

Gorgo the Pale

Player: Scott David Gray

Male human (Ulifen) eldritch knight 1/magus (skirnir) 1/sorcerer (eldritch scrapper) 6, Grand Lodge faction - CL8 - CR 7

Chaotic Neutral Humanoid (Human, Orc); Deity: **Gorum**;
Age: 24; Height: 5' 9"; Weight: 216 lb.; Eyes: **Hazel**; Hair: **Coarse-black**; Skin: **Green-hue**

Ability	Score	Modifier	Temporary
STR STRENGTH	14/16	+2/+3	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	14	+2	
WIS WISDOM	8	-1	
CHA CHARISMA	16/18	+3/+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9	=	+5	+3	+1		
			Fearless: +4 vs. fear				

REFLEX (DEXTERITY)	+4	=	+2	+1	+1		
			Fearless: +4 vs. fear				

WILL (WISDOM)	+7	=	+7	-1	+1		
			Fearless: +4 vs. fear				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 19	=	+5		+1		+2	+1	

Touch AC 12	Flat-Footed AC 18
	BAB Strength Size Misc

CM Bonus +7	=	+4	+3	-	-
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CM Defense 19	=	10	+4	+3	+1	-
			BAB	Strength	Dexterity	Size

Base Attack	+4	HP	76
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Initiative	+1	Damage / Current HP	
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Speed	30 ft
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+2 adamantine greatsword

Both hands: **+9, 2d6+6** Crit: 19-20/x2
2-hand, S

Bite (Tusked)

Main hand: **+2, 1d4+1** Crit: x2
Light, B/P/S

+1 mithral chain shirt

+5

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Character Number: 14034 - 40



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	-	
Appraise	+2	INT (2)	-	
Bluff	+13	CHA (4)	6	
Climb	+3	STR (3)	-	
Diplomacy	+4	CHA (4)	-	
Disguise	+4	CHA (4)	-	
Escape Artist	+1	DEX (1)	-	
Fly	+1	DEX (1)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+15	CHA (4)	8	
Knowledge (arcana)	+6	INT (2)	1	
Perception	+7	WIS (-1)	8	
Ride	+1	DEX (1)	-	
Sense Motive	-1	WIS (-1)	-	
Spellcraft	+13	INT (2)	8	
Stealth	+1	DEX (1)	-	
Survival	+3	WIS (-1)	1	
		Wayfinder: +2 to avoid becoming lost		
Swim	+3	STR (3)	-	
Use Magic Device	+15	CHA (4)	8	

Feats

Arcane Armor Training

Swift action: -10% arcane spell failure due to armor.

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.

Feats

Combat Casting

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

Eschew Materials

Cast spells without materials, if component cost is 1 gp or less.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Power Attack -2/+4

You can subtract from your attack roll to add to your damage.

Shield Proficiency

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

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Tenebrous Spell

You blend shadow into your spells, increasing their efficacy at the price of susceptibility to light.

Toughness

You gain +3 hit points.

Tower Shield Proficiency

You can use a tower shield and suffer only the standard penalties.

Umbral Spell

Targets of your darkness spells radiate darkness.

Traits

Adopted

Add a racial trait.

Magical Lineage (Arcane Mark)

A chosen spell counts as 1 level lower when metamagic feats are applied to it.

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.

Dagger

Main hand: **+7, 1d4+3**

Crit: 19-20/x2

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

Rng: 10'

Main w/ light off: **+3, 1d4+3**

Light, P/S

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

Ranged: **+5, 1d4+3**

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

Ranged w/ light off: **+1, 1d4+3**

Ranged offhand: **-3, 1d4+1**

Masterwork greatsword

Both hands: **+8, 2d6+4**

Crit: 19-20/x2

2-hand, S

Masterwork scimitar

Main hand: **+8, 1d6+3**

Crit: 18-20/x2

Both hands: **+8, 1d6+4**

1-hand, S

Main w/ offhand: **+2, 1d6+3**

Main w/ light off: **+4, 1d6+3**

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

Morningstar

Main hand: **+7, 1d8+3**

Crit: x2

Both hands: **+7, 1d8+4**

1-hand, B/P

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

Main w/ light off: **+3, 1d8+3**

Offhand: **-3, 1d8+1**

Experience & Wealth

Experience Points: **21/24**

Current Cash: **127 pp, 2 gp**

Grand Lodge: **Fame: 36, PP: 34**

Unarmed strike

Main hand: **+7, 1d3+3**

Crit: x2

nonlethal

Light, B, Nonlethal

Main w/ offhand: **+1, 1d3+3**

nonlethal

Main w/ light off: **+3, 1d3+3**

nonlethal

Offhand: **-1, 1d3+1 nonlethal**

Arcane Bond Mithral Buckler

+0

Max Dex: -, Armor Check: -

Spell Fail: 0%, Shield

Gear

Total Weight Carried: 62/230 lbs,

Encumbrance Ignored

(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

+1 mithral chain shirt <In: Dropped to ground (2 12.5 lbs

+2 adamantine greatsword 8 lbs

Amulet of natural armor +1 -

Arcane Bond Mithral Buckler 2.5 lbs

Backpack (19 @ 20 lbs) <In: Dropped to ground (2 2 lbs

Bedroll <In: Backpack (19 @ 20 lbs)> 5 lbs

Belt of giant strength +2 1 lb

Belt pouch (1 @ 0 lbs) 0.5 lbs

Blanket 1 lb

Buttons <In: Gear Maintenance Kit> 0.1 lbs

Cloak of resistance +1 1 lb

Conditioning oil for leather <In: Gear Maintenance 0.4 lbs

Dagger 1 lb

Explorer's outfit (Free) -

File, small <In: Gear Maintenance Kit> 0.1 lbs

Flint and steel <In: Belt pouch (1 @ 0 lbs)> -

Full Color Tattoo of Orc Cheesecake on Left Shoulder -

Gear Maintenance Kit -

Grappling hook 4 lbs

Hat 0.5 lbs

Headband of alluring charisma +2 1 lb

Leather paring knife <In: Gear Maintenance Kit> 0.5 lbs

Leather straps <In: Gear Maintenance Kit> 0.4 lbs

Masterwork greatsword 8 lbs

Masterwork scimitar 4 lbs

Mess kit 1 lb

Metal polish <In: Gear Maintenance Kit> 0.3 lbs

Money -

Morningstar 6 lbs

Pearl of power (1st level, 1/day) <In: Backpack (19 @ -

Pot 4 lbs

Ring of protection +1 -

Sewing needle <In: Gear Maintenance Kit> -

Signal whistle -

Gear

Total Weight Carried: 62/230 lbs, Encumbrance Ignored

(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

Silk rope	5 lbs
Soap x7	0.5 lbs
Soft cloth x2 <In: Gear Maintenance Kit>	0.1 lbs
Spell component pouch <In: Backpack (19 @ 20)>	2 lbs
Spellbook <In: Backpack (19 @ 20 lbs)>	3 lbs
Spellguard bracers (3/day)	1 lb
Trail rations x10 <In: Backpack (19 @ 20 lbs)>	1 lb
Unholy symbol, iron (Gorum)	1 lb
Wand of cure light wounds (37 charges) <In: Backpack ->	
Wand of enlarge person (47 charges) <In: Backpack (19 ->	
Wand of floating disk (23 charges) <In: Backpack (19 @ ->	
Wand of gaseous form (7 charges) <In: Backpack (19 @ ->	
Wand of grease (11 charges) <In: Backpack (19 @ 20 ->	
Waterskin	4 lbs
Wayfinder (empty)	1 lb
Whetstone	1 lb

Special Abilities

[N/A] Arcane Bond (- Custom / magic armor -, 1/day) (Su)

At 1st level, a skirmir gains a shield (except for a tower shield) as an arcane bond item. This is identical to the wizard class ability, but the skirmir may only bond with a shield, not a familiar or other item.

Arcane Pool +1 (3/day) (Su)

At 1st level, the magus gains a reservoir of mystical arcane energy that he can draw upon to fuel his powers and enhance his weapon. This arcane pool has a number of points equal to 1/2 his magus level (minimum 1) + his Intelligence

Darkvision (60 feet)

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

Fearless (Ex)

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

Light Sensitivity (Ex)

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

Martial Flexibility (move action, 6/day) (Ex)

At 1st level, an eldritch scrapper gains the brawler's martial flexibility class feature, using her sorcerer level as her brawler level for the purposes of uses per day. The scrapper treats Arcane Strike and Combat Casting as combat

Orc

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

Spellstrike (Su)

At 2nd level, whenever a magus casts a spell with a range of "touch" from the magus spell list, he can deliver the spell through any weapon he is wielding as part of a melee attack. Instead of the free melee touch attack normally allowed

Tracked Resources

Arcane Pool +1 (3/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Martial Flexibility (move action, 6/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Pearl of power (1st level, 1/day)	<input type="checkbox"/>
Spellguard bracers (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Tracked Resources

Wand of cure light wounds (37 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of enlarge person (47 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of floating disk (23 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of gaseous form (7 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of grease (11 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common
Hallit

Orc
Skald

Spells & Powers

Magus (Skirnir) spells memorized (CL 1st; concentration +3)

Melee Touch +7 Ranged Touch +5

1st—*enlarge person* (DC 13)

0th (at will)—*prestidigitation, read magic*

Sorcerer (Eldritch Scrapper) spells known (CL 6th; concentration +10)

Melee Touch +7 Ranged Touch +5

3rd (4/day)—*vampiric touch*

2nd (6/day)—*bull's strength, scorching ray, touch of idiocy*

1st (7/day)—*burning hands* (DC 15), *jump, shield, shocking grasp, true strike*

0th (at will)—*acid splash, arcane mark, detect magic, disrupt undead, mage hand, message, open/close* (DC 14)

Situational Modifiers

All Saves

Fearless: +4 vs. fear

Survival

Wayfinder: +2 to avoid becoming lost

Background

Gorgo is powerful orc. His clan-tribe, the Hornets, doesn't have the luxury of soft-living and pretended superiority that human cultures do. And this readiness to take what is useful and discard what is not is not only why Gorgo was not destroyed at birth (which he understands happens with many half-orc children in human society), but kept in reserve to see whether or not he could be useful.

Through his youth, he was raised in the same manner that all orcs in the Hornets are raised, to soften the greatest danger of living in borderlands; by the community, with individual families taking charges of his food and shelter for three-moon stretches, before passing him off to another family. In a borderland tribe this has the advantage of keeping the child from feeling desparate if (and, more often than not, when) his parents are killed or captured by Humans.

By age 2 most orcs begin to have to show that they are useful, and will not take food from the mouths of orcs who do help the clan-tribe. Gorgo was slow to learn, but the tribe was patient with him; and he was not left to die before, around age 4 years, he actually began to take on some of the work and responsibilities of his host-families.

By age 4 he began to work and apprentice in various corners of the tribe. He learnt to follow Gorum's ways in the scouts, patrolling the corners of the lands looking for enemy activity. He learnt the human languages from the shaman (who reckoned, correctly, that Gorgo could serve as a diplomat that the rapacious humans might listen to). He learnt the beginnings of shamanistic magic, and when he showed promise joined the shaman and two warriors on a raid of a human village, in order to capture a spellbook from the human mage; a spellbook that Gorgo uses.

Gorgo became a warlord among the hornets. He took a wife, Buzgooka, on whom he fathered a dozen strong children -- who also grew up slowly, but at least not as slowly as he had -- after which old age struck Buzgooka down and Gorgo was widowed. By age 22, Gorgo surpassed in age and experience all other orcs in the tribe, and the Hornets demanded that he step down from active duty to become a "Revered Elder" -- a position from which, even if the idea occurred to him, he would not have enough young orcs used to taking his command for him to challenge Chief Murgadoogamump.

It didn't take long for Gorgo to feel bored with this situation, so at his suggestion he left the tribe to infiltrate "Murder Hobo Central" at the Pathfinder Society. From this position he hopes to protect the Hornets from man's meddling.

Sourcebooks Used

- **Advanced Class Guide** - Eldritch Scrapper (archetype)
- **Advanced Player's Guide / Adventurer's Armory** - Blanket (equipment)
- **Advanced Player's Guide / Bestiary 2** - Hydraulic Push (spell)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Adopted (trait)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Magical Lineage (trait)
- **Gods & Magic / Inner Sea World Guide** - Gorum's Armor (spell)
- **Inner Sea Magic** - Tenebrous Spell (feat); Umbral Spell (feat)
- **Inner Sea Races / Inner Sea World Guide** - Hallit (language); Skald (language)
- **Inner Sea Races / Inner Sea World Guide / People of the North** - Ulfen (race option)
- **Orcs of Golarion** - Orc (special ability); Power of Giants (equipment); Strength of the Beast (equipment); Tusked (trait); Warlord Reborn (equipment)
- **Pirates of the Inner Sea / Ultimate Equipment** - Tattoo (equipment)
- **Ultimate Combat** - Mirror Strike (spell); Skirnir (archetype)
- **Ultimate Equipment** - Hat (equipment); Mess kit (equipment); Spellguard bracers (equipment); Unholy symbol, iron (equipment)
- **Ultimate Magic** - Magus (class)

Gorgo the Pale – Abilities & Gear

Arcane Armor Training Feat

You have learned how to cast spells while wearing armor.

Prerequisites: Light Armor Proficiency, caster level 3rd.

Benefit: As a swift action, reduce the arcane spell failure chance due to the armor you are wearing by 10% for any spells you cast this round.

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.

Eschew Materials Feat

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

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

Power Attack -2/+4 Feat

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

Prerequisites: Str 13, base attack bonus +1.

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

Tenebrous Spell Feat

You blend shadow into your spells, increasing their efficacy at the price of susceptibility to light.

Benefit: When you cast a tenebrous spell in darkness or dim light, the spell's effective caster level and any associated save DCs are increased by 1. Any attempts at dispelling a tenebrous spell in darkness or dim light take a -2 penalty on the dispel check.

Casting a tenebrous spell in bright light is difficult, and requires a concentration check (DC 15 + twice the tenebrous spell's effective spell level). Attempts to dispel a tenebrous spell in bright light gain a +4 bonus on the dispel check.

You cannot use this feat on spells with the light descriptor. A tenebrous spell uses up a spell slot one level higher than the spell's actual level, except in the case of spells with the darkness or shadow descriptor or of the illusion (shadow) subschool; this feat does not change the effective level of those spells (but still counts as using a metamagic feat for all other purposes).

Appears In : Inner Sea Magic

Toughness Feat

You have enhanced physical stamina.

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

Umbral Spell Feat

Targets of your darkness spells radiate darkness.

Prerequisite: Tenebrous Spell.

Benefit: An umbral spell gains the darkness descriptor. As long as the spell is in effect, the creature or object affected radiates darkness in a 10-foot radius, reducing illumination similar to the effects of the darkness spell. Nonmagical sources of light, such as torches or lanterns, do not increase the light level in this area. Magical light sources only increase the light level in an area affected by an umbral spell if they are of a higher level than the umbral spell's unmodified spell level. This effect does not stack with itself or with any other effect that creates darkness. An umbral spell uses up a spell slot two levels higher than the spell's actual level.

You cannot use this feat on a spell with an instantaneous duration or a spell that does not target a creature or object.

Appears In : Inner Sea Magic

Adopted Trait

You were adopted and raised by someone not of your actual race, and raised in a society not your own. As a result, you picked up a race trait from your adoptive parents and society, and may immediately select a race trait from your adoptive parents' race. Race traits can be found in Pathfinder Companion products—if you don't have access to a selection of race traits, it's best to simply pick a different social feat.

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

Magical Lineage (Arcane Mark) Trait

One of your parents was a gifted spellcaster who not only used metamagic often, but developed many magical items and perhaps even a new spell or two—and you have inherited a fragment of this greatness.

Benefit: Pick one spell when you choose this trait. When you apply metamagic feats to this spell, treat its actual level as 1 lower for determining the spell's final adjusted level.

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

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

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

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

Gorgo the Pale – Abilities & Gear

Light Sensitivity (Ex)

Racial Ability

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

Arcane Bond (- Custom / magic armor -, 1/d Class Ability (Magus)

At 1st level, a skirnir gains a shield (except for a tower shield) as an arcane bond item. This is identical to the wizard class ability, but the skirnir may only bond with a shield, not a familiar or other item.

Arcane Pool +1 (3/day) (Su) Class Ability (Magus)

At 1st level, the magus gains a reservoir of mystical arcane energy that he can draw upon to fuel his powers and enhance his weapon. This arcane pool has a number of points equal to 1/2 his magus level (minimum 1) + his Intelligence modifier. The pool refreshes once per day when the magus prepares his spells.

At 1st level, a magus can expend 1 point from his arcane pool as a swift action to grant any weapon he is holding a +1 enhancement bonus for 1 minute. For every four levels beyond 1st, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 17th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

At 5th level, these bonuses can be used to add any of the following weapon properties: *dancing*, *flaming*, *flaming burst*, *frost*, *icy burst*, *keen*, *shock*, *shocking burst*, *speed*, or *vorpal*. Adding these properties consumes an amount of bonus equal to the property's base price modifier (see Table 15-9 on page 469 of the *Core Rulebook*). These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time the magus uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the magus.

A magus can only enhance one weapon in this way at one time. If he uses this ability again, the first use immediately ends.

Modification from Skirnir : At 1st level, a skirnir can use his arcane pool to grant an enhancement bonus to a weapon as normal, as well as to his shield, paying the arcane pool cost separately for each. At 5th level and above, he can also add the following shield special abilities: *animated*, *arrow catching*, *arrow deflection*, *bashing*, *blinding*, *fortification* (any), *reflecting*, *spell resistance* (any).

Fearless (Ex)

Class Ability (Sorcerer)

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

Martial Flexibility (move action, 6/day) (Ex Class Ability (Sorcerer)

At 1st level, an eldritch scrapper gains the brawler's martial flexibility class feature, using her sorcerer level as her brawler level for the purposes of uses per day. The scrapper treats Arcane Strike and Combat Casting as combat feats for the purpose of this ability.

At 9th level, an eldritch scrapper can use this ability to gain the benefit of two combat feats at the same time. She can select one feat as a move action or two feats as a standard action. She can use one of these feats to meet a prerequisite of the second feat; doing so means she cannot replace the feat that is currently fulfilling another feat's prerequisites without also replacing all feats that require it. Each individual feat selected counts toward her daily uses of this ability.

At 15th level, an eldritch scrapper can use this ability to gain the benefit of three combat feats at the same time. She can select one feat as a swift action, two feats as a move action, or three feats as a standard action. She can 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.

This ability replaces the sorcerer's bloodline powers gained 1st, 9th, and 15th levels.

Orc

Class Ability (Sorcerer)

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

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

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

Appears In : Orcs of Golarion

Spellstrike (Su)

Class Ability (Magus)

At 2nd level, whenever a magus casts a spell with a range of "touch" from the magus spell list, he can deliver the spell through any weapon he is wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, a magus can make one free melee attack with his weapon (at his highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. If the magus makes this attack in concert with spell combat, this melee attack takes all the penalties accrued by spell combat melee attacks. This attack uses the weapon's critical range (20, 19-20, or 18-20 and modified by the *keen* weapon property or similar effects), but the spell effect only deals x2 damage on a successful critical hit, while the weapon damage uses its own critical modifier.

Modification from Skirnir : At 1st level, a skirnir may use this ability with a weapon or shield bash attack.

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

Gorgo the Pale – Abilities & Gear

Wand of cure light wounds (37 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 enlarge person (47 charges) Wand

Enlarge Person, Fortitude negates (DC 11)

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it - the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels reduce person.

Enlarge person can be made permanent with a permanency spell.

Wand of floating disk (23 charges) Wand

Floating Disk

You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per caster level. If used to transport a liquid, its capacity is 2 gallons. The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany you at a rate of no more than your normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and you. The disk winks out of existence when the spell duration expires. The disk also winks out if you move beyond its range or try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

Wand of gaseous form (7 charges) Wand

Gaseous Form

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

Wand of grease (11 charges) Wand

Grease

A grease spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of grease at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Acrobatics skill for details). Creatures that do not move on their turn do not need to make this check and are not considered flat-footed. The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature requires its bearer to make a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the greased item. A creature wearing greased armor or clothing gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.

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 giant strength +2 Wondrous Item (Belt)

This belt is a thick leather affair, often decorated with huge metal buckles. The belt grants the wearer an enhancement bonus to Strength of +2. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction

Requirements: Craft Wondrous Item, *bull's strength*; **Cost** 2,000 gp

Gorgo the Pale – Abilities & Gear

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

Headband of alluring charisma +2 Wondrous Item (Headband)

This attractive silver headband is decorated with a number of small red and orange gemstones. The headband grants the wearer an enhancement bonus to Charisma of +2. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

Construction

Requirements: Craft Wondrous Item, *eagle's splendor*; **Cost** 2,000 gp

Pearl of power (1st level, 1/day) Wondrous Item

This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells (clerics, druids, rangers, paladins, and wizards). Once per day on command, a pearl of power enables the possessor to recall any one spell that she had prepared and then cast. The spell is then prepared again, just as if it had not been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).

Construction

Requirements: Craft Wondrous Item, creator must be able to cast 1st level spells; **Cost** 500 gp

Spellguard bracers (3/day) Wondrous Item (Wrist)

Typically made of leather dyed blue and decorated with star-shaped studs, these bracers are used by spellcasters who practice their art in the heat of combat. The bracers grant the wearer a +2 bonus on concentration checks made to cast defensively. Three times per day, the wearer can choose to roll a concentration check to cast defensively twice and take the better result.

Construction

Requirements: Combat Casting, Craft Wondrous Item, *warding weapon*; **Cost** 2,500 gp

Appears In : Ultimate Equipment

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 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

Gorgo the Pale, Magus (Skirnir) 1 – Spells in Spellbook

<p>Acid Splash Magus 0</p> <p>School conjuration / earth elemental (creation) [acid] Casting Time 1 action Components V, S Range close (25 + 5 ft./2 levels) Effect one missile of acid Duration instantaneous Saving Throw none; Spell Resistance no</p>	<p>Daze Magus 0</p> <p>School enchantment (compulsion) [mind-affecting] Casting Time 1 action Components V, S, M (a pinch of wool or similar substance) Range close (25 + 5 ft./2 levels) Target one humanoid creature of 4 HD or less Duration 1 round Saving Throw DC 12 Will negates; Spell Resistance yes</p>
<p>You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round.</p>	<p>This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.</p>
<p>Arcane Mark Magus 0</p> <p>School universal Casting Time 1 action Components V, S Range touch Effect one personal rune or mark, all of which must fit within 1 sq. ft. Duration permanent Saving Throw none; Spell Resistance no</p>	<p>Detect Magic Magus 0</p> <p>School divination Casting Time 1 action Components V, S Range 60 ft. Area cone-shaped emanation Duration concentration, up to 1 min./level (D) Saving Throw none; Spell Resistance no</p>
<p>This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An <i>arcane mark</i> spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a <i>detect magic</i> spell causes it to glow and be visible, though not necessarily understandable.</p> <p>See <i>invisibility</i>, <i>true seeing</i>, a <i>gem of seeing</i>, or a <i>robe of eyes</i> likewise allows the user to see an invisible <i>arcane mark</i>. A <i>read magic</i> spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an <i>erase</i> spell.</p>	<p>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>If an <i>arcane mark</i> is placed on a living being, the effect gradually fades in about a month.</p> <p><i>Arcane mark</i> must be cast on an object prior to casting <i>instant summons</i> on the same object (see that spell description for details).</p>	<p>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>Dancing Lights Magus 0</p> <p>School evocation [light] Casting Time 1 action Components V, S Range medium (100 + 10 ft./level) Effect up to four lights, all within a 10-ft.-radius area Duration 1 minute (D) Saving Throw none; Spell Resistance no</p>	<p><i>Lingering Aura</i>: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If <i>detect magic</i> is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:</p> <p>Original Strength - Duration of Lingering Aura Faint - 1d6 rounds Moderate - 1d6 minutes Strong - 1d6 x 10 minutes Overwhelming - 1d6 days</p>
<p>Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisp), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit.</p>	<p>Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.</p>
<p>Dancing lights can be made permanent with a permanency spell.</p>	<p><i>Detect magic</i> can be made permanent with a <i>permanency</i> spell.</p>

Gorgo the Pale, Magus (Skirnir) 1 – Spells in Spellbook

Disrupt Undead Magus 0

School necromancy
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Effect ray
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

Flare Magus 0

School evocation [light]
Casting Time 1 action
Components V
Range close (25 + 5 ft./2 levels)
Effect burst of light
Duration instantaneous
Saving Throw DC 12 Fortitude negates; **Spell Resistance** yes

This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by flare.

Ghost Sound Magus 0

School illusion (figment)
Casting Time 1 action
Components V, S, M (a bit of wool or a small lump of wax)
Range close (25 + 5 ft./2 levels)
Effect illusory sounds
Duration 1 round/level (D)
Saving Throw DC 12 Will disbelief; **Spell Resistance** no

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

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

Ghost sound can be made permanent with a permanency spell.

Light Magus 0

School evocation / wood elemental [light]
Casting Time 1 action
Components V, M/DF (a firefly)
Range touch
Target object touched
Duration 10 min./level
Saving Throw none; **Spell Resistance** no

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit.

Light can be used to counter or dispel any darkness spell of equal or lower spell level.

Mage Hand Magus 0

School transmutation
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one nonmagical, unattended object weighing up to 5 lbs.
Duration concentration
Saving Throw none; **Spell Resistance** no

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Open/Close Magus 0

School transmutation
Casting Time 1 action
Components V, S, F (a brass key)
Range close (25 + 5 ft./2 levels)
Target object weighing up to 30 lbs. or portal that can be opened or closed
Duration instantaneous
Saving Throw DC 12 Will negates (object); **Spell Resistance** yes (object)

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect.

Gorgo the Pale, Magus (Skirnir) 1 – Spells in Spellbook

Prestidigitation Magus 0

School universal
Casting Time 1 action
Components V, S
Range 10 ft.
Target see text
Effect see text
Area see text
Duration 1 hour
Saving Throw see text; **Spell Resistance** no

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitiation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitiation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters.

Prestidigitiation can create small objects, but they look crude and artificial. The materials created by a prestidigitiation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitiation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Ray of Frost Magus 0

School evocation / water elemental [cold]
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Effect ray
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

Read Magic Magus 0

School divination
Casting Time 1 action
Components V, S, F (a clear crystal or mineral prism)
Range personal
Target you
Duration 10 min./level

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

Burning Hands Magus 1

School evocation / fire elemental [fire]
Casting Time 1 action
Components V, S
Range 15 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw DC 13 Reflex half; **Spell Resistance** yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Color Spray Magus 1

School illusion (pattern) [mind-affecting]
Casting Time 1 action
Components V, S, M (red, yellow, and blue powder or colored sand)
Range 15 ft.
Area cone-shaped burst
Duration instantaneous; see text
Saving Throw DC 13 Will negates; **Spell Resistance** yes

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Each creature within the cone is affected according to its HD.

2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

5 or more HD: The creature is stunned for 1 round. Sightless creatures are not affected by color spray.

Enlarge Person Magus 1

School transmutation
Casting Time 1 round
Components V, S, M (powdered iron)
Range close (25 + 5 ft./2 levels)
Target one humanoid creature
Duration 1 min./level (D)
Saving Throw DC 13 Fortitude negates; **Spell Resistance** yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it - the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels reduce person.

Enlarge person can be made permanent with a permanency spell.

Gorgo the Pale, Magus (Skirnir) 1 – Spells in Spellbook

<p>Feather Fall Magus 1</p> <p>School transmutation / air elemental Casting Time 1 immediate action Components V Range close (25 + 5 ft./2 levels) Target one Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart Duration until landing or 1 round/level Saving Throw Will negates (harmless) or Will negates (object); Spell Resistance yes (object)</p>	<p>Hydraulic Push Magus 1</p> <p>School evocation / water elemental [water] Casting Time 1 action Components V, S Range close (25 + 5 ft./2 levels) Target one creature or object Duration instantaneous Saving Throw none; Spell Resistance yes</p>
<p>The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop.</p>	<p>You call forth a quick blast of water that knocks over and soaks one creature or square. You can use this blast of water to make a bull rush against any one creature or object. Your CMB for this bull rush is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This bull rush does not provoke an attack of opportunity. Hydraulic push extinguishes any normal fires on a creature, object, or in a single 5-foot square which it is targeted against. Magical fires are unaffected.</p> <p>Appears in : Advanced Player's Guide, Bestiary 2</p>
<p>Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.</p>	<p>Mirror Strike Magus 1</p> <p>School transmutation Casting Time 1 action Components V, S, M (a shard of mirror) Range personal Target you Duration see text</p>
<p>Floating Disk Magus 1</p> <p>School evocation [force] Casting Time 1 action Components V, S, M (a drop of mercury) Range close (25 + 5 ft./2 levels) Effect 3-ft.-diameter disk of force Duration 1 hour/level Saving Throw none; Spell Resistance no</p>	<p>You briefly alter the flow of time to split a melee attack into two attacks. Before the end of your next turn, when you make your next melee attack roll, compare the result to the AC of two opponents within your reach. If the selected opponents are flanking you, you gain a +2 bonus on your attack roll (and confirmation attack roll, see below). If you hit both enemies, you can deal half damage to each. Hitting only one opponent allows you to deal that opponent normal damage for your attack. On a critical threat, you can make only one attack roll to confirm the critical hit against both opponents. If you confirm against both, you deal half your critical hit damage to each. Your hit is a normal hit rather than a critical if you confirm against only one opponent. If you fail to use the effect before the end of your next turn, the spell ends.</p> <p>Appears in : Ultimate Combat</p>
<p>You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per caster level. If used to transport a liquid, its capacity is 2 gallons. The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany you at a rate of no more than your normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and you. The disk winks out of existence when the spell duration expires. The disk also winks out if you move beyond its range or try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.</p>	<p>True Strike Magus 1</p> <p>School divination / void elemental Casting Time 1 action Components V, F (small wooden replica of an archery target) Range personal Target you Duration see text</p>
<p>Gorum's Armor Magus 1</p> <p>School transmutation Casting Time 1 action Components V, S, M Range touch Duration 10 minutes/level Saving Throw Fortitude negates (harmless); Spell Resistance yes</p>	<p>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.</p>
<p>The targeted suit of armor or shield sprouts thousands of tiny iron spikes like porcupine quills. These do not harm the armor's wearer (though donning or removing armor under the effects of this spell takes twice as long), but they act as armor spikes or shield spikes (as appropriate). Any creature attacking the wearer with natural weapons takes 1 point of piercing damage for each attack that hits. At 5th level, the spikes gain a +1 enhancement bonus on attack and damage rolls; this bonus increases to +2 at 10th level. At 15th level, the spikes also gain the <i>anarchic</i> weapon quality.</p> <p><i>Material:</i> 1 iron spike.</p> <p>Appears in : Gods & Magic, Inner Sea World Guide</p>	

Prestidigitation	Magus 0	Enlarge Person	Magus 1
School universal Casting Time 1 action Components V, S Range 10 ft. Target see text Effect see text Area see text Duration 1 hour Saving Throw see text; Spell Resistance no		School transmutation Casting Time 1 round Components V, S, M (powdered iron) Range close (25 + 5 ft./2 levels) Target one humanoid creature Duration 1 min./level (D) Saving Throw DC 13 Fortitude negates; Spell Resistance yes	

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitiation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitiation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters.

Prestidigitiation can create small objects, but they look crude and artificial. The materials created by a prestidigitiation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitiation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Read Magic	Magus 0
School divination Casting Time 1 action Components V, S, F (a clear crystal or mineral prism) Range personal Target you Duration 10 min./level	

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it - the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels reduce person.

Enlarge person can be made permanent with a permanency spell.

Acid Splash	Sorcerer 0
School conjuration / earth elemental (creation) [acid] Casting Time 1 action Components V, S Range close (25 + 5 ft./2 levels) Effect one missile of acid Duration instantaneous Saving Throw none; Spell Resistance no	

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

Gorgo the Pale, Magus (Skirnir) 1 / Sorcerer (Eldritch Scrapper) 6 – Spells

Arcane Mark **Sorcerer 0**

School universal
Casting Time 1 action
Components V, S
Range touch
Effect one personal rune or mark, all of which must fit within 1 sq. ft.
Duration permanent
Saving Throw none; **Spell Resistance** no

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

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

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

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

Detect Magic **Sorcerer 0**

School divination
Casting Time 1 action
Components V, S
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 min./level (D)
Saving Throw none; **Spell Resistance** no

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see *Spellcraft*).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength - Duration of Lingering Aura

Faint - 1d6 rounds
 Moderate - 1d6 minutes
 Strong - 1d6 x 10 minutes
 Overwhelming - 1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a *permanency* spell.

Disrupt Undead **Sorcerer 0**

School necromancy
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Effect ray
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

Gorgo the Pale, Maqus (Skirnir) 1 / Sorcerer (Eldritch Scrapper) 6 – Spells

Mage Hand Sorcerer 0

School transmutation
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one nonmagical, unattended object weighing up to 5 lbs.
Duration concentration
Saving Throw none; **Spell Resistance** no

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Message Sorcerer 0

School transmutation / air elemental [language-dependent]
Casting Time 1 action
Components V, S, F (a piece of copper wire)
Range medium (100 + 10 ft./level)
Target one creature/level
Duration 10 min./level
Saving Throw none; **Spell Resistance** no

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Open/Close Sorcerer 0

School transmutation
Casting Time 1 action
Components V, S, F (a brass key)
Range close (25 + 5 ft./2 levels)
Target object weighing up to 30 lbs. or portal that can be opened or closed
Duration instantaneous
Saving Throw DC 14 Will negates (object); **Spell Resistance** yes (object)

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect.

Burning Hands Sorcerer 1

School evocation / fire elemental [fire]
Casting Time 1 action
Components V, S
Range 15 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw DC 15 Reflex half; **Spell Resistance** yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Jump Sorcerer 1

School transmutation
Casting Time 1 action
Components V, S, M (a grasshopper's hind leg)
Range touch
Target creature touched
Duration 1 min./level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes

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

Shield Sorcerer 1

School abjuration / void elemental [force]
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 min./level (D)

Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance.

Shocking Grasp Sorcerer 1

School evocation / air elemental / metal elemental [electricity]
Casting Time 1 action
Components V, S
Range touch
Target creature or object touched
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or is carrying a metal weapon or is made of metal).

Tenebrous burning hands Sorcerer 1

School evocation / fire elemental [fire]
Casting Time 1 action
Components V, S
Range 15 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw DC 15 Reflex half; **Spell Resistance** yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Tenebrous Spell: Increase CL, DC and dispel resist in dim light

Gorgo the Pale, Maqus (Skirnir) 1 / Sorcerer (Eldritch Scrapper) 6 – Spells

Tenebrous Umbral arcane mark Sorcerer 1

School universal
Casting Time 1 action
Components V, S
Range touch
Effect one personal rune or mark, all of which must fit within 1 sq. ft.
Duration permanent
Saving Throw none; **Spell Resistance** no

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

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

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

Arcane mark must be cast on an object prior to casting *instant summons* on the same object (see that spell description for details).
Tenebrous Spell: Increase CL, DC and dispel resist in dim light
Umbral Spell: Spell radiates darkness in 10 ft. radius.

True Strike Sorcerer 1

School divination / void elemental
Casting Time 1 action
Components V, F (small wooden replica of an archery target)
Range personal
Target you
Duration see text

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

Bull's Strength Sorcerer 2

School transmutation
Casting Time 1 action
Components V, S, M/DF (a few hairs, or a pinch of dung, from a bull)
Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

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

Scorching Ray Sorcerer 2

School evocation / fire elemental [fire]
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Effect one or more rays
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

You blast your enemies with a searing beam of fire. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

Touch of Idiocy Sorcerer 2

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S
Range touch
Target living creature touched
Duration 10 min./level
Saving Throw no; **Spell Resistance** yes

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

Vampiric Touch Sorcerer 3

School necromancy
Casting Time 1 action
Components V, S
Range touch
Target living creature touched
Duration instantaneous/1 hour; see text
Saving Throw none; **Spell Resistance** yes

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later.