *aphasia* in combat.

**Appears in** : Ultimate Intrigue**Burning Hands** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Adept, Bloodrager, Magus, Occultist, Shaman, Sorcerer, Underterror Evolution, Witch, Wizard**School** evocation / fire elemental [fire]**Casting Time** 1 action**Components** V, S**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.

**Alchemical Power Component: Alchemist's Fire (M)** : One target that fails its Reflex saving throw (your choice) catches on fire as if it has been struck by alchemist's fire.

**Burning Hands** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Adept, Bloodrager, Magus, Occultist, Shaman, Sorcerer, Underterror Evolution, Witch, Wizard**School** evocation / fire elemental [fire]**Casting Time** 1 action**Components** V, S**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.

**Alchemical Power Component: Alchemist's Fire (M)** : One target that fails its Reflex saving throw (your choice) catches on fire as if it has been struck by alchemist's fire.

**Comprehend Languages** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Adept, Alchemist, Bard, Cleric, Inquisitor, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Underterror Evolution, Witch, Wizard**School** divination**Casting Time** 1 action**Components** V, S, M/DF (pinch of soot and salt)**Range** personal**Target** you**Duration** 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a permanency spell.

**Comprehend Languages****1****Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Adept, Alchemist, Bard, Cleric, Inquisitor, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Underterror Evolution, Witch, Wizard**School** divination**Casting Time** 1 action**Components** V, S, M/DF (pinch of soot and salt)**Range** personal**Target** you**Duration** 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a permanency spell.

**Crafter's Fortune****1****Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Alchemist, Occultist, Sorcerer, Wizard**School** transmutation**Casting Time** 1 action**Components** V, S, F (a tool)**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.

**Appears in** : Advanced Player's Guide

**Crafter's Fortune****1****Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Alchemist, Occultist, Sorcerer, Wizard**School** transmutation**Casting Time** 1 action**Components** V, S, F (a tool)**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.

**Appears in** : Advanced Player's Guide

**Cultural Adaptation****1****Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Bard, Cleric, Medium, Occultist, Psychic, Sorcerer, Wizard**School** divination / wood elemental**Casting Time** 1 action**Components** V, S, M/DF (a document written in the language of the culture to be emulated)**Range** personal**Target** you**Duration** 10 minutes/level

When casting this spell, you must concentrate on a culture or subculture 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 doesn't teach you the language in question, but can 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. Combined, these grant you a +2 circumstance bonus on Diplomacy checks to influence members of the culture to which you have adapted, which doesn't stack with other circumstance bonuses you might possess by virtue of being a member of the chosen culture. You also gain a +2 circumstance bonus on Disguise checks to pass yourself off as if you were a member of the culture, if you are not.

This doesn't provide benefits when disguising yourself as a specific member of the culture, though it negates any circumstance penalties you might otherwise have taken due to not acting appropriately for that person's culture. Finally, the DCs of enchantment (charm) spells you cast against natives of the culture to which you are attuned increase by 1.

**Appears in** : Humans of Golarion, Ultimate Intrigue

**Cultural Adaptation****1****Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bard, Cleric, Medium, Occultist, Psychic, Sorcerer, Wizard**School** divination / wood elemental**Casting Time** 1 action**Components** V, S, M/DF (a document written in the language of the culture to be emulated)**Range** personal**Target** you**Duration** 10 minutes/level

When casting this spell, you must concentrate on a culture or subculture 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 doesn't teach you the language in question, but can 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. Combined, these grant you a +2 circumstance bonus on Diplomacy checks to influence members of the culture to which you have adapted, which doesn't stack with other circumstance bonuses you might possess by virtue of being a member of the chosen culture. You also gain a +2 circumstance bonus on Disguise checks to pass yourself off as if you were a member of the culture, if you are not.

This doesn't provide benefits when disguising yourself as a specific member of the culture, though it negates any circumstance penalties you might otherwise have taken due to not acting appropriately for that person's culture. Finally, the DCs of enchantment (charm) spells you cast against natives of the culture to which you are attuned increase by 1.

**Appears in** : Humans of Golarion, Ultimate Intrigue

**Detect Secret Doors** 1

**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)

**Classes that cast this spell at this level** : Alchemist, Bard, Mesmerist, Occultist, Psychic, Sorcerer, Witch, Wizard

**School** divination

**Casting Time** 1 action

**Components** V, S

**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 Secret Doors** 1

**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)

**Classes that cast this spell at this level** : Alchemist, Bard, Mesmerist, Occultist, Psychic, Sorcerer, Witch, Wizard

**School** divination

**Casting Time** 1 action

**Components** V, S

**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.

**Disguise Self** 1

**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)

**Classes that cast this spell at this level** : Alchemist, Antipaladin, Assassin, Bard, Inquisitor, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Wizard

**School** illusion (glamer)

**Casting Time** 1 action

**Components** V, S

**Range** personal

**Target** you

**Duration** 10 min./level (D)

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.

**Disguise Self** 1

**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)

**Classes that cast this spell at this level** : Alchemist, Antipaladin, Assassin, Bard, Inquisitor, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Wizard

**School** illusion (glamer)

**Casting Time** 1 action

**Components** V, S

**Range** personal

**Target** you

**Duration** 10 min./level (D)

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.

**Endure Elements** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Adept, Alchemist, Bloodrager, Cleric, Demon Hunter, Druid, Elven Archer, Paladin, Psychic, Ranger, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard**School** abjuration**Casting Time** 1 action**Components** V, S**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.

**Endure Elements** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Adept, Alchemist, Bloodrager, Cleric, Demon Hunter, Druid, Elven Archer, Paladin, Psychic, Ranger, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard**School** abjuration**Casting Time** 1 action**Components** V, S**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.

**Enlarge Person** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Alchemist, Bloodrager, Magus, Medium, Occultist, Psychic, Sorcerer, Summoner, Summoner (Unchained), Witch, Wizard**School** transmutation**Casting Time** 1 round**Components** V, S, M (powdered iron)**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 Person** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Alchemist, Bloodrager, Magus, Medium, Occultist, Psychic, Sorcerer, Summoner, Summoner (Unchained), Witch, Wizard**School** transmutation**Casting Time** 1 round**Components** V, S, M (powdered iron)**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.

**Erase** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Bard, Occultist, Psychic, Sorcerer, Wizard**School** transmutation**Casting Time** 1 action**Components** V, S**Range** close (25 + 5 ft./2 levels)**Target** one scroll or two pages**Duration** instantaneous**Saving Throw** 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.

**Erase** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bard, Occultist, Psychic, Sorcerer, Wizard**School** transmutation**Casting Time** 1 action**Components** V, S**Range** close (25 + 5 ft./2 levels)**Target** one scroll or two pages**Duration** instantaneous**Saving Throw** 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 Retreat** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Alchemist, Bard, Bloodrager, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard**School** transmutation**Casting Time** 1 action**Components** V, S**Range** personal**Target** you**Duration** 1 min./level (D)

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).

**Expeditious Retreat** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Alchemist, Bard, Bloodrager, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard**School** transmutation**Casting Time** 1 action**Components** V, S**Range** personal**Target** you**Duration** 1 min./level (D)

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).

**Feather Fall****1****Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Assassin, Bard, Bloodrager, Magus, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard**School** transmutation / air elemental**Casting Time** 1 immediate action**Components** V**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** 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.

**Feather Fall****1****Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Assassin, Bard, Bloodrager, Magus, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard**School** transmutation / air elemental**Casting Time** 1 immediate action**Components** V**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** 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.

**Floating Disk****1****Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Magus, Occultist, Psychic, Sorcerer, Wizard**School** evocation / aether elemental [force]**Casting Time** 1 action**Components** V, S, M (a drop of mercury)**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.

**Floating Disk****1****Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Magus, Occultist, Psychic, Sorcerer, Wizard**School** evocation / aether elemental [force]**Casting Time** 1 action**Components** V, S, M (a drop of mercury)**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.

**Grease** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Bard, Magus, Mesmerist, Sorcerer, Summoner, Summoner (Unchained), Wizard**School** conjuration / earth elemental (creation)**Casting Time** 1 action**Components** V, S, M (butter)**Range** close (25 + 5 ft./2 levels)**Target** one object or 10-ft. square**Duration** 1 min./level (D)**Saving Throw** 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.

**Grease** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bard, Magus, Mesmerist, Sorcerer, Summoner, Summoner (Unchained), Wizard**School** conjuration / earth elemental (creation)**Casting Time** 1 action**Components** V, S, M (butter)**Range** close (25 + 5 ft./2 levels)**Target** one object or 10-ft. square**Duration** 1 min./level (D)**Saving Throw** 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.

**Identify** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Alchemist, Bard, Medium, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), White Necromancer, Witch, Wizard**School** divination**Casting Time** 1 action**Components** V, S, M (wine stirred with an owl's feather)**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.

**Detect Magic**

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.

**Identify** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Alchemist, Bard, Medium, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), White Necromancer, Witch, Wizard**School** divination**Casting Time** 1 action**Components** V, S, M (wine stirred with an owl's feather)**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.

**Detect Magic**

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.

**Kreighton's Perusal** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Bard, Cleric, Magus, Sorcerer, Wizard**School** divination**Casting Time** 1 action**Components** V, S**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).

**Appears in** : Pathfinder Society Primer**Kreighton's Perusal** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bard, Cleric, Magus, Sorcerer, Wizard**School** divination**Casting Time** 1 action**Components** V, S**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).

**Appears in** : Pathfinder Society Primer



**Liberating Command** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Bard, Cleric, Druid, Elven Archer, Medium, Occultist, Paladin, Psychic, Ranger, Sorcerer, Wizard**School** transmutation / wood elemental**Casting Time** Immediate**Components** V**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).

**Appears in** : Andoran, Spirit of Liberty, Ultimate Combat**Liberating Command** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bard, Cleric, Druid, Elven Archer, Medium, Occultist, Paladin, Psychic, Ranger, Sorcerer, Wizard**School** transmutation / wood elemental**Casting Time** Immediate**Components** V**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).

**Appears in** : Andoran, Spirit of Liberty, Ultimate Combat**Mage Armor** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Bloodrager, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), White Necromancer, Witch, Wizard**School** conjuration (creation) [force]**Casting Time** 1 action**Components** V, S, F (a piece of cured leather)**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 Armor** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bloodrager, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), White Necromancer, Witch, Wizard**School** conjuration (creation) [force]**Casting Time** 1 action**Components** V, S, F (a piece of cured leather)**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** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Bloodrager, Magus, Psychic, Sorcerer, Underterror Evolution, Wizard**School** evocation / aether elemental [force]**Casting Time** 1 action**Components** V, S**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 Missile** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bloodrager, Magus, Psychic, Sorcerer, Underterror Evolution, Wizard**School** evocation / aether elemental [force]**Casting Time** 1 action**Components** V, S**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.

**Mindlink** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Wizard**School** divination [mind-affecting]**Casting Time** 1 action**Components** V**Range** touch**Target** creature touched**Duration** instantaneous**Saving Throw** Will negates (harmless); **Spell Resistance** yes

You link your mind to that of a touched creature to swiftly communicate a large amount of complex information in an instant. You decide what the target learns, limited to any amount of information that otherwise could be communicated in 10 minutes. This information comes in a series of visual images and emotional sensations, and isn't language-dependent.

**Appears in** : Occult Adventures**Mindlink** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Wizard**School** divination [mind-affecting]**Casting Time** 1 action**Components** V**Range** touch**Target** creature touched**Duration** instantaneous**Saving Throw** Will negates (harmless); **Spell Resistance** yes

You link your mind to that of a touched creature to swiftly communicate a large amount of complex information in an instant. You decide what the target learns, limited to any amount of information that otherwise could be communicated in 10 minutes. This information comes in a series of visual images and emotional sensations, and isn't language-dependent.

**Appears in** : Occult Adventures**Mount** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Bloodrager, Magus, Occultist, Sorcerer, Summoner, Summoner (Unchained), Witch, Wizard**School** conjuration (summoning)**Casting Time** 1 round**Components** V, S, M (a bit of horse hair)**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.

**Mount** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bloodrager, Magus, Occultist, Sorcerer, Summoner, Summoner (Unchained), Witch, Wizard**School** conjuration (summoning)**Casting Time** 1 round**Components** V, S, M (a bit of horse hair)**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.

**Ray of Enfeeblement** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Bloodrager, Magus, Mesmerist, Sorcerer, White Necromancer, Witch, Wizard**School** necromancy**Casting Time** 1 action**Components** V, S**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 Enfeeblement** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bloodrager, Magus, Mesmerist, Sorcerer, White Necromancer, Witch, Wizard**School** necromancy**Casting Time** 1 action**Components** V, S**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.

**Shield** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Alchemist, Bloodrager, Magus, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard**School** abjuration / void elemental [force]**Casting Time** 1 action**Components** V, S**Range** personal**Target** you**Duration** 1 min./level (D)

Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The disk 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** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Alchemist, Bloodrager, Magus, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard**School** abjuration / void elemental [force]**Casting Time** 1 action**Components** V, S**Range** personal**Target** you**Duration** 1 min./level (D)

Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The disk 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.

**Shocking Grasp** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Bloodrager, Magus, Occultist, Sorcerer, Wizard**School** evocation / air elemental / metal elemental [electricity]**Casting Time** 1 action**Components** V, S**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).

**Shocking Grasp** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bloodrager, Magus, Occultist, Sorcerer, Wizard**School** evocation / air elemental / metal elemental [electricity]**Casting Time** 1 action**Components** V, S**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).

**Snowball** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Bloodrager, Druid, Magus, Sorcerer, Summoner, Summoner (Unchained), Witch, Wizard**School** evocation [cold, water]**Casting Time** 1 action**Components** V, S**Range** close (25 + 5 ft./2 levels)**Effect** one ball of ice and snow**Duration** instantaneous**Saving Throw** none; **Spell Resistance** yes

You throw a ball of elemental ice and snow at a single target as a ranged touch attack. The snowball deals 1d6 points of cold damage per caster level you have (maximum 5d6).

**Appears in** : People of the North, Reign of Winter, Ultimate Wilderness**Snowball** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bloodrager, Druid, Magus, Sorcerer, Summoner, Summoner (Unchained), Witch, Wizard**School** evocation [cold, water]**Casting Time** 1 action**Components** V, S**Range** close (25 + 5 ft./2 levels)**Effect** one ball of ice and snow**Duration** instantaneous**Saving Throw** none; **Spell Resistance** yes

You throw a ball of elemental ice and snow at a single target as a ranged touch attack. The snowball deals 1d6 points of cold damage per caster level you have (maximum 5d6).

**Appears in** : People of the North, Reign of Winter, Ultimate Wilderness

**Speak Local Language** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Bard, Cleric, Inquisitor, Ranger, Sorcerer, Witch, Wizard**School** divination / wood elemental**Casting Time** 1 action**Components** V, M/DF (a worn-out coin)**Range** touch**Target** creature touched**Duration** 10 min./level**Saving Throw** Will negates (harmless); **Spell Resistance** no

This spell functions as *tongues*, except the creature touched gains only the ability to speak and understand a regional human language, such as Varisian or Common (Taldane in the Inner Sea region or Tien in Tian Xia), and the language granted must be one you know. You must select the language at the time of casting.

The language can't be a dead language, such as Ancient Osiriani or Jistka. The target speaks the language with a native accent, but the spell doesn't impart knowledge about any culture associated with the language, nor does it change the target's appearance.

**Tongues**

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

*Tongues* can be made permanent with a permanency spell.

**Appears in** : Heroes of the Streets

**Speak Local Language** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bard, Cleric, Inquisitor, Ranger, Sorcerer, Witch, Wizard**School** divination / wood elemental**Casting Time** 1 action**Components** V, M/DF (a worn-out coin)**Range** touch**Target** creature touched**Duration** 10 min./level**Saving Throw** Will negates (harmless); **Spell Resistance** no

This spell functions as *tongues*, except the creature touched gains only the ability to speak and understand a regional human language, such as Varisian or Common (Taldane in the Inner Sea region or Tien in Tian Xia), and the language granted must be one you know. You must select the language at the time of casting.

The language can't be a dead language, such as Ancient Osiriani or Jistka. The target speaks the language with a native accent, but the spell doesn't impart knowledge about any culture associated with the language, nor does it change the target's appearance.

**Tongues**

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

*Tongues* can be made permanent with a permanency spell.

**Appears in** : Heroes of the Streets

**Sure Casting** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Bard, Cleric, Inquisitor, Sorcerer, Witch, Wizard**School** divination**Casting Time** 1 action**Components** V, F (a square of cloth and a needle)**Range** personal**Target** you**Duration** 1 round (see text)

You gain temporary insight into your enemies' magical defenses. When you next cast a spell before the end of the next round, treat your caster level as 5 higher than normal for the purpose of overcoming spell resistance. This bonus doesn't increase any other effects that depend on caster level, such as the spell's damage or range, and affects only the first spell cast after *sure casting*.

**Appears in** : Pathfinder Society Primer

**Sure Casting** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bard, Cleric, Inquisitor, Sorcerer, Witch, Wizard**School** divination**Casting Time** 1 action**Components** V, F (a square of cloth and a needle)**Range** personal**Target** you**Duration** 1 round (see text)

You gain temporary insight into your enemies' magical defenses. When you next cast a spell before the end of the next round, treat your caster level as 5 higher than normal for the purpose of overcoming spell resistance. This bonus doesn't increase any other effects that depend on caster level, such as the spell's damage or range, and affects only the first spell cast after *sure casting*.

**Appears in** : Pathfinder Society Primer**True Strike** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Alchemist, Assassin, Bloodrager, Inquisitor, Magus, Medium, Psychic, Sorcerer, Wizard**School** divination / void elemental**Casting Time** 1 action**Components** V, F (small wooden replica of an archery target)**Range** personal**Target** you**Duration** see text

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

**True Strike** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Alchemist, Assassin, Bloodrager, Inquisitor, Magus, Medium, Psychic, Sorcerer, Wizard**School** divination / void elemental**Casting Time** 1 action**Components** V, F (small wooden replica of an archery target)**Range** personal**Target** you**Duration** see text

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

**Unseen Servant** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Bard, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), White Necromancer, Witch, Wizard**School** conjuration / aether elemental (creation)**Casting Time** 1 action**Components** V, S, M (a piece of string and a bit of wood)**Range** close (25 + 5 ft./2 levels)**Effect** one invisible, mindless, shapeless servant**Duration** 1 hour/level**Saving Throw** none; **Spell Resistance** no

An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. This servant cannot fly, climb, or even swim (though it can walk on water). Its base speed is 15 feet. The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

**Unseen Servant** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bard, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), White Necromancer, Witch, Wizard**School** conjuration / aether elemental (creation)**Casting Time** 1 action**Components** V, S, M (a piece of string and a bit of wood)**Range** close (25 + 5 ft./2 levels)**Effect** one invisible, mindless, shapeless servant**Duration** 1 hour/level**Saving Throw** none; **Spell Resistance** no

An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. This servant cannot fly, climb, or even swim (though it can walk on water). Its base speed is 15 feet. The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

**Vanish** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume I)**Classes that cast this spell at this level** : Bard, Magus, Mesmerist, Occultist, Psychic, Sorcerer, Underterror Evolution, Wizard**School** illusion (glamer)**Casting Time** 1 action**Components** V, S**Range** touch**Target** creature touched**Duration** 1 round/level (up to 5 rounds) (D)**Saving Throw** DC 18 Will negates (harmless); **Spell Resistance** yes (harmless)

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

**Invisibility**

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.

**Appears in** : Advanced Player's Guide**Vanish** 1**Pages in Spellbook** : 1 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bard, Magus, Mesmerist, Occultist, Psychic, Sorcerer, Underterror Evolution, Wizard**School** illusion (glamer)**Casting Time** 1 action**Components** V, S**Range** touch**Target** creature touched**Duration** 1 round/level (up to 5 rounds) (D)**Saving Throw** DC 18 Will negates (harmless); **Spell Resistance** yes (harmless)

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

**Invisibility**

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.

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*Invisibility* can be made permanent (on objects only) with a *permanency* spell.

**Appears in** : Advanced Player's Guide**Acid Arrow** 2**Pages in Spellbook** : 2 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bloodrager, Magus, Sorcerer, Underterror Evolution, Wizard**School** conjuration / earth elemental (creation) [acid]**Casting Time** 1 action**Components** V, S, M, F (rhubarb leaf and an adder's stomach, a dart)**Range** long (400 + 40 ft./level)**Effect** one arrow of acid**Duration** 1 round + 1 round per three levels**Saving Throw** none; **Spell Resistance** no

An arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels you possess, the acid, unless neutralized, lasts for another round (to a maximum of 6 additional rounds at 18th level), dealing another 2d4 points of damage in each round.

**Blindness/Deafness****2****Pages in Spellbook** : 2 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Antipaladin, Bard, Bloodrager, Hexcrafter, Mesmerist, Psychic, Sorcerer, White Necromancer, Witch, Wizard**School** necromancy**Casting Time** 1 action**Components** V**Range** medium (100 + 10 ft./level)**Target** one living creature**Duration** permanent (D)**Saving Throw** DC 19 Fortitude negates; **Spell Resistance** yes

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

**Create Pit****2****Pages in Spellbook** : 2 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Sorcerer, Summoner, Summoner (Unchained), Wizard**School** conjuration / earth elemental (creation)**Casting Time** 1 action**Components** V, S, F (miniature shovel worth 10 gp)**Range** medium (100 + 10 ft./level)**Effect** 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels**Duration** 1 round + 1 round/level**Saving Throw** DC 19 Reflex negates; **Spell Resistance** no

You create a 10-foot-by-10-foot extradimensional hole with a depth of 10 feet per two caster levels (maximum 30 feet). You must create the pit on a horizontal surface of sufficient size. Since it extends into another dimension, the pit has no weight and does not otherwise displace the original underlying material. You can create the pit in the deck of a ship as easily as in a dungeon floor or the ground of a forest. Any creature standing in the area where you first conjured the pit must make a Reflex saving throw to avoid falling into it. In addition, the edges of the pit are sloped, and any creature ending its turn on a square adjacent to the pit must make a Reflex saving throw with a +2 bonus to avoid falling into it. Creatures subjected to an effect intended to push them into the pit (such as bull rush) do not get a saving throw to avoid falling in if they are affected by the pushing effect.

Creatures who fall into the pit take falling damage as normal. The pit's coarse stone walls have a Climb DC of 25. When the duration of the spell ends, creatures within the hole rise up with the bottom of the pit until they are standing on the surface over the course of a single round.

**Appears in** : Advanced Player's Guide**Create Treasure Map****2****Pages in Spellbook** : 2 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bard, Elven Archer, Medium, Occultist, Psychic, Ranger, Sorcerer, Wizard**School** divination**Casting Time** 1 hour**Components** V, S, M (powdered metal and rare inks worth 100 gp)**Range** touch**Target** one dead creature**Duration** instantaneous**Saving Throw** none; **Spell Resistance** no

You can take a piece from a dead creature's body and use it to create a map that reveals the locations of any valuables that creature knew about while still alive. You must cut this piece off yourself and the creature cannot have died more than 24 hours prior to the casting of this spell. You cannot cast this spell on a creature without a physical body, and the portion you remove must have a fairly level surface such as a piece of hide, carapace, or skin. The map you create is accurate to the best knowledge the creature had at the time of its death. It reveals the location of one source of treasure for every three caster levels you possess. Any inaccuracies or faulty information held by the creature are represented on the map as well. Similarly, the map cannot account for any changes that occur after the creature's death. You must choose the scale of the map when creating it, opting between nearby (e.g., one or two dungeon levels), local (e.g., a valley or community), or broad (e.g., a country or larger). The map reveals the locations of what the creature deemed most valuable within its area. Depending on the creature, the map might reveal a source of tasty food, suitable mates, or even your own treasure vault.

**Appears in** : Advanced Player's Guide**Endure Elements, Communal****2****Pages in Spellbook** : 2 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Cleric, Druid, Elven Archer, Paladin, Psychic, Ranger, Sorcerer, Wizard**School** abjuration**Casting Time** 1 action**Components** V, S**Range** touch**Target** creatures touched**Duration** 24 hours split among the recipients**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

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

**Endure Elements**

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.

**Appears in** : Ultimate Combat

**Glitterdust** 2**Pages in Spellbook** : 2 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bard, Bloodrager, Magus, Mesmerist, Occultist, Sorcerer, Summoner, Summoner (Unchained), Witch, Wizard**School** conjuration / earth elemental / metal elemental (creation)**Casting Time** 1 action**Components** V, S, M (ground mica)**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.

**Gust of Wind** 2**Pages in Spellbook** : 2 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bloodrager, Druid, Magus, Occultist, Sorcerer, Wizard**School** evocation / air elemental [air]**Casting Time** 1 action**Components** V, S**Range** 60 ft.**Effect** line-shaped gust of severe wind emanating out from you to the extreme of the range**Duration** 1 round**Saving Throw** DC 19 Fortitude negates; **Spell Resistance** yes

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path. All flying creatures in this area take a -4 penalty on Fly skill checks. Tiny or smaller flying creatures must make a DC 25 Fly skill check or be blown back 2d6 x 10 feet and take 2d6 points of damage. Small or smaller flying creatures must make a DC 20 Fly skill check to move against the force of the wind. A Tiny or smaller creature on the ground is knocked down and rolled 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet. Small creatures are knocked prone by the force of the wind. Medium or smaller creatures are unable to move forward against the force of the wind unless they succeed at a DC 15 Strength check. Large or larger creatures may move normally within a gust of wind effect. This spell can't move a creature beyond the limit of its range. Any creature, regardless of size, takes a -4 penalty on ranged attacks and Perception checks in the area of a gust of wind. The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those in lanterns, to dance wildly and has a 50% chance to extinguish those lights. In addition to the effects noted, a gust of wind can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Gust of wind can be made permanent with a permanency spell.

**Invisibility** 2**Pages in Spellbook** : 2 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Adept, Alchemist, Antipaladin, Assassin, Bard, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Underterror Evolution, White Necromancer, Wizard**School** illusion / void elemental (glamer)**Casting Time** 1 action**Components** V, S, M/DF (an eyelash encased in gum arabic)**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.

**Locate Object** 2**Pages in Spellbook** : 2 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bard, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Spiritualist, Wizard**School** divination**Casting Time** 1 action**Components** V, S, F/DF**Range** long (400 + 40 ft./level)**Area** circle, centered on you, with a radius of 400 ft. + 40 ft./level**Duration** 1 min./level**Saving Throw** none; **Spell Resistance** no

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



**Make Whole** 2**Pages in Spellbook** : 2 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Cleric, Occultist, Psychic, Sorcerer, Wizard**School** transmutation / metal elemental**Casting Time** 10 minutes**Components** V, S**Range** 10 ft.**Target** one object of up to 10 cu. ft./level or one construct creature of any size**Duration** instantaneous**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell functions as *mending*, except that it repairs 1d6 points of damage per level when cast on a construct creature (maximum 5d6).

Make whole can fix destroyed magic items (at 0 hit points or less), and restores the magic properties of the item if your caster level is at least twice that of the item. Items with charges (such as wands) and single-use items (such as potions and scrolls) cannot be repaired in this way. When *make whole* is used on a construct creature, the spell bypasses any immunity to magic as if the spell did not allow spell resistance.

**Mending**

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.

**Minor Image** 2**Pages in Spellbook** : 2 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bard, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Underterror Evolution, Wizard**School** illusion (figment)**Casting Time** 1 action**Components** V, S, F (a bit of fleece)**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 + 2 rounds**Saving Throw** DC 19 Will disbelief (if interacted with); **Spell Resistance** no

This spell functions like *silent image*, except that minor image includes some minor sounds but not understandable speech.

**Silent Image**

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.

**Reloading Hands** 2**Pages in Spellbook** : 2 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Elven Archer, Magus, Ranger, Sorcerer, Wizard**School** conjuration (creation)**Casting Time** 1 action**Components** V, S**Range** touch**Target** projectile weapon touched**Duration** 1 round/level (D)**Saving Throw** Will negates (object, harmless); **Spell Resistance** yes (object, harmless)

Once per round, phantom hands load a single ranged weapon or firearm with conjured ammunition. This ammunition counts as magical for overcoming damage reduction and attacking incorporeal creatures, but is the standard for its type (a normal bullet or pellets and black powder in the case of firearms). Conjured ammunition ceases to exist 1 round after it is removed from the weapon, or at the end of the duration, whichever comes first.

**Appears in** : Ultimate Combat**Resist Energy** 2**Pages in Spellbook** : 2 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Adept, Alchemist, Bloodrager, Cleric, Druid, Inquisitor, Occultist, Paladin, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard**School** abjuration / all elements**Casting Time** 1 action**Components** V, S, DF**Range** touch**Target** creature touched**Duration** 10 min./level**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Resist energy overlaps (and does not stack with) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

**Alchemical Power Component: Alchemist's Fire (M)** : If cast to ward against cold, increase the cold resistance to 12. At caster level 7th, you may use two flasks of alchemist's fire as a power component to increase the cold resistance to 24. At caster level 11th, you may use three flasks as a power component to increase the cold resistance to 36.

**Scorching Ray** 2**Pages in Spellbook** : 2 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Adept, Bloodrager, Magus, Sorcerer, Underterror Evolution, Wizard**School** evocation / fire elemental [fire]**Casting Time** 1 action**Components** V, S**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.

**Alchemical Power Component: Alchemist's Fire (F)** : Add a +1 circumstance bonus on your attack roll with all rays from the spell.

**See Invisibility** 2**Pages in Spellbook** : 2 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Adept, Alchemist, Bloodrager, Inquisitor, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Underterror Evolution, White Necromancer, Witch, Wizard**School** divination / void elemental**Casting Time** 1 action**Components** V, S, M (talc and powdered silver)**Range** personal**Target** you**Duration** 10 min./level (D)

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

See invisibility can be made permanent with a permanency spell.

**Touch of Idiocy** 2**Pages in Spellbook** : 2 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Bloodrager, Medium, Mesmerist, Psychic, Sorcerer, Spiritualist, Witch, Wizard**School** enchantment (compulsion) [mind-affecting]**Casting Time** 1 action**Components** V, S**Range** touch**Target** living creature touched**Duration** 10 min./level**Saving Throw** no; **Spell Resistance** yes

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1. This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

**Web** 2**Pages in Spellbook** : 2 (Arcane Magic for Fun and Profit Volume II)**Classes that cast this spell at this level** : Adept, Magus, Sorcerer, Witch, Wizard**School** conjuration / wood elemental (creation)**Casting Time** 1 action**Components** V, S, M (spider web)**Range** medium (100 + 10 ft./level)**Effect** webs in a 20-ft.-radius spread**Duration** 10 min./level (D)**Saving Throw** DC 19 Reflex negates; see text; **Spell Resistance** no

Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spiderwebs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a web become grappled by the sticky fibers. Attacking a creature in a web doesn't cause you to become grappled. Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is inside the web but is otherwise unaffected. If the save fails, the creature gains the grappled condition, but can break free by making a combat maneuver check or Escape Artist check as a standard action against the DC of this spell. The entire area of the web is considered difficult terrain. Anyone moving through the webs must make a combat maneuver check or Escape Artist check as part of their move action, with a DC equal to the spell's DC. Creatures that fail lose their movement and become grappled in the first square of webbing that they enter. If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover. The strands of a web spell are flammable. A flaming weapon can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away one 5-foot square in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

Web can be made permanent with a permanency spell. A permanent web that is damaged (but not destroyed) regrows in 10 minutes.

**Clairaudience/Clairvoyance** 3**Pages in Spellbook** : 3 (Arcane Magic for Fun and Profit Volume III)**Classes that cast this spell at this level** : Bard, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Witch, Wizard**School** divination / void elemental (scrying)**Casting Time** 10 minutes**Components** V, S, F/DF**Range** long (400 + 40 ft./level)**Effect** magical sensor**Duration** 1 min./level (D)**Saving Throw** none; **Spell Resistance** no

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

**Darkvision, Communal** 3**Pages in Spellbook** : 3 (Arcane Magic for Fun and Profit Volume III)**Classes that cast this spell at this level** : Alchemist, Antipaladin, Occultist, Psychic, Shadowsworn, Sorcerer, Wizard**School** transmutation**Casting Time** 1 action**Components** V, S, M (either a pinch of dried carrot or an agate)**Range** touch**Target** creatures touched**Duration** 1 hour/level split among the recipients**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *darkvision*, except you may divide the duration in 1-hour intervals among the creatures touched.

**Darkvision**

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight.

Darkvision can be made permanent with a permanency spell.

**Appears in** : Ultimate Combat

**Daylight** 3**Pages in Spellbook** : 3 (Arcane Magic for Fun and Profit Volume III)**Classes that cast this spell at this level** : Adept, Bard, Cleric, Druid, Inquisitor, Magus, Occultist, Paladin, Shaman, Sorcerer, Underterror Evolution, White Necromancer, Wizard**School** evocation [light]**Casting Time** 1 action**Components** V, S**Range** touch**Target** object touched**Duration** 10 min./level (D)**Saving Throw** none; **Spell Resistance** no

You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. This illumination increases the light level for an additional 60 feet by one step (darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light). Creatures that take penalties in bright light take them while within the 60-foot radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by such light. If daylight is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.

**Dispel Magic** 3**Pages in Spellbook** : 3 (Arcane Magic for Fun and Profit Volume III)**Classes that cast this spell at this level** : Antipaladin, Bard, Cleric, Inquisitor, Magus, Medium, Mesmerist, Occultist, Paladin, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Witch, Wizard**School** abjuration / void elemental**Casting Time** 1 action**Components** V, S**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.

**Fireball****3****Pages in Spellbook** : 3 (Arcane Magic for Fun and Profit Volume III)**Classes that cast this spell at this level** : Bloodrager, Magus, Occultist, Sorcerer, Underterror Evolution, Wizard**School** evocation / fire elemental [fire]**Casting Time** 1 action**Components** V, S, M (a ball of bat guano and sulfur)**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.

**Alchemical Power Component: Alchemist's Fire (M)** : One target per caster level that fails its Reflex saving throw (your choice) catches on fire as if it has been struck by alchemist's fire.

**Flame Arrow****3****Pages in Spellbook** : 3 (Arcane Magic for Fun and Profit Volume III)**Classes that cast this spell at this level** : Bloodrager, Magus, Occultist, Sorcerer, Wizard**School** transmutation / fire elemental [fire]**Casting Time** 1 action**Components** V, S, M (a drop of oil and a small piece of flint)**Range** close (25 + 5 ft./2 levels)**Target** fifty projectiles, all of which must be together at the time of casting**Duration** 10 min./level**Saving Throw** none; **Spell Resistance** no

This spell allows you to turn ammunition (such as arrows, crossbow bolts, shuriken, and sling stones) into fiery projectiles. Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes.

**Fly****3****Pages in Spellbook** : 3 (Arcane Magic for Fun and Profit Volume III)**Classes that cast this spell at this level** : Alchemist, Bloodrager, Magus, Medium, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Underterror Evolution, White Necromancer, Witch, Wizard**School** transmutation / air elemental**Casting Time** 1 action**Components** V, S, F (a wing feather)**Range** touch**Target** creature touched**Duration** 1 min./level**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

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.

**Force Punch****3****Pages in Spellbook** : 3 (Arcane Magic for Fun and Profit Volume III)**Classes that cast this spell at this level** : Bloodrager, Magus, Psychic, Sorcerer, Spiritualist, Wizard**School** evocation / aether elemental [force]**Casting Time** 1 action**Components** V, S**Range** touch**Target** creature touched**Duration** instantaneous**Saving Throw** DC 20 Fortitude partial; **Spell Resistance** yes

This spell charges your hand with telekinetic force. Your successful melee touch attack deals 1d4 points of force damage per level (maximum 10d4) and causes the target to be pushed away from you in a straight line up to 5 feet per two caster levels. For every size category of the target above Medium, reduce the distance pushed by 5 feet (-5 feet for Large, -10 feet for Huge, -15 for Gargantuan, and -20 feet for Colossal) to a minimum of 0 feet. A successful Fortitude save negates the movement but not the damage.

**Appears in** : Ultimate Magic

**Gaseous Form****3****Pages in Spellbook** : 3 (Arcane Magic for Fun and Profit Volume III)**Classes that cast this spell at this level** : Alchemist, Bard, Magus, Medium, Occultist, Psychic, Sorcerer, Spiritualist, Underterror Evolution, White Necromancer, Wizard**School** transmutation / air elemental**Casting Time** 1 action**Components** S, M/DF (a bit of gauze and a wisp of smoke)**Range** touch**Target** willing corporeal creature touched**Duration** 2 min./level (D)**Saving Throw** none; **Spell Resistance** no

The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains DR 10/magic and becomes immune to poison, sneak attacks, and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials. The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the gaseous form spell takes effect. A gaseous creature can't run, but it can fly at a speed of 10 feet and automatically succeeds on all Fly skill checks. It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

**Haste****3****Pages in Spellbook** : 3 (Arcane Magic for Fun and Profit Volume III)**Classes that cast this spell at this level** : Alchemist, Bard, Bloodrager, Magus, Occultist, Psychic, Sorcerer, Spiritualist, Summoner (Unchained), Wizard**School** transmutation**Casting Time** 1 action**Components** V, S, M (a shaving of licorice root)**Range** close (25 + 5 ft./2 levels)**Target** one creature/level, no two of which can be more than 30 ft. apart**Duration** 1 round/level**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, a hasted creature may make one extra attack with one natural or manufactured weapon. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a *speed* weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

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

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

**Heroism****3****Pages in Spellbook** : 3 (Arcane Magic for Fun and Profit Volume III)**Classes that cast this spell at this level** : Alchemist, Bloodrager, Inquisitor, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Witch, Wizard**School** enchantment (compulsion) [mind-affecting]**Casting Time** 1 action**Components** V, S**Range** touch**Target** creature touched**Duration** 10 min./level**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

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

**Invisibility Sphere****3****Pages in Spellbook** : 3 (Arcane Magic for Fun and Profit Volume III)**Classes that cast this spell at this level** : Bard, Mesmerist, Occultist, Psychic, Sorcerer, Summoner (Unchained), Wizard**School** illusion (glamer)**Casting Time** 1 action**Components** V, S, M (an eyelash encased in gum arabic)**Range** personal or touch**Target** you or a creature or object weighing no more than 100 lbs.

/level

**Area** 10-ft.-radius emanation around the creature**Duration** 1 min./level (D)**Saving Throw** Will negates (harmless) or Will negates (harmless, object); **Spell Resistance** yes (harmless) or yes (harmless, object)

This spell functions like *invisibility*, except that this spell confers invisibility upon all creatures within 10 feet of the recipient at the time the spell is cast. The center of the effect is mobile with the recipient. Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility sphere ends.

**Invisibility**

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.

**Magic Circle against Evil****3****Pages in Spellbook** : 3 (Arcane Magic for Fun and Profit Volume III)**Classes that cast this spell at this level** : Cleric, Inquisitor, Medium, Occultist, Paladin, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard**School** abjuration [good]**Casting Time** 1 action**Components** V, S, M/DF (a 3-ft.-diameter circle of powdered silver)**Range** touch**Area** 10-ft.-radius emanation from touched creature**Duration** 10 min./level**Saving Throw** Will negates (harmless); **Spell Resistance** no; see text

All creatures within the area gain the effects of a *protection from evil* spell, and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from evil*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance. This spell has an alternative version that you may choose when casting it. A *magic circle against evil* can be focused inward rather than outward. When focused inward, the spell binds a nongod called creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the magic circle. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from evil* spell for that creature only. A magic circle leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow walk*, *teleport*, and similar abilities) can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself. You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the magic circle more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20. A successful diagram allows you to cast a *dimensional anchor* spell on the magic circle during the round before casting any summoning spell. The anchor holds any called creatures in the magic circle for 24 hours per caster level. A creature cannot use its spell resistance against a magic circle prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the *lesser planar binding* spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram - even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above. This spell is not cumulative with *protection from evil* and vice versa.

**Protection from Evil**

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

**Pellet Blast****3****Pages in Spellbook** : 3 (Arcane Magic for Fun and Profit Volume III)**Classes that cast this spell at this level** : Psychic, Sorcerer, Summoner, Summoner (Unchained), Wizard**School** conjuration / metal elemental (creation)**Casting Time** 1 action**Components** V, S, M (a handful of metal pellets or handful of cold iron, silver, or adamantite pellets; see descriptions for cost)**Range** 30 ft.**Area** cone-shaped burst**Duration** instantaneous**Saving Throw** DC 20 Reflex half; **Spell Resistance** no

This spell creates an explosion of conjured metal pellets, striking everything within its area and dealing 1d8 points of piercing damage per two caster levels, maximum 5d8. This damage is subject to damage reduction. If the material component is made of cold iron (costing 50 gp), silver (costing 20 gp), or adamantite (costing 100 gp), the resulting blast can overcome damage reduction of the appropriate type. The pellets disappear after the spell is cast and the damage is dealt.

**Appears in** : Ultimate Combat**Protection from Energy****3****Pages in Spellbook** : 3 (Arcane Magic for Fun and Profit Volume III)**Classes that cast this spell at this level** : Alchemist, Bloodrager, Cleric, Druid, Inquisitor, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard**School** abjuration / all elements**Casting Time** 1 action**Components** V, S, DF**Range** touch**Target** creature touched**Duration** 10 min./level or until discharged**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

Protection from energy overlaps (and does not stack with) resist energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

**Alchemical Power Component: Alchemist's Fire (M)** : If cast to ward against cold, increase the amount of cold damage absorbed by 5.

**Resist Energy, Communal****3****Pages in Spellbook** : 3 (Arcane Magic for Fun and Profit Volume III)**Classes that cast this spell at this level** : Alchemist, Cleric, Druid, Elven Archer, Inquisitor, Occultist, Paladin, Psychic, Ranger, Sorcerer, Summoner, Summoner (Unchained), Wizard**School** abjuration / all elements**Casting Time** 1 action**Components** V, S, DF**Range** touch**Target** creatures touched**Duration** 10 min./level split among the recipients**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

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

**Resist Energy**

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Resist energy overlaps (and does not stack with) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

**Alchemical Power Component: Alchemist's Fire (M)** : If cast to ward against cold, increase the cold resistance to 12. At caster level 7th, you may use two flasks of alchemist's fire as a power component to increase the cold resistance to 24. At caster level 11th, you may use three flasks as a power component to increase the cold resistance to 36.

**Appears in** : Ultimate Combat

**Shrink Item****3****Pages in Spellbook** : 3 (Arcane Magic for Fun and Profit Volume III)**Classes that cast this spell at this level** : Occultist, Psychic, Sorcerer, Wizard**School** transmutation**Casting Time** 1 action**Components** V, S**Range** touch**Target** one touched object of up to 2 cu. ft./level**Duration** 1 day/level; see text**Saving Throw** DC 20 Will negates (object); **Spell Resistance** yes (object)

You are able to shrink one nonmagical item (if it is within the size limit) to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass). This change effectively reduces the object's size by four categories. Optionally, you can also change its now shrunken composition to a clothlike one. Objects changed by a shrink item spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. Even a burning fire and its fuel can be shrunk by this spell. Restoring the shrunken object to its normal size and composition ends the spell.

Shrink item can be made permanent with a permanency spell, in which case the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.

**Tiny Hut****3****Pages in Spellbook** : 3 (Arcane Magic for Fun and Profit Volume III)**Classes that cast this spell at this level** : Bard, Occultist, Sorcerer, Wizard**School** evocation / aether elemental [force]**Casting Time** 1 action**Components** V, S, M (a small crystal bead)**Range** 20 ft.**Effect** 20-ft.-radius sphere centered on your location**Duration** 2 hours/level (D)**Saving Throw** none; **Spell Resistance** no

You create an unmoving, opaque sphere of force of any color you desire around yourself. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as nine other Medium creatures can fit into the field with you; they can freely pass into and out of the hut without harming it. However, if you remove yourself from the hut, the spell ends. The temperature inside the hut is 70 F if the exterior temperature is between 0 and 100 F. An exterior temperature below 0 or above 100 lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it. The interior of the hut is a hemisphere. You can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (they have total concealment).

**Tongues****3****Pages in Spellbook** : 3 (Arcane Magic for Fun and Profit Volume III)**Classes that cast this spell at this level** : Adept, Alchemist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Underterror Evolution, Witch, Wizard**School** divination / wood elemental**Casting Time** 1 action**Components** V, M/DF (a clay model of a ziggurat)**Range** touch**Target** creature touched**Duration** 10 min./level**Saving Throw** Will negates (harmless); **Spell Resistance** no

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

Tongues can be made permanent with a permanency spell.



**Vampiric Touch****3****Pages in Spellbook** : 3 (Arcane Magic for Fun and Profit Volume III)**Classes that cast this spell at this level** : Antipaladin, Bloodrager, Magus, Medium, Mesmerist, Psychic, Sorcerer, Spiritualist, White Necromancer, Witch, Wizard**School** necromancy**Casting Time** 1 action**Components** V, S**Range** touch**Target** living creature touched**Duration** instantaneous/1 hour; see text**Saving Throw** none; **Spell Resistance** yes

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.

**Versatile Weapon****3****Pages in Spellbook** : 3 (Arcane Magic for Fun and Profit Volume III)**Classes that cast this spell at this level** : Bloodrager, Magus, Psychic, Sorcerer, Wizard**School** transmutation / metal elemental**Casting Time** 1 action**Components** V, S, M (iron filings)**Range** close (25 + 5 ft./2 levels)**Target** one weapon or 50 projectiles, all of which must be together at the time of casting**Duration** 1 minute/level**Saving Throw** DC 20 Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You transform the physical makeup of a weapon as you desire. This spell functions like *greater magic weapon*, except that it subtly alters the physical properties of a weapon, enabling it to bypass damage reduction of one the following types: bludgeoning, cold iron, piercing, silver, or slashing. The affected weapon still inflicts damage of its normal type and its hardness and hit points are unchanged. This spell can be cast on a natural weapon or unarmed strike.

**Magic Weapon, Greater**

This spell functions like *magic weapon*, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5). This bonus does not allow a weapon to bypass damage reduction aside from magic. Alternatively, you can affect as many as 50 arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation after they are used. Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.

**Appears in** : Advanced Player's Guide**Water Breathing****3****Pages in Spellbook** : 3 (Arcane Magic for Fun and Profit Volume III)**Classes that cast this spell at this level** : Alchemist, Bloodrager, Cleric, Druid, Magus, Psychic, Shaman, Sorcerer, Summoner, Summoner (Unchained), Underterror Evolution, Wizard**School** transmutation / water elemental**Casting Time** 1 action**Components** V, S, M/DF (short reed or piece of straw)**Range** touch**Target** living creatures touched**Duration** 2 hours/level; see text**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

**Acid Pit****4****Pages in Spellbook** : 4 (Arcane Magic for Fun and Profit Volume IV)**Classes that cast this spell at this level** : Sorcerer, Summoner, Summoner (Unchained), Wizard**School** conjuration / earth elemental (creation) [acid]**Casting Time** 1 action**Components** V, S, M (drop of acid), F (Fine shovel worth 10 gp)**Range** medium (100 + 10 ft./level)**Effect** 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels**Duration** 1 round + 1 round/level**Saving Throw** DC 21 Reflex negates; see text; **Spell Resistance** no

This spell functions as *create pit*, except that it places a 5-foot deep pool of acid at the bottom of the pit. The pit has a maximum depth of 100 feet. Creatures who fall into the pit take falling damage as normal (the acid counts as a yielding surface), plus 2d6 points of acid damage per round spent in contact with the acid. In addition, exposed items carried by a creature in the pit may be harmed. Refer to Table 9-2: Items Affected by Magical Attacks (Core Rulebook 216). Items are affected one at a time in the order listed on the table, and must make Fortitude saves after 3 consecutive rounds in the acid or gain the broken condition. Objects with the broken condition (regardless of how they became broken) must make a Fortitude saving throw each round spent within the acid or be destroyed. The walls of the pit are quite slippery and have a Climb DC of 30.

**Create Pit**

You create a 10-foot-by-10-foot extradimensional hole with a depth of 10 feet per two caster levels (maximum 30 feet). You must create the pit on a horizontal surface of sufficient size. Since it extends into another dimension, the pit has no weight and does not otherwise displace the original underlying material. You can create the pit in the deck of a ship as easily as in a dungeon floor or the ground of a forest. Any creature standing in the area where you first conjured the pit must make a Reflex saving throw to avoid falling into it. In addition, the edges of the pit are sloped, and any creature ending its turn on a square adjacent to the pit must make a Reflex saving throw with a +2 bonus to avoid falling into it. Creatures subjected to an effect intended to push them into the pit (such as bull rush) do not get a saving throw to avoid falling in if they are affected by the pushing effect.

Creatures who fall into the pit take falling damage as normal. The pit's coarse stone walls have a Climb DC of 25. When the duration of the spell ends, creatures within the hole rise up with the bottom of the pit until they are standing on the surface over the course of a single round.

**Appears in** : Advanced Player's Guide

**Arcane Eye****4****Pages in Spellbook** : 4 (Arcane Magic for Fun and Profit Volume IV)**Classes that cast this spell at this level** : Alchemist, Mesmerist, Occultist, Psychic, Sorcerer, Witch, Wizard**School** divination (scrying)**Casting Time** 10 minutes**Components** V, S, M (a bit of bat fur)**Range** unlimited**Effect** magical sensor**Duration** 1 min./level (D)**Saving Throw** none; **Spell Resistance** no

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

**Ball Lightning****4****Pages in Spellbook** : 4 (Arcane Magic for Fun and Profit Volume IV)**Classes that cast this spell at this level** : Bloodrager, Druid, Magus, Occultist, Shaman, Sorcerer, Wizard**School** evocation / air elemental [air, electricity]**Casting Time** 1 action**Components** V, S, M/DF (a small iron ring)**Range** medium (100 + 10 ft./level)**Effect** two or more 5-ft.-diameter spheres**Duration** 1 round/level**Saving Throw** DC 21 Reflex negates; **Spell Resistance** yes

You create two globes of lightning that fly in whichever direction you indicate. For every 4 caster levels above 7th, you create an additional globe of lightning (3 globes at 11th, 4 globes at 15th, to the maximum of 5 globes at 19th). These globes fly at a rate of 20 feet per round and have perfect maneuverability. Wind does not affect a flying sphere's course.

If a globe enters a space with a creature, it stops moving for the round and deals 3d6 points of electricity damage to that creature, though a successful Reflex save negates the damage. Creatures wearing metal armor take a -4 penalty on this saving throw.

Each globe moves as long as you actively direct it (it's a move action for you to direct all the spheres created by a single casting of this spell); otherwise they stay at rest. These globes have no mass and cannot push aside unwilling creatures or move solid objects. A ball lightning globe winks out if it exceeds the spell's range.

**Appears in** : Advanced Player's Guide**Black Tentacles****4****Pages in Spellbook** : 4 (Arcane Magic for Fun and Profit Volume IV)**Classes that cast this spell at this level** : Bloodrager, Magus, Psychic, Sorcerer, Spiritualist, Summoner (Unchained), Witch, Wizard**School** conjuration (creation)**Casting Time** 1 action**Components** V, S, M (octopus or squid tentacle)**Range** medium (100 + 10 ft./level)**Area** 20-ft.-radius spread**Duration** 1 round/level (D)**Saving Throw** none; **Spell Resistance** no

This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area. Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round that black tentacles is cast. Creatures that enter the area of effect are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the tentacles' CMB, the tentacles use your caster level as their base attack bonus and receive a +4 bonus due to their Strength and a +1 size bonus. Roll only once for the entire spell effect each round and apply the result to all creatures in the area of effect.

If the tentacles succeed in grappling a foe, that foe takes 1d6+4 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The black tentacles spell receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that black tentacles succeeds on a grapple check, it deals an additional 1d6+4 points of damage. The CMD of black tentacles, for the purposes of escaping the grapple, is equal to 10 + its CMB. The tentacles created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the tentacles last.

**Confusion****4****Pages in Spellbook** : 4 (Arcane Magic for Fun and Profit Volume IV)**Classes that cast this spell at this level** : Bloodrager, Occultist, Psychic, Sorcerer, Spiritualist, Witch, Wizard**School** enchantment (compulsion) [mind-affecting]**Casting Time** 1 action**Components** V, S, M/DF (three nutshells)**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).

**Dimension Door** 4**Pages in Spellbook** : 4 (Arcane Magic for Fun and Profit Volume IV)**Classes that cast this spell at this level** : Assassin, Bard, Magus, Mesmerist, Occultist, Psychic, Sorcerer, Spiritualist, Summoner (Unchained), Underterror Evolution, Witch, Wizard**School** conjuration (teleportation)**Casting Time** 1 action**Components** V**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.

**False Life, Greater** 4**Pages in Spellbook** : 4 (Arcane Magic for Fun and Profit Volume IV)**Classes that cast this spell at this level** : Alchemist, Bloodrager, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, White Necromancer, Witch, Wizard**School** necromancy**Casting Time** 1 action**Components** V, S, M (a drop of blood)**Range** personal**Target** you**Duration** 1 hour/level or until discharged; 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.

**False Life**

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).

**Appears in** : Ultimate Magic**Invisibility, Greater** 4**Pages in Spellbook** : 4 (Arcane Magic for Fun and Profit Volume IV)**Classes that cast this spell at this level** : Alchemist, Antipaladin, Assassin, Bard, Inquisitor, Magus, Mesmerist, Occultist, Psychic, Sorcerer, Spiritualist, Summoner (Unchained), White Necromancer, Wizard**School** illusion (glamer)**Casting Time** 1 action**Components** V, S, M/DF (an eyelash encased in gum arabic)**Range** personal or touch**Target** you or creature touched**Duration** 1 round/level (D)**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless) or yes (harmless, object)

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

**Invisibility**

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.

**Locate Creature** 4**Pages in Spellbook** : 4 (Arcane Magic for Fun and Profit Volume IV)**Classes that cast this spell at this level** : Assassin, Bard, Mesmerist, Occultist, Psychic, Sorcerer, Spiritualist, Summoner (Unchained), Witch, Wizard**School** divination**Casting Time** 1 action**Components** V, S, M (fur from a bloodhound)**Range** long (400 + 40 ft./level)**Area** circle, centered on you, with a radius of 400 ft. + 40 ft./level**Duration** 10 min./level**Saving Throw** none; **Spell Resistance** no

This spell functions like *locate object*, except this spell locates a known creature. You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any. The spell can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once. Running water blocks the spell. It cannot detect objects. It can be fooled by mislead, nondetection, and polymorph spells.

**Locate Object**

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

**Make Whole, Greater** 4**Pages in Spellbook** : 4 (Arcane Magic for Fun and Profit Volume IV)**Classes that cast this spell at this level** : Cleric, Sorcerer, Wizard**School** transmutation**Casting Time** 1 action**Components** V, S**Range** 10 ft.**Target** one object up to 5 lb./level**Duration** instantaneous**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell repairs 1d6 points of damage plus 1 point per level when cast on a construct creature (maximum 10d6+10). *Greater make whole* can fix destroyed magic items or technological items (items at 0 hit points or fewer), and restores the magic properties of the item if your caster level at least equal to that of the item. This spell otherwise functions as *make whole*.

**Make Whole**

This spell functions as *mending*, except that it repairs 1d6 points of damage per level when cast on a construct creature (maximum 5d6).

Make whole can fix destroyed magic items (at 0 hit points or less), and restores the magic properties of the item if your caster level is at least twice that of the item. Items with charges (such as wands) and single-use items (such as potions and scrolls) cannot be repaired in this way. When *make whole* is used on a construct creature, the spell bypasses any immunity to magic as if the spell did not allow spell resistance.

**Appears in** : Technology Guide**Minor Creation** 4**Pages in Spellbook** : 4 (Arcane Magic for Fun and Profit Volume IV)**Classes that cast this spell at this level** : Adept, Psychic, Sorcerer, Witch, Wizard**School** conjuration / void elemental / wood elemental (creation)**Casting Time** 1 minute**Components** V, S, M (a tiny piece of matter of the same sort of item you plan to create with minor creation)**Range** 0 ft.**Effect** unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level**Duration** 1 hour/level (D)**Saving Throw** none; **Spell Resistance** no

You create a nonmagical, unattended object of nonliving vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate Craft skill check to make a complex item. Attempting to use any created object as a material component causes the spell to fail.

**Protection from Energy, Communal** 4**Pages in Spellbook** : 4 (Arcane Magic for Fun and Profit Volume IV)**Classes that cast this spell at this level** : Cleric, Druid, Inquisitor, Psychic, Sorcerer, Summoner, Summoner (Unchained), Wizard**School** abjuration / all elements**Casting Time** 1 action**Components** V, S, DF**Range** touch**Target** creatures touched**Duration** 10 min./level or until discharged split among the recipients**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

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

**Protection from Energy**

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

Protection from energy overlaps (and does not stack with) resist energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

**Alchemical Power Component: Alchemist's Fire (M)** : If cast to ward against cold, increase the amount of cold damage absorbed by 5.

**Appears in** : Ultimate Combat

**Scrying** 4**Pages in Spellbook** : 4 (Arcane Magic for Fun and Profit Volume IV)**Classes that cast this spell at this level** : Druid, Occultist, Psychic, Shaman, Sorcerer, Witch, Wizard**School** divination (scrying)**Casting Time** 1 hour**Components** V, S, F (a pool of water, a silver mirror worth 1000 gp), M/DF (a pool of water, a silver mirror worth 1000 gp)**Range** see text**Effect** magical sensor**Duration** 1 min./level**Saving Throw** DC 21 Will negates; **Spell Resistance** yes

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

Knowledge - Will Save Modifier

None\* - +10

Secondhand (you have heard of the subject) - +5

Firsthand (you have met the subject) - +0

Familiar (you know the subject well) - -5

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

Connection - Will Save Modifier

Likeness or picture - -2

Possession or garment - -4

Body part, lock of hair, bit of nail, etc. - -10

If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet. As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, and message. If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

**Wall of Fire** 4**Pages in Spellbook** : 4 (Arcane Magic for Fun and Profit Volume IV)**Classes that cast this spell at this level** : Adept, Bloodrager, Magus, Occultist, Sorcerer, Summoner (Unchained), Wizard**School** evocation / fire elemental [fire]**Casting Time** 1 action**Components** V, S, M/DF (a piece of phosphor)**Range** medium (100 + 10 ft./level)**Effect** opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft./two levels; either form 20 ft. high**Duration** concentration + 1 round/level**Saving Throw** none; **Spell Resistance** yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures. If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of cold damage in 1 round, that length goes away. (Do not divide cold damage by 2, as normal for objects.)

Wall of fire can be made permanent with a permanency spell. A permanent wall of fire that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.