

Bug

Player: Scott David Gray

Male Half-Orc Cleric (Separatist) 8, Sczarni faction - CR 7
 Chaotic Neutral Humanoid (Human, Orc); Deity: **Desna**; Age: **18**; Height: **5' 3"**; Weight: **185lb.**; Eyes: **Red**; Hair: **Black**; Skin: **Greenish**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	10	0	
CON CONSTITUTION	14/16	+2/+3	
INT INTELLIGENCE	12	+1	
WIS WISDOM	17	+3	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+12 =	+6	+3	+2	+1		
REFLEX (DEXTERITY)	+5 =	+2		+2	+1		
WILL (WISDOM)	+12 =	+6	+3	+2	+1		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 22 = 10	+7	+3			+1	+1		

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
11	22				

CM Bonus	BAB	Strength	Size	Misc
+8 =	+6	+2	-	-

CM Defense	BAB	Strength	Dexterity	Size
19 = 10	+6	+2	0	-

Base Attack	+6	HP	67
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Initiative	Damage / Current HP
+0	

Speed	30 / 20 ft
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Heavy Shield Bash

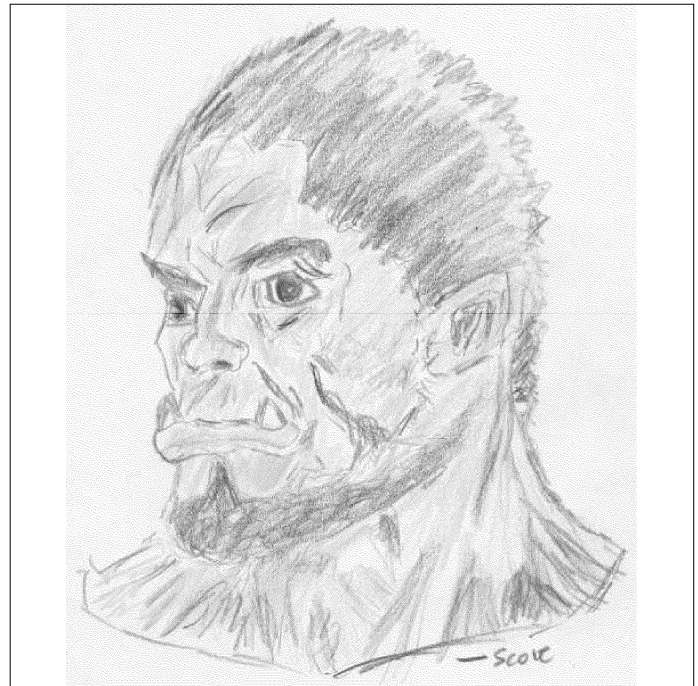
Main hand: **+4/-1, 1d4+2** Crit: x2
 Both hands: **+4/-1, 1d4+3** 1-hand, B
 Main w/ offhand: **-2/-7, 1d4+2**
 Main w/ light off.: **+0/-5, 1d4+2**
 Offhand: **-6, 1d4+1**

+1 Breastplate

+7

Max Dex: +3, Armor Check: -3
 Spell Fail: 25%, Medium, Slows

Character Number: 14034 - 13



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-4	DEX (0)	-	
Speed less than 30': -4 jump				
Appraise	+1	INT (1)	-	
Bluff	+2	CHA (2)	-	
Climb	-2	STR (2)	-	
Diplomacy	+9	CHA (2)	4	
Disguise	+2	CHA (2)	-	
Escape Artist	-4	DEX (0)	-	
Fly	-4	DEX (0)	-	
Heal	+3	WIS (3)	-	
Intimidate	+12	CHA (2)	8	
Knowledge (planes)	+8	INT (1)	4	
Knowledge (religion)	+12	INT (1)	8	
Perception	+11	WIS (3)	8	
Ride	-4	DEX (0)	-	
Sense Motive	+3	WIS (3)	-	
Stealth	-4	DEX (0)	-	
Survival	+3	WIS (3)	-	
Wayfinder: +2 to avoid becoming lost				
Swim	-2	STR (2)	-	

Feats

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.

Armor Proficiency (Medium)

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.

Feats

Combat Casting

+4 to Concentration checks to cast while on the defensive.

Extra Channel

Each time you take this feat, you can use your ability to channel energy two more times per day than normal.

Quick Channel

Channel energy faster by expending more uses

Selective Channeling

Exclude targets from the area of your Channel Energy.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Traits

Desperate Focus

You've often found yourself in situations where a lack of focus can lead to worse than a lost spell. You gain a +2 trait bonus on concentration checks.

Tusked

Huge, sharp tusks bulge from your mouth, and you receive a bite attack (1d4 damage for Medium characters). If used as part of a full attack action, the bite attack is made at your full base attack bonus -5.

+1 Light flail

Main hand: **+9/+4, 1d8+3**

Crit: x2

Both hands: **+9/+4, 1d8+4**

1-hand, B, Disarm, Trip

Main w/ offhand: **+3/-2, 1d8+3**

Main w/ light off.: **+5/+0,**

1d8+3

Offhand: **-1, 1d8+2**

Bite (Tusked)

Main hand: **+3, 1d4+1**

Crit: x2

Main w/ offhand: **-3, 1d4+1**

Light, B/P/S

Main w/ light off.: **-1, 1d4+1**

Offhand: **-5, 1d4+1**

Starknife

Main hand: **+4/-1, 1d4+2**

Crit: x3

Main w/ offhand: **-2/-7, 1d4+2**

Rng: 20'

Main w/ light off.: **+0/-5, 1d4+2**

Light, P

Offhand: **-4, 1d4+1**

Ranged: **+2/-3, 1d4+2**

Ranged w/ offhand: **-4/-9, 1d4+2**

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

Ranged offhand: **-6, 1d4+1**

+1 Heavy steel shield

+3

Max Dex: -, Armor Check: -1

Spell Fail: 15%, Shield

Gear

Total Weight Carried: 89.34/175lbs, Medium Load

(Light: 58lbs, Medium: 116lbs, Heavy: 175lbs)

Heavy Shield Bash

-

+1 Breastplate

30 lbs

Experience & Wealth

Experience Points: **21/24**

Current Cash: **841 PP, 1 GP**

Sczarni: **Fame: 37, PP: 10**

Gear

Total Weight Carried: 89.34/175lbs, Medium Load

(Light: 58lbs, Medium: 116lbs, Heavy: 175lbs)

+1 Heavy steel shield 15 lbs

+1 Light flail 5 lbs

Amulet of natural armor +1 -

Artisan's outfit (Free) <In: Backpack (2 @ 5 lbs)> -

Backpack (2 @ 5 lbs) 2 lbs

Belt of mighty constitution +2 1 lb

Belt pouch (1 @ 16.84 lbs) 0.5 lbs

Caravan (empty) (Intimidate) -

Cleric's vestments 6 lbs

Cloak of resistance +2 1 lb

Herald -

Holy symbol, silver (Desna the Destroyer) 1 lb

Money <In: Belt pouch (1 @ 16.84 lbs)> 16.84 lbs

Phylactery of positive channeling -

Porter -

Ring of protection +1 -

Scroll of Breath of Life -

Silk rope <In: Backpack (2 @ 5 lbs)> 5 lbs

Spell component pouch 2 lbs

Starknife 3 lbs

Wand of Cure Light Wounds -

Wand of Restoration, Lesser -

Wayfinder (empty) 1 lb

Special Abilities

Aura (Ex)

A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the *detect evil* spell for details).

Cleric (Separatist) Domain (Luck)

Granted Powers: You are infused with luck, and your mere presence can spread good fortune.

Cleric (Separatist) Domain (Nightmare)

Associated Domain: Madness

Cleric Channel Positive Energy 6d6 (7/day) (DC 16) (Su)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the type of

Darkvision (60 feet)

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

Fearful Touch (-3 to fear saves) (6/day) (Su)

As a standard action, you can make a melee touch attack against a creature, causing it to experience terrible hallucinations for 1 round. During this time, the creature loses any immunity to fear effects it might possess and takes a -2

Good Fortune (1/day) (Ex)

At 6th level, as an immediate action, you can reroll any one d20 roll you have just made before the results of the roll are revealed. You must take the result of the reroll, even if it's worse than the original roll. You can use this ability once per day

Spontaneous Casting

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure

Spell-Like Abilities

Bit of Luck (6/day) (Sp)

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Tracked Resources

Cleric Channel Positive Energy 6d6 (7/day) (DC 16) (Su)
Fearful Touch (-3 to fear saves) (6/day) (Su)
Good Fortune (1/day) (Ex)
Starknife
Wand of Cure Light Wounds
Wand of Restoration, Lesser

Languages

Celestial
Common
Orc

Spells & Powers

Cleric (Separatist) Spell DC: 13 + spell level
CL: 8 (vs. SR: +8, Concentration: +13)
Melee Touch +8 Ranged Touch +6
Maximum Cleric (Separatist) spells per day: **4/*x0; 5x1; 4x2; 4x3; 2x4**
Cleric (Separatist) 0: Stabilize, Detect Magic, Read Magic, Enhanced Diplomacy
Cleric (Separatist) 1: Liberating Command, Murderous Command (DC 14), True Strike, Comprehend Languages, Air Bubble, Haze of Dreams (DC 14)
Cleric (Separatist) 2: Restoration, Lesser, Touch of Idiocy, Spiritual Weapon, Grace, Martyr's Bargain
Cleric (Separatist) 3: Protection from Energy, Invisibility Purge, Magic Circle against Evil, Blindness/Deafness (DC 16), Revelation
Cleric (Separatist) 4: Blessing of Fervor (DC 17), Phantasmal Killer (DC 17), Crusader's Edge (DC 17)

Companions

Candy (porter) (Porter (with statblock)), Elf Aristocrat 1 - CR 1/3

STR **10** (0), DEX **12** (+1), CON **8** (-1), INT **12** (+1), WIS **10** (0), CHA **10** (0); Fortitude **-1**, Reflex **+1**, Will **+2**

HP: 7/7; Init: +1; Speed: 30 feet
Attack Bonus: +0; Armor Class: 11 / 11Tch / 10FI
Bluff **+4**, Diplomacy **+4**, Perception **+2**, Perform (dance) **+4**, Profession (cook) **+4**, Profession (porter) **+7**, Sense Motive **+4**

Special: Elven Immunities, Elven Immunities - Sleep, Elven Magic, Low-Light Vision

Companions

Crunk (Herald) (Herald (with statblock)), Male Goblin Rogue 1 - CR 1/2

STR **8** (-1), DEX **14** (+2), CON **10** (0), INT **10** (0), WIS **10** (0), CHA **8** (-1); Fortitude **+0**, Reflex **+4**, Will **+0**

HP: 8/8; Init: +2; Speed: 30 feet
Attack Bonus: +1; Armor Class: 13 / 13Tch / 11FI

Acrobatics **+6**, Fly **+4**, Intimidate **+3**, Linguistics **+4**, Perception **+4**, Perform (comedy) **+5**, Perform (sing) **+5**, Sleight of Hand **+6**, Stealth **+14**

Special: Darkvision (60 feet), Prodigy (Perform [comedy], Perform [sing]), Sneak Attack +1d6, Trapfinding +1

Background

His desire to see more of the world lead Bug to seek protection from the Shadow Lodge in Irrisen. Eventually a series of disputes and clashes broke out between members of the Shadow Lodge. Most members were making peace with the Pathfinder Society, but not all.

Bug was in a loyalist anti-Pathfinder group of the Shadow Lodge, commanding a number of goblins. He and his team were out scouting, when a Pathfinder approached them. Promising safety and riches if they would come to testify about the Shadow Lodge that refused to reconcile.

By this point Bug -- not stupid -- saw the writing on the wall. The Shadow Lodge was done for, and had been co-opted by weaklings who were joining the Pathfinders. He let his goblin charges go off on this promise -- but followed close behind to see what the Pathfinders would do.

After they got to Absalom, Speaking with the goblin Ronald, Bug learned the glorious path and divine word of Deesna the Destroyer. The great terrible Deesna is a vengeful and jealous goddess with moth wings. She brings nightmares and madness -- granting fortune to those who accept madness in their hearts. The goblins learnt her gospel from the human cleric Reynaldi.

Bug came to follow and love the blood goddess. He soon saw method to her madness. Soothing healing as well as painful barbs; good dreams as well as bad dreams. Her visions were mad but seductive, and Bug fell into her evil . . . er, good . . . clutches.

Bug found his heart corrupted by kindness. The madness of Deesna was catching. Blood and souls -- and good deeds and puppy dogs are all aspects of the Nightmare goddess. Bug chose to embrace the contradiction, taught himself to read Desna's writings in Celestial, and joined the Pathfinder lodge loyalists in Absalom.

On meeting Guaril Karela, Bug decided that he liked the way the Szarni operated, and joined their ranks.

Candy (porter)



Elf Aristocrat 1 - CR 1/3

Chaotic Good Humanoid (Elf); Deity: **Ketephys**; Age: **124**;
Height: **6' 1"**; Weight: **117lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	8	-1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	10	0	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	-1	=		-1			
Elven Immunities: +2 vs. enchantments							
REFLEX (DEXTERITY)	+1	=		+1			
Elven Immunities: +2 vs. enchantments							
WILL (WISDOM)	+2	=	+2				
Elven Immunities: +2 vs. enchantments							

Elven Immunities Elven Immunities - Sleep

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	11	=	10		+1				

Touch AC	11	Flat-Footed AC	10			
	BAB	Strength	Size	Misc		
CM Bonus	+0	=	-	0	-	-

CM Defense	11	=	10	BAB	Strength	Dexterity	Size
				-	0	+1	-

Base Attack	+0	HP	7
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Initiative	+1	Damage / Current HP	
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Speed	30 ft
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Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	-	
Appraise	+1	INT (1)	-	
Bluff	+4	CHA (0)	1	
Climb	+0	STR (0)	-	
Diplomacy	+4	CHA (0)	1	
Disguise	+0	CHA (0)	-	
Escape Artist	+1	DEX (1)	-	
Fly	+1	DEX (1)	-	
Heal	+0	WIS (0)	-	
Intimidate	+0	CHA (0)	-	
Perception	+2	WIS (0)	-	
Perform (dance)	+4	CHA (0)	1	
Profession (cook)	+4	WIS (0)	1	
Profession (porter)	+7	WIS (0)	1	
Ride	+1	DEX (1)	-	
Sense Motive	+4	WIS (0)	1	
Stealth	+1	DEX (1)	-	
Survival	+0	WIS (0)	-	
Swim	+0	STR (0)	-	

Feats

- Armor Proficiency (Heavy)
- Armor Proficiency (Light)
- Armor Proficiency (Medium)
- Elven Weapon Proficiencies
- Martial Weapon Proficiency - All
- Shield Proficiency
- Simple Weapon Proficiency - All
- Skill Focus (Profession [porter])
- Tower Shield Proficiency

Special Abilities

- Elven Magic
- Low-Light Vision

Gear

Total Weight Carried: 0/100lbs, Light Load
(Light: 33lbs, Medium: 66lbs, Heavy: 100lbs)
Artisan's outfit (Free) -
Money -

Experience & Wealth

Experience Points: 0/2000
Current Cash: **You have no money!**

Languages

Common
Elven
Orc

Crunk (Herald)



Male Goblin Rogue 1 - CR 1/2

Chaotic Neutral Humanoid (Goblinoid); Deity: **Desna**; Age: **14**; Height: **2' 10"**; Weight: **32lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	10	0	
WIS WISDOM	10	0	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+0	=					
REFLEX (DEXTERITY)	+4	=	+2	+2			
WILL (WISDOM)	+0	=					

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	13	=	10		+2	+1			

	Total	BAB	Strength	Size	Misc
Touch AC	13				
Flat-Footed AC	11				

	Total	BAB	Strength	Size	Misc	
CM Bonus	-2	=	-	-1	-1	-

	Total	BAB	Strength	Dexterity	Size		
CM Defense	10	=	10	-	-1	+2	-1

Base Attack	+0	HP	8
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		Damage / Current HP
Initiative	+2	
Speed	30 ft	

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+6	DEX (2)	1	
Appraise	+0	INT (0)	-	
Bluff	-1	CHA (-1)	-	
Climb	-1	STR (-1)	-	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+4	DEX (2)	-	
Heal	+0	WIS (0)	-	
Intimidate	+3	CHA (-1)	1	
Linguistics	+4	INT (0)	1	
Perception	+4	WIS (0)	1	
Trapfinding: +1 to locate traps				
Perform (comedy)	+5	CHA (-1)	1	
Perform (sing)	+5	CHA (-1)	1	
Ride	+6	DEX (2)	-	
Sense Motive	+0	WIS (0)	-	
Sleight of Hand	+6	DEX (2)	1	
Stealth	+14	DEX (2)	1	
Survival	+0	WIS (0)	-	
Swim	-1	STR (-1)	-	

Feats

Armor Proficiency (Light)
 Prodigy (Perform [comedy], Perform [sing])
 Rogue Weapon Proficiencies
 Simple Weapon Proficiency - All

Special Abilities

Darkvision (60 feet)
 Sneak Attack +1d6
 Trapfinding +1

Gear

Total Weight Carried: 0/60lbs, Light Load
(Light: 19.5lbs, Medium: 39.75lbs, Heavy: 60lbs)
Artisan's outfit (Free) -
Money -

Experience & Wealth

Experience Points: 0/2000
Current Cash: **You have no money!**

Languages

Common

Goblin

Bug – Abilities & Gear

Combat Casting **Feat**

You are adept at spellcasting when threatened or distracted.

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

Extra Channel **Feat**

You can channel divine energy more often.

Prerequisite: Channel energy class feature.

Benefit: You can channel energy two additional times per day.

Special: If a paladin with the ability to channel positive energy takes this feat, she can use lay on hands four additional times a day, but only to channel positive energy.

Note: For Paladins, this feat will display as its own tracker, separate from Channel Positive Energy and Lay on Hands, to make tracking its uses easier.

Quick Channel **Feat**

Your divine energies flash with dazzling speed.

Prerequisites: Knowledge (religion) 5 ranks, channel energy class feature.

Benefit: You may channel energy as a move action by spending 2 daily uses of that ability.

Appears In: Ultimate Magic

Selective Channeling **Feat**

You can choose whom to affect when you channel energy.

Prerequisite: Cha 13, channel energy class feature.

Benefit: When you channel energy, you can choose a number of targets in the area up to your Charisma modifier. These targets are not affected by your channeled energy.

Normal: All targets in a 30-foot burst are affected when you channel energy. You can only choose whether or not you are affected.

Desperate Focus **Trait**

You've often found yourself in situations where a lack of focus can lead to worse than a lost spell. You gain a +2 trait bonus on concentration checks.

Appears In: Cheliox, Empire of Devils

Tusked **Trait**

Huge, sharp tusks bulge from your mouth, and you receive a bite attack (1d4 damage for Medium characters). If used as part of a full attack action, the bite attack is made at your full base attack bonus -5.

Appears In: Orcs of Golarion

Cleric Channel Positive Energy 6d6 (7/day) (**Class Ability** (Cleric)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good cleric (or a neutral cleric who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or a neutral cleric who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric of a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect. A cleric must be able to present her holy symbol to use this ability.

Modification from Quick Channel: You may channel energy as a move action by spending 2 daily uses of that ability.

Darkvision (60 feet) **Racial Ability,Senses (Half-Orc)**

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

Aura (Ex) **Class Ability (Cleric)**

A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the *detect evil* spell for details).

Bit of Luck (6/day) (Sp) **Class Ability (Cleric)**

You can touch a willing creature as a standard action, giving it a bit of luck. For the next round, any time the target rolls a d20, he may roll twice and take the more favorable result. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Fearful Touch (-3 to fear saves) (6/day) (Su) **Class Ability (Cleric)**

As a standard action, you can make a melee touch attack against a creature, causing it to experience terrible hallucinations for 1 round. During this time, the creature loses any immunity to fear effects it might possess and takes a -2 penalty on attack rolls made against you. In addition, the creature takes a penalty on Will saves made against fear effects equal to 1/2 your cleric level (minimum -1). This power is a mind-affecting effect. You can use this ability for a number of times per day equal to 3 + your Wisdom modifier.

Good Fortune (1/day) (Ex) **Class Ability (Cleric)**

At 6th level, as an immediate action, you can reroll any one d20 roll you have just made before the results of the roll are revealed. You must take the result of the reroll, even if it's worse than the original roll. You can use this ability once per day at 6th level, and one additional time per day for every six cleric levels beyond 6th.

Bug – Abilities & Gear

Spontaneous Casting Class Ability (Cleric)

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name).

An evil cleric (or a neutral cleric of an evil deity) can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with "inflict" in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric channels positive or negative energy (see channel energy).

Caravan (empty) (Intimidate) Vanity

You own a controlling share in a caravan that makes regular trips through the Inner Sea region. You aren't required to maintain a presence in the caravan, and thus do not need to accompany the caravan as it makes its journeys, but you do shoulder some of the responsibility of ownership. For the most part, this means handling things like representing the caravan's interests to important merchants, politicians, and aristocrats. When you first purchase your caravan, you must decide how you wish to represent the caravan's interests—this decides what additional skill you can use to make Day Job checks. If you wish to represent the caravan as an upstanding citizen and above-the-board merchant, you can use Diplomacy to make Day Job rolls. If, on the other hand, you want to skirt the laws, focus on smuggling, and otherwise use deception to maintain the caravan's success, you can use Bluff to make Day Job rolls. Finally, if you want to have your caravan be especially well guarded and use blatant shows of force to get what you need, you can use Intimidate to make Day Job rolls.

Appears In: Pathfinder Society Field Guide

Scroll of Breath of Life Scroll

Breath of Life, Will negates (harmless) or Will half, see text (DC 17)

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

Ring of protection +1 Ring

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

Construction

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

Wand of Cure Light Wounds Wand

Cure Light Wounds, Will half (harmless); see text (DC 11)

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 Restoration, Lesser Wand

Restoration, Lesser, Will negates (harmless) (DC 13)

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.

Amulet of natural armor +1 Wondrous Item (Neck)

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

Construction

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

Belt of mighty constitution +2 Wondrous Item (Belt)

This belt's golden buckle depicts a bear. The belt grants the wearer an enhancement bonus to Constitution of +2. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction

Requirements: Craft Wondrous Item, *bear's endurance*; **Cost** 2,000 gp

Cloak of resistance +2 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 +2 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** 2,000 gp

Phylactery of positive channeling Wondrous Item (Headband)

This item allows channelers of positive energy to increase the amount of damage dealt to undead creatures by +2d6. This also increases the amount of damage healed by living creatures.

Construction

Requirements: Craft Wondrous Item, creator must be a 10th-level cleric; **Cost** 5,500 gp

Wayfinder (empty)

Wondrous Item

A small magical device patterned off ancient relics of the Azlanti, a *wayfinder* is typically made from silver and bears gold accents. With a command word, you can use a *wayfinder* to shine (as the *light* spell). The *wayfinder* also acts as a nonmagical (magnetic) compass, granting you a +2 circumstance bonus on Survival checks to avoid becoming lost. All *wayfinders* include a small indentation designed to hold a single *ioun stone*. An *ioun stone* slotted in this manner grants you its normal benefits (as if it were orbiting your head), but frequently reveals entirely new powers due to the magic of the *wayfinder* itself (see Seeker of Secrets page 51).

Note: This item costs only 250gp 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

Candy (porter) – Abilities & Gear

Skill Focus (Profession [porter]) **Feat**

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

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

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

Elven Immunities **Racial Ability (Elf)**

+2 save bonus vs Enchantments.

Elven Immunities - Sleep **Unknown**

You are immune to magic sleep effects.

Elven Magic **Racial Ability (Elf)**

+2 racial bonus on caster checks to overcome spell resistance. +2 to spellcraft checks to determine the properties of a magic item.

Low-Light Vision **Racial Ability, Senses**

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

Prodigy (Perform [comedy], Perform [sing]) Feat

You are naturally skilled at arts, professions, and the acquisition of knowledge.

Benefit: Choose two Craft, Perform, or Profession skills in any combination (two Craft skills, a Craft skill and a Perform skill, and so on). You receive a +2 bonus on checks with these skills. If you have 10 or more ranks in any one of these skills, the bonus increases to +4 for that skill.

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

Appears In: Ultimate Magic

Darkvision (60 feet) Racial Ability, Senses (Goblin)

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

Sneak Attack +1d6 Class Ability (Rogue)

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

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

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

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

Trapfinding +1 Class Ability (Rogue)

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

Bug, Cleric (Separatist) 8 – Spells

Detect Magic

Cleric 0

School: Divination

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Area: Cone-shaped emanation

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

Save: None

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.

Enhanced Diplomacy

Cleric 0

School: Divination

Components: V, S

Casting Time: 1 action

Range: creature touched

Duration: 1 minute or until discharged

Save: Will negates (harmless)

Resistance: yes (harmless)

You imbue the subject with divine diplomacy skills. The creature gets a +2 competence bonus on a single Diplomacy or Intimidate check. It must choose to use the bonus before making the roll to which it applies.

Appears In: Taldor, Echoes of Glory

Read Magic

Cleric 0

School: Divination

Components: V, S, F (a clear crystal or mineral prism)

Casting Time: 1 action

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.

Stabilize

Cleric 0

School: Conjuration (Healing)

Components: V, S

Casting Time: 1 action

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

Target: One living creature

Duration: Instantaneous

Save: Will negates (harmless)

Resistance: Yes (harmless)

Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

Air Bubble

Cleric 1

School: Conjuration

Components: S, M/DF (a small bladder filled with air)

Casting Time: 1 action

Range: Touch

Target: One creature or one object no larger than a Large twohanded weapon

Duration: 1 minute/level

Save: Will negates (harmless)

Resistance: Yes (harmless)

Air bubble creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The *air bubble* allows the creature touched to breathe underwater or in similar airless environments, or protects the object touched from water damage.

A firearm within an *air bubble* can be loaded - assuming the black powder comes from a powder horn, a cartridge, or some other airtight protective device - and fired. When shooting such a firearm underwater, the shot still takes the standard -2 penalty on attack rolls for every 5 feet of water the bullet passes through, in addition to normal penalties due to range. If a firearm within the *air bubble* explodes, the explosion occurs normally.

Appears In: Ultimate Combat

Bug, Cleric (Separatist) 8 – Spells

Comprehend Languages

Cleric 1

School: Divination

Components: V, S, M/DF (pinch of soot and salt)

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 min./level

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

Comprehend languages can be made permanent with a permanency spell.

Haze of Dreams

Cleric 1

School: Enchantment (Charm) [Mind-Affecting]

Casting Time: 1 action

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

Duration: 1 round/level

Save: DC 14 Will negates

Resistance: Yes

You fill an enemy's head with waking dreams, a reminder of the pleasures, delights, and terrors to be found in the dream world. While in this strange dream state, the target moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple haze of dreams effects do not stack, nor does this spell's effect stack with slow.

Appears In: Faiths of Purity

Liberating Command

Cleric 1

School: Transmutation

Components: V

Casting Time: Immediate

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

Target: One creature

Duration: Instantaneous

Save: Will negates (harmless)

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

Murderous Command

Cleric 1

School: Enchantment (Compulsion) [Mind-Affecting]

Components: V

Casting Time: 1 action

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

Target: one living creature

Duration: 1 round

Save: DC 14 Will negates

Resistance: Yes

You give the target a mental urge to kill its nearest ally, which it obeys to the best of its ability. The target attacks its nearest ally on its next turn with a melee weapon or natural weapon. If necessary, it moves to or charges to the nearest ally in order to make this attack. If it is unable to reach its closest ally on its next turn, the target uses its turn to get as close as possible to the ally.

Appears In: Ultimate Magic

True Strike

Cleric 1

School: Divination / Void Elemental

Components: V, F (small wooden replica of an archery target)

Casting Time: 1 action

Range: Personal

Target: You

Duration: See text

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

Grace

Cleric 2

School: Abjuration

Components: V

Casting Time: 1 swift action

Range: Personal

Target: you

Duration: See text

Until the end of your turn, your movement does not provoke attacks of opportunity.

Appears In: Advanced Player's Guide

Bug, Cleric (Separatist) 8 – Spells

<p>Martyr's Bargain Cleric 2</p> <p>School: Transmutation (Good) Components: V Casting Time: 1 immediate action Range: Personal Target: You Duration: 1 round/level Save: None Resistance: No</p> <p>Among the faithful followers of the gods of purity - whether they be the servants of Desna in Nidal, zealous followers of Milani struggling against Chelixa's government, paladins of Iomedae fighting against the horrors of the Worldwound, or simply those that fight evil the world over - <i>martyr's bargain</i> represents true faith and true sacrifice.</p> <p>You cast this spell as an immediate action when you are subject to a spell or spell-like ability that deals hit point damage, after attack rolls and saving throws have been rolled but before the damage itself is determined. The damage dealt by the spell and any related effects are then delayed for you (and you only) for a number of rounds equal to your caster level.</p> <p>At the end of that time (or immediately if <i>martyr's bargain</i> is dispelled), the delayed damage takes effect on you as it would have at the time it was cast, but is maximized as if affected by the Maximize Spell metamagic feat. Spells and spell-like abilities that were already maximized gain no additional benefit from this spell. Nothing can prevent this delayed damage from affecting you.</p> <p>You can be affected by only one <i>martyr's bargain</i> spell at a time. If you cast this spell while you are already under the effects of a previous <i>martyr's bargain</i>, the previous spell effect ends and you immediately take the damage it had delayed.</p> <p>Appears In: Inner Sea Magic</p>	<p>Spiritual Weapon Cleric 2</p> <p>School: Evocation [Force] Components: V, S, DF Casting Time: 1 action Range: Medium (100 + 10 ft./level) Effect: Magic weapon of force Duration: 1 round/level (D) Save: None Resistance: Yes</p> <p>A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8 force damage per hit, + 1 point per three caster levels (maximum +5 at 15th level). The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the reduction in damage associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers. Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the spiritual weapon is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action. A spiritual weapon cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. A spiritual weapon's AC against touch attacks is 12 (10 + size bonus for Tiny object). If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the spiritual weapon strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell. The weapon that you get is often a force replica of your deity's own personal weapon. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a spiritual weapon of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapons associated with each alignment are as follows: chaos (battleaxe), evil (light flail), good (warhammer), law (longsword).</p>
<p>Restoration, Lesser Cleric 2</p> <p>School: Conjunction (Healing) Components: V, S Casting Time: 3 rounds Range: Touch Target: Creature touched Duration: Instantaneous Save: Will negates (harmless) Resistance: Yes (harmless)</p> <p>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.</p>	<p>Touch of Idiocy Cleric 2</p> <p>School: Enchantment (Compulsion) [Mind-Affecting] Components: V, S Casting Time: 1 action Range: Touch Target: Living creature touched Duration: 10 min./level Save: No Resistance: Yes</p> <p>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.</p>

Bug, Cleric (Separatist) 8 – Spells

<p>Blindness/Deafness Cleric 3</p> <p>School: Necromancy Components: V Casting Time: 1 action Range: Medium (100 + 10 ft./level) Target: One living creature Duration: Permanent (D) Save: DC 16 Fortitude negates Resistance: Yes</p> <p>You call upon the powers of unlife to render the subject blinded or deafened, as you choose.</p>	<p>Magic Circle against Evil Cleric 3</p> <p>School: Abjuration [Good] Components: V, S, M/DF (a 3-ft.-diameter circle of powdered silver) Casting Time: 1 action Range: Touch Area: 10-ft.-radius emanation from touched creature Duration: 10 min./level Save: Will negates (harmless) Resistance: No; see text</p> <p>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 nongood 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.</p>
<p>Invisibility Purge Cleric 3</p> <p>School: Evocation Components: V, S Casting Time: 1 action Range: Personal Target: You Duration: 1 min./level (D)</p> <p>You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility. Anything invisible becomes visible while in the area.</p>	

Bug, Cleric (Separatist) 8 – Spells

Protection from Energy

Cleric 3

School: Abjuration / All Elements
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 min./level or until discharged
Save: Fortitude negates (harmless)
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.

Revelation

Cleric 3

School: Divination
Components: V, S
Casting Time: 1 round
Range: Personal
Duration: 1 round/level; see text
Save: N/A
Resistance: No

You gain a brief understanding of the workings of a single puzzle, device, or trap, gaining an insight bonus equal to your caster level (maximum +10) on checks to disable, manipulate or solve the object in question. Your insight is ineffable; you are unable to communicate your understanding to others. At the GM's option, this spell may instead give you a clue or other piece of useful information. In this case you may communicate the clue to others and retain knowledge of it after the spell's duration has expired.

Appears In: Seekers of Secrets

Blessing of Fervor

Cleric 4

School: Transmutation
Components: V, S, DF
Casting Time: 1 action
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
Save: DC 17 Fortitude negates (harmless)
Resistance: Yes (harmless)

With this blessing, you call your allies to move forth and empower them to conquer and become victorious. Each round for the duration of this spell, each of your allies can choose one of the following bonuses for that round at the beginning of its turn (their choice).

- Increase its speed by 30 feet.
- Stand up as a swift action without provoking an attack of opportunity.
- Make one extra attack as part of a full attack action, using its highest base attack bonus.
- Gain a +2 bonus on attack rolls and a +2 dodge bonus to AC and Reflex saves.
- Cast a single spell of 2nd level or lower as if it were an enlarged, extended, silent, or still spell.

These effects are not cumulative with similar effects, such as those provided by haste or a speed weapon, nor do they 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. Blessing of fervor does not stack with haste.

Appears In: Advanced Player's Guide

Crusader's Edge

Cleric 4

School: Transmutation [Good]
Components: V, S, M (dried blood from an evil outsider, sprinkled on the weapon)
Casting Time: 1 action
Range: Touch
Target: Melee weapon touched
Duration: 1 minute/level
Save: DC 17 Fortitude negates
Resistance: No

This spell was created by the paladins of the Mendevian Crusades, and co-opted by inquisitors and rangers dedicated to tracking and fighting demons, devils, and other evil extraplanar creatures.

When you cast this spell on a melee weapon you imbue it with a powerful holy energy, granting the weapon the *bane* weapon quality against evil outsiders. Furthermore, whenever you score a successful critical hit against an outsider with the evil subtype, you not only deal normal critical damage with the weapon but also nauseate the outsider for 1d3 rounds - the outsider can reduce this nauseated condition to sickened for 1 round with a successful Fortitude save.

Appears In: Inner Sea Magic

Phantasmal Killer

Cleric 4

School: Illusion (Phantasm) [Fear, Mind-Affecting]
Components: V, S
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Target: One living creature
Duration: Instantaneous
Save: DC 17 Will disbelief, then Fortitude partial; see text
Resistance: Yes

You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the *phantasmal killer*. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

If the subject of a *phantasmal killer* attack succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy*, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.