

## Epopeus

Player: Scott David Gray

Male half-elf (Spireborn) brawler 1/shaman 4, Dark

Archive faction - CL5 - CR 4

Chaotic Good Humanoid (Elf, Human); Deity: **Elven**

**Pantheon**; Age: **97**; Height: **6' 6"**; Weight: **190 lb.**; Eyes:

**Amber**; Hair: **Silver**; Skin: **Pale**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>14</b>	<b>+2</b>	
<b>DEX</b> DEXTERITY	<b>7</b>	<b>-2</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>12</b>	<b>+1</b>	
<b>WIS</b> WISDOM	<b>19</b>	<b>+4</b>	
<b>CHA</b> CHARISMA	<b>12</b>	<b>+1</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+6</b>	=	<b>+3</b>	<b>+2</b>	<b>+1</b>		
Elven Immunities: +2 vs. enchantments							
<b>REFLEX</b> (DEXTERITY)	<b>+2</b>	=	<b>+3</b>	<b>-2</b>	<b>+1</b>		
Elven Immunities: +2 vs. enchantments							
<b>WILL</b> (WISDOM)	<b>+9</b>	=	<b>+4</b>	<b>+4</b>	<b>+1</b>		
Elven Immunities: +2 vs. enchantments							

Elven Immunities				Elven Immunities - Sleep					
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc	
<b>AC</b> <b>14</b>	=	<b>+6</b>		<b>-2</b>					
<b>Touch AC</b> <b>8</b>									
<b>CM Bonus</b> <b>+6</b>	=	<b>+4</b>		<b>+2</b>					
<b>CM Defense</b> <b>14</b>	=	<b>10</b>	<b>+4</b>	<b>+2</b>	<b>-2</b>				
<b>Base Attack</b>		<b>+4</b>							
<b>Initiative</b>		<b>-2</b>							
<b>Speed</b>		<b>30 ft</b>							

**+1 adamantine elven curve blade**

Both hands: **+7, 1d10+4**

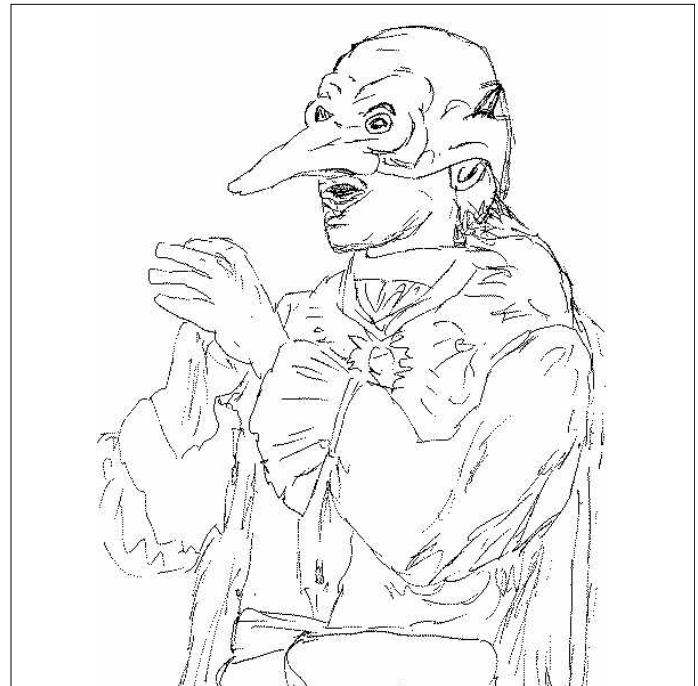
Crit: 18-20/x2  
2-hand, S

**Mithral agile breastplate**

**+6**

Max Dex: +5, Armor Check: -1  
Spell Fail: 15%, Light

Character Number: 14034 - 56



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>-3</b>	DEX (-2)	-	
<b>Appraise</b>	<b>+1</b>	INT (1)	-	
<b>Bluff</b>	<b>+1</b>	CHA (1)	-	
<b>Climb</b>	<b>+6</b>	STR (2)	1	
<b>Diplomacy</b>	<b>+9</b>	CHA (1)	5	
<b>Disguise</b>	<b>+1</b>	CHA (1)	-	
<b>Escape Artist</b>	<b>-3</b>	DEX (-2)	-	
<b>Fly</b>	<b>-3</b>	DEX (-2)	-	
<b>Handle Animal</b>	<b>+5</b>	CHA (1)	1	
<b>Heal</b>	<b>+4</b>	WIS (4)	-	
<b>Intimidate</b>	<b>+1</b>	CHA (1)	-	
<b>Knowledge (nature)</b>	<b>+7</b>	INT (1)	3	
<b>Knowledge (religion)</b>	<b>+7</b>	INT (1)	3	
<b>Perception</b>	<b>+16</b>	WIS (4)	5	
Familiar (Owl): +3 to sight-based checks in shadows, Spirit Sense: +2 trait bonus vs. surprise and to detect invisible or incorporeal creatures				
<b>Ride</b>	<b>-3</b>	DEX (-2)	-	
<b>Sense Motive</b>	<b>+10</b>	WIS (4)	1	
<b>Spellcraft</b>	<b>+9</b>	INT (1)	5	
<b>Stealth</b>	<b>-3</b>	DEX (-2)	-	
<b>Survival</b>	<b>+4</b>	WIS (4)	-	
Wayfinder: +2 to avoid becoming lost				
<b>Swim</b>	<b>+9</b>	STR (2)	1	

## Activated Abilities & Adjustments

Familiar Bonus: +3 to sight-based Perception checks in shadows: Within Arms Reach

## Feats

### Alertness

You get a +2 bonus on all Perception checks and Sense Motive checks.

### 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.

### Extra Channel

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

### Extra Hex (Shaman)

You have learned the secrets of a new hex.

**Prerequisite:** Hex class feature.

### Improved Unarmed Strike

Unarmed strikes don't cause attacks of opportunity, and can be lethal.

### Shield Proficiency

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

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

### Toughness

You gain +3 hit points.

## Traits

### Magical Knack (Shaman)

+2 CL for a specific class, to a max of your HD.

### Spirit Sense

You are so attuned to the spiritual world that it is hard to get the jump on you. You gain a +2 trait bonus on Perception checks to avoid being surprised and to detect invisible or incorporeal creatures.

## Dagger

Main hand: **+6, 1d4+2**

Crit: 19-20/x2

Main w/ offhand: **+0, 1d4+2**

Rng: 10'

Main w/ light off: **+2, 1d4+2**

Light, P/S

Offhand: **-2, 1d4+1**

Ranged: **+2, 1d4+2**

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

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

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

### Elven curve blade

Both hands: **+6, 1d10+3**

Crit: 18-20/x2

2-hand, S

### Unarmed strike

Main hand: **+6, 1d6+2**

Crit: x2

Main w/ offhand: **+0, 1d6+2**

Light, B

Main w/ light off: **+2, 1d6+2**

Offhand: **-2, 1d6+1**

## Gear

**Total Weight Carried: 34.6/175 lbs, Light Load (Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)**

+1 adamantite elven curve blade 7 lbs  
Backpack (27 @ 22 lbs) <In: *Dropped to ground* (1 @ 2 lbs  
Belt pouch (2 @ 1.62 lbs) 0.5 lbs  
Caravan (empty, Diplomacy) -  
Cloak of resistance +1 1 lb  
Dagger 1 lb

## Experience & Wealth

Experience Points: **12/15**

Current Cash: **72 pp, 9 gp**

Dark Archive: **Fame: 18, PP: 14**

## Gear

**Total Weight Carried: 34.6/175 lbs, Light Load (Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)**

Elven curve blade 7 lbs  
Flask x2 <In: *Backpack* (27 @ 22 lbs)> 1.5 lbs  
Flint and steel <In: *Belt pouch* (2 @ 1.62 lbs)> -  
Holy symbol, silver (Yuelral) 1 lb  
Ink, black <In: *Backpack* (27 @ 22 lbs)> -  
Inkpen <In: *Backpack* (27 @ 22 lbs)> -  
Ironflame Grenade (See Chronicle 006) x3 -  
Mess kit <In: *Backpack* (27 @ 22 lbs)> 1 lb  
Mithral agile breastplate 12.5 lbs  
Money <In: *Belt pouch* (2 @ 1.62 lbs)> 1.62 lbs  
Paper x12 <In: *Backpack* (27 @ 22 lbs)> -  
Scroll of lesser restoration -  
Scroll of lesser restoration -  
Signal whistle -  
Silk rope <In: *Backpack* (27 @ 22 lbs)> 5 lbs  
Silver Mordant Spire Mask -  
Soap <In: *Backpack* (27 @ 22 lbs)> 0.5 lbs  
Spell component pouch 2 lbs  
Traveler's any-tool <In: *Backpack* (27 @ 22 lbs)> 2 lbs  
Traveler's outfit <In: *Backpack* (27 @ 22 lbs)> 5 lbs  
Traveler's outfit (Free) -  
Twine (50') <In: *Backpack* (27 @ 22 lbs)> 0.5 lbs  
Wand of cure light wounds (44 charges) <In: *Backpack* -  
Wand of cure moderate wounds (5 charges) <In: -  
Wand of water breathing (3 charges) <In: *Backpack* (27 -  
Waterskin <In: *Backpack* (27 @ 22 lbs)> 4 lbs  
Wayfinder (empty) 1 lb  
Whetstone <In: *Backpack* (27 @ 22 lbs)> 1 lb

## Special Abilities

### Elf Blood

Half-elves count as both elves and humans for any effect related to race.

### Empathic Link with Familiar (Su)

The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only

### Familiar Bonus: +3 to sight-based Perception checks in

If you are within arm's reach of your familiar, you gain the benefits of the Alertness feat.

### Low-Light Vision

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

### Manifest Dreams (Su)

At 3rd level, a figment is shaped by its master's dreams. Each time the master awakens from a full night's rest, he can apply to the figment 1 evolution point worth of eidolon evolutions that don't have a base form requirement. At 7th

### Martial Flexibility (move action, 4/day) (Ex)

A brawler can take a move action to gain the benefit of a combat feat she doesn't possess. This effect lasts for 1 minute. The brawler must meet all the feat's prerequisites. She may use this ability a number of times per day equal

### Recurring Dream (Su)

A figment has a total number of hit points equal to 1/4 the master's total hit points. If the figment dies, it vanishes, appearing again with 1 hit point after its master awakens from a full night's sleep. If a figment ever strays more than



## Sourcebooks Used

- **Advanced Class Guide** - Brawler (class); Shaman (class)
- **Advanced Class Guide / Advanced Player's Guide** - Extra Hex (feat)
- **Advanced Player's Guide** - Flight (special ability); Slumber (special ability); Tongues (special ability)
- **Advanced Player's Guide / Advanced Race Guide** - Ancestral Arms (alternate racial trait)
- **Advanced Player's Guide / Adventurer's Armory / Pathfinder Society Field Guide** - Twine (50') (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Agile breastplate (armor)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Magical Knack (trait)
- **Adventurer's Armory / Ultimate Equipment** - Mask (equipment)
- **Bastards of Golarion** - Spireborn (race option)
- **Dragon Empires Gazetteer / Inner Sea Races / Inner Sea World Guide** - Tien (language)
- **Familiar Folio** - Figment (archetype); Sage (archetype)
- **Heroes of the Wild** - Cheetah's Spirit (spell)
- **Inner Sea Races / Inner Sea World Guide** - Azlanti (language)
- **Pathfinder Society Field Guide** - Caravan (equipment)
- **Ultimate Campaign** - Spirit Sense (trait)
- **Ultimate Equipment** - Mess kit (equipment); Traveler's any-tool (equipment)

## Epopeus – Abilities & Gear

<b>Alertness</b> You often notice things that others might miss.  <b>Benefit:</b> You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.  <b>Appears In :</b> Not Consolidated Skills	<b>Spirit Sense</b> You are so attuned to the spiritual world that it is hard to get the jump on you. You gain a +2 trait bonus on Perception checks to avoid being surprised and to detect invisible or incorporeal creatures.  <b>Appears In :</b> Ultimate Campaign	<b>Trait</b>
<b>Extra Channel</b> You can channel divine energy more often.  <b>Prerequisite:</b> Channel energy class feature.  <b>Benefit:</b> You can channel energy two additional times per day.  <b>Special:</b> 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.	<b>Elf Blood</b> Half-elves count as both elves and humans for any effect related to race.	<b>Racial Ability (Half-Elf)</b>
<b>Extra Hex (Shaman)</b> You have learned the secrets of a new hex.  <b>Prerequisite:</b> Hex class feature.  <b>Benefit:</b> You gain one additional hex. You must meet the prerequisites for this hex. If you are a shaman, it must be a hex granted by your spirit rather than one from a wandering spirit.  <b>Special:</b> You can take this feat multiple times. Each time you do, you gain another hex.  <b>Appears In :</b> Advanced Player's Guide, Advanced Class Guide	<b>Elven Immunities</b> +2 racial bonus on saving throws against enchantment spells and effects.	<b>Racial Ability (Half-Elf)</b>
<b>Improved Unarmed Strike</b> You are skilled at fighting while unarmed.  <b>Benefit:</b> You are considered to be armed even when unarmed – you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.  <b>Normal:</b> Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.	<b>Elven Immunities - Sleep</b> You are immune to magic sleep effects.	<b>Unknown</b>
<b>Toughness</b> You have enhanced physical stamina.  <b>Benefit:</b> You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).	<b>Low-Light Vision</b> A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.	<b>Racial Ability, Senses</b>
<b>Magical Knack (Shaman)</b> 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.  <b>Benefit:</b> 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.  <b>Appears In :</b> Character Traits Web Enhancement, Advanced Player's Guide Traits, Ultimate Campaign	<b>Shaman Channel Positive Energy 2d6 (4/d Class Ability (Shaman)</b> 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.	

## Epopeus – Abilities & Gear

### Spireborn

### Racial Ability

*Few in number and rarely seen, Spireborn retain many human features but are still as enigmatic as their elven forebears.*

The isolationist elves of the Mordant Spire rarely tolerate the presence of humans, much less mate with them, but such has been known to happen from time to time. Scholars who study the Mordant Spire estimate the number of these half-elves to be in the hundreds, and in lieu of knowing what the elves call them, historians refer to these children as Spireborn. That Spireborn possess intimate knowledge of the Mordant Spire as well as many of the secrets of fallen Azlant drives many to seek these people out, but more times than not a Spireborn's strange and aloof manner proves even more unwelcoming than that of the Mordant Spire elves.

Along the coastlines of Varisia and the Lands of the Linnorm Kings, natives tell stories of Mordant Spire elves making infrequent solo visits to secluded human settlements. The duration of such elves' visits change with the teller, but all such stories inevitably end with the Mordant Spire elf wooing a local human and taking him or her to bed. The morning after, the elf is gone. A woman who becomes pregnant from such a liaison may not expect to see the elf again until the time that she gives birth, when the Mordant Spire elf sire returns to take the child away, leaving behind a gift of significant wealth. The stories of female Mordant Spire elves who visit human settlements are similar, but after consummation, they leave (presumably for the Spire), never to return. The half-elven children of these unions are presumably raised in the Mordant Spire, though what such a fate entails is unknown to outsiders.

**Languages:** All Spireborn begin play speaking Azlanti and Elven. These replace the default half-elf languages.

**Appears In :** Bastards of Golarion

### Unarmed Strike (1d6)

### Unknown

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks can be with fists, elbows, knees, and feet. This means that a monk can make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk can apply his full Strength bonus on damage rolls for all his unarmed strikes. A monk's unarmed strikes deal lethal damage, although he can choose to deal nonlethal damage with no penalty on his attack roll. He can make this choice while grappling as well.

A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

The damage dealt by a monk's unarmed strike is determined by the unarmed damage column on Table 1–2: Monk. The damage listed is for Medium monks. The damage for Small or Large monks is listed below.

### Empathic Link with Familiar (Su) Class Ability (Shaman)

The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

### Familiar Bonus: +3 to sight-based Perception Class Ability (Shaman)

If you are within arm's reach of your familiar, you gain the benefits of the Alertness feat.

If you are within 1 mile of your familiar, you may gain other benefits.

### Manifest Dreams (Su)

### Class Ability (Shaman)

At 3rd level, a figment is shaped by its master's dreams. Each time the master awakens from a full night's rest, he can apply to the figment 1 evolution point worth of eidolon evolutions that don't have a base form requirement. At 7th level, he can apply 2 points worth of evolutions; at 13th level, he can apply 3 points worth of eidolon evolutions. This ability replaces deliver touch spells, speak with animals of its kind, and scry on familiar.

### Martial Flexibility (move action, 4/day) (Ex) Class Ability (Brawler)

A brawler can take a move action to gain the benefit of a combat feat she doesn't possess. This effect lasts for 1 minute. The brawler must meet all the feat's prerequisites. She may use this ability a number of times per day equal to 3 + 1/2 her brawler level (minimum 1).

The brawler can use this ability again before the duration expires in order to replace the previous combat feat with another choice.

If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit.

At 6th level, a brawler can use this ability to gain the benefit of two combat feats at the same time. She may select one feat as a swift action or two feats as a move action. She may use one of these feats to meet a prerequisite of the second feat; doing so means that she cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward her daily uses of this ability.

At 10th level, a brawler can use this ability to gain the benefit of three combat feats at the same time. She may select one feat as a free action, two feats as a swift action, or three feats as a move action. She may use one of the feats to meet a prerequisite of the second and third feats, and use the second feat to meet a prerequisite of the third feat. Each individual feat selected counts toward her daily uses of this ability.

At 12th level, a brawler can use this ability to gain the benefit of one combat feat as an immediate action or three combat feats as a swift action. Each individual feat selected counts toward her daily uses of this ability.

At 20th level, a brawler can use this ability to gain the benefit of any number of combat feats as a swift action. Each feat selected counts toward her daily uses of this ability.

### Recurring Dream (Su)

### Class Ability (Shaman)

A figment has a total number of hit points equal to 1/4 the master's total hit points. If the figment dies, it vanishes, appearing again with 1 hit point after its master awakens from a full night's sleep. If a figment ever strays more than 100 feet from its master, a figment enters an *antimagic field*, or a figment's master is rendered unconscious or asleep, the figment disappears until the next time its master prepares spells or regains spells per day. Because it is a being of its master's own mind, a figment can never serve as a witch's familiar, and it can't use any divination spells or spell-like abilities it may possess. This ability replaces improved evasion.

### Share Spells with Familiar

### Class Ability (Shaman)

The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

## Epopeus – Abilities & Gear

### Slumber (45 feet, 4 rounds, DC 16) (Su) Class Ability (Witch)

A witch can cause a creature within 30 feet to fall into a deep, magical sleep, as per the spell *sleep*. The creature receives a Will save to negate the effect. If the save fails, the creature falls asleep for a number of rounds equal to the witch's level. This hex can affect a creature of any HD. The creature will not wake due to noise or light, but others can rouse it with a standard action. This hex ends immediately if the creature takes damage. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

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

### Tongues (4 minutes/day) (Su) Class Ability (Witch)

The shaman or witch understands any spoken language for a number of minutes per day equal to her level, as *comprehend languages*. This duration does not need to be consecutive, but it must be spent in 1-minute increments. At 5th level, a they can use this ability to speak any language, as *tongues*.

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

### Caravan (empty, Diplomacy) 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 lesser restoration Scroll

#### 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.

### Scroll of lesser restoration Scroll

#### 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 cure light wounds (44 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 cure moderate wounds (5 charges) Wand

#### Cure Moderate Wounds

This spell functions like *cure light wounds*, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).

### Wand of water breathing (3 charges) Wand

#### Water Breathing

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.

### Cloak of resistance +1 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 +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

#### Construction

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

### 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 (empty) 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

## Epopeus, Shaman 4 – Spells

<b>Detect Magic</b>	<b>Shaman 0</b>	<b>Read Magic</b>	<b>Shaman 0</b>					
<b>School</b> divination <b>Casting Time</b> 1 action <b>Components</b> V, S <b>Range</b> 60 ft. <b>Area</b> cone-shaped emanation <b>Duration</b> concentration, up to 1 min./level (D) <b>Saving Throw</b> none; <b>Spell Resistance</b> no		<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>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> <table><tr><th>Original Strength - Duration of Lingering Aura</th></tr><tr><td>Faint - 1d6 rounds</td></tr><tr><td>Moderate - 1d6 minutes</td></tr><tr><td>Strong - 1d6 x 10 minutes</td></tr><tr><td>Overwhelming - 1d6 days</td></tr></table> <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>	Original Strength - Duration of Lingering Aura	Faint - 1d6 rounds	Moderate - 1d6 minutes	Strong - 1d6 x 10 minutes	Overwhelming - 1d6 days		<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>	
Original Strength - Duration of Lingering Aura								
Faint - 1d6 rounds								
Moderate - 1d6 minutes								
Strong - 1d6 x 10 minutes								
Overwhelming - 1d6 days								
<b>Light</b>	<b>Shaman 0</b>	<b>Stabilize</b>	<b>Shaman 0</b>					
<b>School</b> evocation / wood elemental [light] <b>Casting Time</b> 1 action <b>Components</b> V, M/DF (a firefly) <b>Range</b> touch <b>Target</b> object touched <b>Duration</b> 10 min./level <b>Saving Throw</b> none; <b>Spell Resistance</b> no		<b>School</b> conjuration (healing) <b>Casting Time</b> 1 action <b>Components</b> V, S <b>Range</b> close (25 + 5 ft./2 levels) <b>Target</b> one living creature <b>Duration</b> instantaneous <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> yes (harmless)						
<p>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.</p> <p>Light can be used to counter or dispel any darkness spell of equal or lower spell level.</p>		<p>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.</p>						
		<b>Bless</b>	<b>Shaman 1</b>					
		<b>School</b> enchantment (compulsion) [mind-affecting] <b>Casting Time</b> 1 action <b>Components</b> V, S, DF <b>Range</b> 50 ft. <b>Area</b> the caster and all allies within a 50-ft. burst, centered on the caster <b>Duration</b> 1 min./level <b>Saving Throw</b> none; <b>Spell Resistance</b> yes (harmless)						
		<p>Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.</p> <p>Bless counters and dispels bane.</p>						
		<b>Burning Hands</b>	<b>Shaman 1</b>					
		<b>School</b> evocation / fire elemental [fire] <b>Casting Time</b> 1 action <b>Components</b> V, S <b>Range</b> 15 ft. <b>Area</b> cone-shaped burst <b>Duration</b> instantaneous <b>Saving Throw</b> DC 15 Reflex half; <b>Spell Resistance</b> yes						
		<p>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.</p>						



## Epopheus, Shaman 4 – Spells

<b>Cheetah's Spirit</b> <b>School</b> transmutation <b>Casting Time</b> 1 swift action <b>Components</b> V <b>Range</b> personal <b>Target</b> you <b>Duration</b> 1 round	<b>Divine Favor</b> <b>School</b> evocation <b>Casting Time</b> 1 action <b>Components</b> V, S, DF <b>Range</b> personal <b>Target</b> you <b>Duration</b> 1 minute
<p>A wild surge of energy courses through your body and propels you into a sprint. If you take a charge or run action before the end of your turn, you can move a total distance of up to 10 times your base land speed. This adjustment is an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with other effects that increase your speed, this spell affects your jumping distance.</p> <p><b>Appears in :</b> Heroes of the Wild</p>	<p>Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +3). The bonus doesn't apply to spell damage.</p>
<b>Detect Undead</b> <b>School</b> divination <b>Casting Time</b> 1 action <b>Components</b> V, S, M/DF (earth from a grave) <b>Range</b> 60 ft. <b>Area</b> cone-shaped emanation <b>Duration</b> concentration, up to 1 minute/level (D) <b>Saving Throw</b> none; <b>Spell Resistance</b> no	<b>Bull's Strength</b> <b>School</b> transmutation <b>Casting Time</b> 1 action <b>Components</b> V, S, M/DF (a few hairs, or a pinch of dung, from a bull) <b>Range</b> touch <b>Target</b> creature touched <b>Duration</b> 1 min./level <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> yes (harmless)
<p>You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.</p> <p>1st Round: Presence or absence of undead auras.</p> <p>2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.</p> <p>3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.</p> <p><b>Aura Strength:</b> The strength of an undead aura is determined by the HD of the undead creature, as given on the table below.</p> <p><b>Lingering Aura:</b> An undead aura lingers after its original source is destroyed. If detect undead is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power, as given on the table below.</p>	<p>The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.</p> <b>Restoration, Lesser</b> <b>School</b> conjuration (healing) <b>Casting Time</b> 3 rounds <b>Components</b> V, S <b>Range</b> touch <b>Target</b> creature touched <b>Duration</b> instantaneous <b>Saving Throw</b> Will negates (harmless); <b>Spell Resistance</b> yes (harmless)
<p>HD- Strength - Lingering Aura Duration</p> <p>1 or lower - Faint - 1d6 rounds</p> <p>2-4 - Moderate - 1d6 minutes</p> <p>5-10 - Strong - 1d6 x 10 minutes</p> <p>11 or higher - Overwhelming - 1d6 days</p> <p>Each round, you can turn to detect undead in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.</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>

**Spiritual Weapon****Shaman 2****School** evocation [force]**Casting Time** 1 action**Components** V, S, DF**Range** medium (100 + 10 ft./level)**Effect** magic weapon of force**Duration** 1 round/level (D)**Saving Throw** none; **Spell Resistance** yes

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).

**Summon Swarm****Shaman 2****School** conjuration (summoning)**Casting Time** 1 round**Components** V, S, M/DF (a square of red cloth)**Range** close (25 + 5 ft./2 levels)**Effect** one swarm of bats, rats, or spiders**Duration** concentration + 2 rounds**Saving Throw** none; **Spell Resistance** no

You summon a swarm of bats, rats, or spiders (your choice), which attacks all other creatures within its area. (You may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel.