

## Gretlin Scherer

Player: Scott David Gray

Female tiefling mystic theurge 6/oracle (seeker)  
2/sorcerer 1, Dark Archive faction, Retired Cheliox  
faction - CL9 - CR 8

Neutral Good Outsider (Native); Deity: **Erastil**; Age: **74**;  
Height: **5' 4"**; Weight: **120lb.**; Eyes: **Ruby red**; Hair: **Dark**;  
Skin: **Fair**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	9	-1	
<b>DEX</b> DEXTERITY	14	+2	
<b>CON</b> CONSTITUTION	14	+2	
<b>INT</b> INTELLIGENCE	16	+3	
<b>WIS</b> WISDOM	7	-2	
<b>CHA</b> CHARISMA	17/19	+3/+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+7	=	+2	+2	+3		

Trapspringer's gloves: +1 Luck bonus vs. traps

<b>REFLEX</b> (DEXTERITY)	+7	=	+2	+2	+3		
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Trapspringer's gloves: +1 Luck bonus vs. traps

<b>WILL</b> (WISDOM)	+9	=	+8	-2	+3		
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Trapspringer's gloves: +1 Luck bonus vs. traps

<b>Energy Resistance, Cold (5)</b>	<b>Energy Resistance, Fire (5)</b>
<b>Energy Resistance, Electricity (5)</b>	

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	12	=		+2					+2

<b>Touch AC</b>	12	<b>Flat-Footed AC</b>	10
		BAB	Strength
		Size	Misc

<b>CM Bonus</b>	+3	=	+4	-1	-	-
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<b>CM Defense</b>	15	=	10	+4	-1	+2	-
		BAB	Strength	Dexterity	Size		

<b>Base Attack</b>	+4	<b>HP</b>	68
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<b>Initiative</b>	+0	Damage / Current HP	
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<b>Speed</b>	30 ft
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Character Number: 14034 - 25



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+2	DEX (2)	-	
<b>Appraise</b>	+7	INT (3)	1	
<b>Bluff</b>	+10	CHA (4)	1	
<b>Climb</b>	-1	STR (-1)	-	
<b>Craft (tattoo)</b>	+11	INT (3)	1	
<b>Diplomacy</b>	+8	CHA (4)	1	
<b>Disable Device</b>	+17	DEX (2)	9	
	Trapspringer's gloves: +5 Competence bonus to disarm traps			
<b>Disguise</b>	+14	CHA (4)	-	
<b>Escape Artist</b>	+2	DEX (2)	-	
<b>Fly</b>	+2	DEX (2)	-	
<b>Heal</b>	-2	WIS (-2)	-	
<b>Intimidate</b>	+8	CHA (4)	1	
<b>Knowledge (arcana)</b>	+9	INT (3)	3	
<b>Knowledge (local)</b>	+7	INT (3)	1	
<b>Knowledge (nature)</b>	+7	INT (3)	1	
<b>Knowledge (planes)</b>	+7	INT (3)	1	
<b>Knowledge (religion)</b>	+9	INT (3)	3	
<b>Linguistics</b>	+4	INT (3)	1	
<b>Perception</b>	+18	WIS (-2)	9	
	Trapfinding: +1 to locate traps, Improved Perception: +3 competence bonus on checks that do not rely on hearing			
<b>Ride</b>	+2	DEX (2)	-	
<b>Sense Motive</b>	+12	WIS (-2)	9	
<b>Sleight of Hand</b>	+3	DEX (2)	1	
<b>Spellcraft</b>	+7	INT (3)	1	
<b>Stealth</b>	+10	DEX (2)	6	

## Skills

Skill Name	Total	Ability	Ranks	Temp
<b>Survival</b>	<b>+2</b>	WIS (-2)	1	
Lenses of detection : +5 competence bonus when tracking				
<b>Swim</b>	<b>-1</b>	STR (-1)	-	

## 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.

### 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.

### Extend Spell

Spell duration lasts twice as normal. +1 Level.

### Improved Familiar

When choosing a familiar, the creatures listed below are also available to the spellcaster. The spellcaster may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil).

### Shield Proficiency

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

### Silent Spell

Cast a spell with no verbal components. +1 Level.

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

### Still Spell

You can cast a spell with no somatic components. +1 Level.

### Toughness

You gain +3 hit points.

## Traits

### Focused Mind

+2 to Concentration checks

### Seeker

You are always on the lookout for reward and danger. You gain a +1 trait bonus on Perception checks, and Perception is always a class skill for you.

## Club

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

Crit: x2

Both hands: **+3, 1d6-1**

Rng: 10'

Main w/ offhand: **-3, 1d6-1**

1-hand, B

Main w/ light off.: **-1, 1d6-1**

Offhand: **-7, 1d6-1**

Ranged: **+6, 1d6-1**

Ranged, both hands: **+6, 1d6-1**

Ranged w/ offhand: **+0, 1d6-1**

Ranged w/ light off.: **+2, 1d6-1**

Ranged offhand: **-4, 1d6-1**

## Experience & Wealth

Experience Points: **26/27**

Current Cash: **5 pp, 7 gp**

Dark Archive: **Fame: 24, PP: 26**

Retired Cheliox: **Fame: 20, PP: 18**

## Dagger

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

Crit: 19-20/x2

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

Rng: 10'

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

Light, P/S

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

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

Ranged w/ offhand: **+0, 1d4-1**

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

Ranged offhand: **-2, 1d4-1**

## Unarmed strike

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

Crit: x2

**nonlethal**

Light, B, Nonlethal

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

**nonlethal**

Main w/ light off.: **-1, 1d3-1**

**nonlethal**

Offhand: **-5, 1d3-1 nonlethal**

## Gear

**Total Weight Carried: 28/90 lbs, Encumbrance Ignored**

**(Light: 30 lbs, Medium: 60 lbs, Heavy: 90 lbs)**

Artisan's tools, masterwork (Craft [tattoo])	<In:	5 lbs
Backpack (empty)	<In: Handy haversack (236 @	2 lbs
Bedroll	<In: Handy haversack (236 @ 26.5 lbs)>	5 lbs
Belt pouch (2 @ 2 lbs)		0.5 lbs
Blanket	<In: Handy haversack (236 @ 26.5 lbs)>	1 lb
Boots of the cat		1 lb
Broom of flying (9 hours/day)		3 lbs
Brown E-Pick (10 uses, DD vs electronics) x2		-
Cloak of resistance +3		1 lb
Club		3 lbs
Dagger		1 lb
Empower metamagic rod (lesser, 3/day)	<In: Handy	5 lbs
Explorer's outfit (Free)		-
Flint and steel	<In: Belt pouch (2 @ 2 lbs)>	-
Gear maintenance kit	<In: Handy haversack (236	2 lbs
Grooming kit	<In: Handy haversack (236 @ 26.5	2 lbs
Handy haversack (236 @ 26.5 lbs)		5 lbs
Hat	<In: Handy haversack (236 @ 26.5 lbs)>	0.5 lbs
Hat of disguise		-
Headband of alluring charisma +2		1 lb
Holy symbol, wooden (Erastil)		-
Ink, black x2	<In: Handy haversack (236 @ 26.5 lbs)>	-
Inkpen x2	<In: Handy haversack (236 @ 26.5 lbs)>	-
Journal x2	<In: Handy haversack (236 @ 26.5 lbs)>	1 lb
Lenses of detection		1 lb
Manacles	<In: Handy haversack (236 @ 26.5 lbs)>	2 lbs
Paper x3	<In: Handy haversack (236 @ 26.5 lbs)>	-
Parchment x15	<In: Handy haversack (236 @ 26.5	-

## Gear

**Total Weight Carried: 28/90 lbs, Encumbrance Ignored**

**(Light: 30 lbs, Medium: 60 lbs, Heavy: 90 lbs)**

Rice paper x200 <In: Handy haversack (236 @ 26.5	-
Ring of sustenance	-
Robe of needles (6/day)	4 lbs
Scroll of breath of life <In: Wrist sheath, spring loaded (1	-
Scroll of comprehend languages	-
Scroll of comprehend languages	-
Scroll of comprehend languages	-
Scroll of scrivener's chant	-
Scroll of scrivener's chant	-
Signal whistle	-
Thieves' tools, masterwork <In: Belt pouch (2 @ 2	2 lbs
Trapspringer's gloves	1 lb
Traveler's any-tool	2 lbs
Tunic of careful casting	1 lb
Wand of cure light wounds (25 charges) <In: Handy	-
Wand of invisibility (14 charges) <In: Handy haversack	-
Wand of sound burst (14 charges) <In: Handy haversack	-
Wrist sheath, spring loaded (1 @ 0 lbs)	1 lb

## Special Abilities

### Bloodline Arcana: Arcane (Ex)

Whenever you apply a metamagic feat to a spell that increases the slot used by at least one level, increase the spell's DC by +1. This bonus does not stack with itself and does not apply to spells modified by the Heighten Spell feat.

### Combined Spells (3rd) (Su)

A mystic theurge can prepare and cast spells from one of his spellcasting classes using the available slots from any of his other spellcasting classes. Spells prepared or cast in this way take up a slot one level higher than they

### 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

### Deaf

You cannot hear and suffer all of the usual penalties for being deafened. You cast all of your spells as if they were modified by the Silent Spell feat. This does not increase their level or casting time. At 5th level, you receive a +3

### 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 general

### Familiar Bonus:

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

### Share Spells with Familiar

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).

### Trapfinding +1

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

## Spell-Like Abilities

Bend the Grain (1/day) (Sp)	<input type="checkbox"/>
Darkness (1/day)	<input type="checkbox"/>

## Tracked Resources

Broom of flying (9 hours/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Club	<input type="checkbox"/>
Dagger	<input type="checkbox"/>

## Tracked Resources

Empower metamagic rod (lesser, 3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Robe of needles (6/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of cure light wounds (25 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"/>
Wand of invisibility (14 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"/>
Wand of sound burst (14 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"/>

## Languages

Abyssal	Infernal
Common	Lip reading
Draconic	Varisian

## Spells & Powers

**Oracle (Seeker) spells known** (CL 8th; concentration +16)

**Melee Touch +3 Ranged Touch +6**

**4th (4/day)**—*cure critical wounds*, *freedom of movement*

**3rd (6/day)**—*cure serious wounds*, *magic circle against evil*, *searing light*

**2nd (7/day)**—*cure moderate wounds*, *grace*<sup>APG</sup>, *lesser restoration*, *silence* (DC 16)

**1st (7/day)**—*air bubble*<sup>UC</sup>, *ant haul*<sup>APG</sup> (DC 15), *bles*, *cure light wounds*, *murderous command*<sup>JM</sup> (DC 15), *shield of faith*, *shillelagh* (DC 15)

**0th (at will)**—*bleed* (DC 14), *create water*, *detect magic*, *enhanced diplomacy*, *guidance*, *mending*, *purify food and drink* (DC 14), *stabilize*

**Sorcerer spells known** (CL 7th; concentration +16)

**Melee Touch +3 Ranged Touch +6**

**3rd (5/day)**—*communal darkvision*<sup>UC</sup>, *haste*

**2nd (7/day)**—*darkness*, *glitterdust* (DC 16), *levitate*

**1st (7/day)**—*liberating command*<sup>UC</sup>, *mage armor*, *magic missile*, *monkey fish*<sup>ACG</sup>, *vanish*<sup>APG</sup> (DC 15)

**0th (at will)**—*dancing lights*, *disrupt undead*, *ghost sound* (DC 14), *mage hand*, *prestidigitation*, *read magic*, *scrivener's chant*

## Companions

### Riddywhipple

Male faerie dragon ( *Pathfinder RPG Bestiary 3* 91)  
CG Tiny dragon  
**Init** +3; **Senses** darkvision 60 ft., low-light vision;  
Perception +14

### Defense

**AC** 19, touch 16, flat-footed 15 (+3 Dex, +1 dodge, +3 natural, +2 size)  
**hp** 34 (3d12+3)  
**Fort** +4, **Ref** +6, **Will** +10  
**Immune** paralysis, sleep; **SR** 13

### Offense

**Speed** 10 ft., fly 60 ft. (perfect), swim 30 ft.  
**Melee** unarmed strike +5 (1 nonlethal) or bite +5 (1d3-1)  
**Space** 2½ ft.; **Reach** 0 ft.  
**Special Attacks** breath weapon  
**Spell-Like Abilities** (CL 3rd; concentration +6)  
3/day—*greater invisibility (self only)*  
**Sorcerer Spells Known** (CL 3rd; concentration +6)  
1st (6/day)—*crafters' fortune*<sup>APG</sup> (DC 14), *silent image* (DC 14), *vanish*<sup>APG</sup> (DC 14)  
0 (at will)—*detect magic*, *ghost sound* (DC 13), *mage hand*, *open/close* (DC 13), *prestidigitation*

### Statistics

**Str** 9, **Dex** 17, **Con** 13, **Int** 20, **Wis** 14, **Cha** 16  
**Base Atk** +4; **CMB** +5; **CMD** 15 (19 vs. trip)  
**Feats** Acrobatic, Dodge  
**Skills** Acrobatics +8 (-8 to jump), Appraise +9, Bluff +9, Craft (tattoo) +7, Diplomacy +9, Disable Device +10, Fly +23, Heal +6, Intimidate +7, Knowledge (arcana) +11, Knowledge (dungeoneering) +9, Knowledge (engineering) +9, Knowledge (geography) +9, Knowledge (history) +9, Knowledge (local) +9, Knowledge (nature) +9, Knowledge (nobility) +9, Knowledge (planes) +9, Knowledge (religion) +11, Linguistics +9, Perception +14, Sense Motive +14, Sleight of Hand +4, Spellcraft +9, Stealth +20, Survival +6, Swim +17, Use Magic Device +9  
**Languages** Aklo, Common, Draconic, Elven, Gnome, Sylvan; telepathy 100 ft.  
**SQ** improved evasion  
**Combat Gear** *wand of cure light wounds (42 charges)*, *wand of mirror image (9 charges)*

## Situational Modifiers

### All Saves

**Trapspringer's gloves** : +1 Luck bonus vs. traps

### Disable Device

**Trapspringer's gloves** : +5 Competence bonus to disarm traps

### Perception

**Trapfinding** : +1 to locate traps, **Improved Perception** : +3 competence bonus on checks that do not rely on hearing

### Survival

**Lenses of detection** : +5 competence bonus when tracking

## Background

Gretlin was raised by her aunt (Elsinn Kolb-Scherer) and uncle (Jos Scherer); Nurmathi farmers.

Gretlin's mother, Ursel Kolb, was unmarried. Ursel practiced witchcraft (as had many of the Kolb daughters), and as part of her research became intimate on several occasions with a red-skinned devil with flaming eyes named Piralaz.

After Gretlin was born, Elsinin refused to give her back to Ursel's care. This was a point of anger for Ursel, but she has accepted that no court would give her custody over Gretlin if it was revealed that Piralaz was a frequent visitor to her home.

She lets her short hair grow thick to hide them, but there are a couple bumps on her skull where horns might be. Gretlin has not aged in over 50 years. She was born understanding both infernal and abyssal instinctively, though it was hard for her to pick up Taldane or Varisian due to poor hearing in both ears.

As a little deaf girl, Gretlin was used to being ignored by most adults around. To her shame, she sometimes took advantage of that to "borrow" things from her neighbors (mostly books).

As Gretlin grew up, her hearing became worse. By age 30 she could no longer hear, and had to rely on lip reading.

Gretlin tried to ignore her mother's example. But while her mother was alive, Gretlin tried to be on good terms with her. She and her mother would each agree to do some of the things the other wanted; Ursel came and behaved herself at festivals to Erastil, and Gretlin would in turn talk in a civil way with her father (and ignore how unnerving and creepy he is).

Gretlin's attempts to please her mother led to her developing her inborn arcane talents, and her own interests led her to develop her divine talents. She is skilled enough in both sorts of spellcasting that she can cast any of her spells without words or inexpensive material components.

Near the end of Ursel's life, knowing that it would make her mom happy, Gretlin joined the Cheliox faction. Even after her mom's death, Gretlin finds it easier to pay lip service and do small tasks for Cheliox than to risk retribution for leaving the society.

Gretlin recently purchased a raven named Rabe, that she made into her familiar. She relies on the empathic link to let her know if the Taldane-speaking raven has heard something alarming important or insulting to her to which she should attend.

## Sourcebooks Used

- **Advanced Class Guide** - Monkey Fish (spell)
- **Advanced Player's Guide** - Ant Haul (spell); Grace (spell); Oracle (class); Thorn Body (spell); Vanish (spell)
- **Advanced Player's Guide / Adventurer's Armory** - Blanket (equipment); Rice paper (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Focused Mind (trait)
- **Advanced Race Guide / Bestiary / Blood of Fiends / Inner Sea Races** - Tiefling (race)
- **Adventurer's Armory** - Wrist sheath, spring loaded (equipment)
- **Andoran, Spirit of Liberty / Ultimate Combat** - Liberating Command (spell)
- **Inner Sea Races / Inner Sea World Guide** - Varisian (language)
- **Pathfinder Society Field Guide** - Seeker (archetype)
- **Pathfinder Society Field Guide / Ultimate Equipment** - Journal (equipment); Trapspringer's gloves (equipment)
- **Seekers of Secrets** - Scrivener's Chant (spell)
- **Taldor, Echoes of Glory** - Enhanced Diplomacy (spell)
- **Ultimate Campaign** - Seeker (trait)
- **Ultimate Combat** - Air Bubble (spell); Darkvision, Communal (spell)
- **Ultimate Equipment** - Boots of the cat (equipment); Gear maintenance kit (equipment); Grooming kit (equipment); Hat (equipment); Robe of needles (equipment); Traveler's any-tool (equipment); Tunic of careful casting (equipment)
- **Ultimate Magic** - Bend the Grain (special ability); Murderous Command (spell); Mystery (Wood) (special ability); Wooden Phalanx (spell)

## Gretlin Scherer – Abilities & Gear

### Alertness

#### Feat

You often notice things that others might miss.

**Benefit:** 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.

**Appears In :** Not Consolidated Skills

### 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.

### Extend Spell

#### Feat

You can make your spells last twice as long.

**Benefit:** An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

### Improved Familiar

#### Feat

This feat allows you to acquire a powerful familiar, but only when you could normally acquire a new familiar.

**Prerequisites:** Ability to acquire a new familiar, compatible alignment, sufficiently high level (see below).

**Benefit:** When choosing a familiar, the creatures listed below are also available to you. You may choose a familiar with an alignment up to one step away on each alignment axis (lawful through chaotic, good through evil).

Improved familiars otherwise use the rules for regular familiars, with two exceptions: if the creature's type is something other than animal, its type does not change; and improved familiars do not gain the ability to speak with other creatures of their kind (although many of them already have the ability to communicate).

**Note:** To create the celestial or fiendish version of a normal familiar, add the Celestial or Fiendish template from the "Class Levels" list on your familiar. Since most familiar races set a default alignment, you may need to change this as well.

### Silent Spell

#### Feat

You can cast your spells without making any sound.

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

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

### Still Spell

#### Feat

You can cast spells without moving.

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

### 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).

### Focused Mind

#### Trait

Your childhood was either dominated by lessons of some sort (be they musical or academic) or by a horrible home life that encouraged your ability to block out distractions to focus on the immediate task at hand.

**Benefit:** You gain a +2 trait bonus on concentration checks.

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

### Seeker

#### Trait

You are always on the lookout for reward and danger. You gain a +1 trait bonus on Perception checks, and Perception is always a class skill for you.

**Appears In :** Ultimate Campaign

### Darkvision (60 feet)

#### Racial Ability, Senses (Outside)

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.

### Energy Resistance, Cold (5)

#### Unknown

You have the specified Energy Resistance against Cold attacks.

### Energy Resistance, Electricity (5)

#### Unknown

You have the specified Energy Resistance against Electricity attacks.

### Energy Resistance, Fire (5)

#### Unknown

You have the specified Energy Resistance against Fire attacks.

### Bend the Grain (1/day) (Sp)

#### Class Ability (Oracle)

Once per day as a standard action, you can shape or warp wooden objects. This functions as either *wood shape* or *warp wood*. At 11th level, you can use this ability to push wood away from you, as *repel wood*. At 7th level, and again at 14th level, you can use this ability an additional time per day.

**Appears In :** Ultimate Magic

### Bloodline Arcana: Arcane (Ex) Class Ability (Sorcerer)

Whenever you apply a metamagic feat to a spell that increases the slot used by at least one level, increase the spell's DC by +1. This bonus does not stack with itself and does not apply to spells modified by the Heighten Spell feat.

**Combined Spells (3rd) (Su)** **Class Ability (Mystic Theurge)**

A mystic theurge can prepare and cast spells from one of his spellcasting classes using the available slots from any of his other spellcasting classes. Spells prepared or cast in this way take up a slot one level higher than they originally occupied. This ability cannot be used to cast a spell at a lower level if that spell exists on both spell lists. At 1st level, a mystic theurge can prepare 1st-level spells from one of his spellcasting classes using the 2nd-level slots of the other spellcasting class. Every two levels thereafter, the level of spells that can be cast in this way increases by one, to a maximum of 5th-level spells at 9th level (these spells would take up 6th-level spell slots). The components of these spells do not change, but they otherwise follow the rules for the spellcasting class used to cast the spell.

Spontaneous spellcasters can only select spells that they have prepared that day using non-spontaneous classes for this ability, even if the spells have already been cast. For example, a cleric/sorcerer/mystic theurge can use this ability to spontaneously cast a *bless* spell using a 2nd-level sorcerer spell slot, if the character had a prepared *bless* spell using a 1st-level cleric spell slot, even if that spell had already been cast that day.

**Note:** The option to prepare combined spells has not been implemented yet.

**Deaf** **Class Ability (Oracle)**

You cannot hear and suffer all of the usual penalties for being deafened. You cast all of your spells as if they were modified by the Silent Spell feat. This does not increase their level or casting time. At 5th level, you receive a +3 competence bonus on Perception checks that do not rely upon hearing and the initiative penalty for being deaf is reduced to -2. At 10th level, you gain scent and you do not suffer any penalty on initiative checks due to being deaf. At 15th level, you gain tremorsense out to a range of 30 feet.

**Deafened:** A deafened character cannot hear. He takes a -4 penalty on initiative checks, automatically fails Perception checks based on sound, takes a -4 penalty on opposed Perception checks, and has a 20% chance of spell failure when casting spells with verbal components. Characters who remained deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

**Empathic Link with Familiar (Su)** **Class Ability (Sorcerer,Wizard)**

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:** **Class Ability (Sorcerer,Wizard)**

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.

**Share Spells with Familiar** **Class Ability (Sorcerer,Wizard)**

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).

**Trapfinding +1** **Class Ability (Oracle)**

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

**Scroll of breath of life** **Scroll****Breath of Life, See Text or Will Half (DC 17)**

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

**Scroll of comprehend languages** **Scroll****Comprehend Languages**

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

Comprehend languages can be made permanent with a permanency spell.

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Comprehend languages can be made permanent with a permanency spell.

**Scroll of scrivener's chant****Scroll****Scrivener's Chant**

This spell imbues a quill with animate energy and rapidly transcribes words from one page to another. The quill copies a written work at the rate of one normal-sized page per minute. The Linguistics skill can be used to make a convincing copy, but otherwise the reproduction is written in the hand of the caster. You must concentrate upon the material being duplicated for the spell's duration and provide new blank pages as required. The *scrivener's chant* requires blank paper and a quill or other writing materials, in addition to the material components.

This spell cannot duplicate magical writing (including spells and magical scrolls), though it can duplicate non-magical writing from a magical source.

**Scroll of scrivener's chant****Scroll****Scrivener's Chant**

This spell imbues a quill with animate energy and rapidly transcribes words from one page to another. The quill copies a written work at the rate of one normal-sized page per minute. The Linguistics skill can be used to make a convincing copy, but otherwise the reproduction is written in the hand of the caster. You must concentrate upon the material being duplicated for the spell's duration and provide new blank pages as required. The *scrivener's chant* requires blank paper and a quill or other writing materials, in addition to the material components.

This spell cannot duplicate magical writing (including spells and magical scrolls), though it can duplicate non-magical writing from a magical source.

**Ring of sustenance****Ring**

This ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind; its wearer only needs to sleep 2 hours per day to gain the benefit of 8 hours of sleep. This allows a spellcaster that requires rest to prepare spells to do so after only 2 hours, but does not allow a spellcaster to prepare spells more than once per day. The ring must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week to reattune it to himself.

**Construction**

**Requirements:** Forge Ring, *create food and water*; **Cost** 1,250 gp

**Empower metamagic rod (lesser, 3/day)****Rod**

Metamagic rods hold the essence of a metamagic feat, allowing the user to apply metamagic effects to spells (but not spell like abilities) as they are cast. This does not change the spell slot of the altered spell. All the rods described here are use-activated (but casting spells in a threatened area still draws an attack of opportunity). A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with metamagic feats possessed by the rod's wielder. In this case, only the feats possessed by the wielder adjust the spell slot of the spell being cast.

Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day. A sorcerer still must take a full-round action when using a metamagic rod, just as if using a metamagic feat he possesses (except for *quicken metamagic rods*, which can be used as a swift action).

The wielder can cast up to three spells per day that are empowered as though using the Empower Spell feat. Lesser metamagic rods can be used with spells of 3rd level or lower.

**Construction**

**Requirements:** Craft Rod, Empower Spell feat; **Cost** 4,500 gp

**Wand of cure light wounds (25 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 invisibility (14 charges)****Wand****Invisibility**

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

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

**Wand of sound burst (14 charges)****Wand****Sound Burst, Fortitude Partial (DC 13)**

You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round. Creatures that cannot hear are not stunned but are still damaged.

**Boots of the cat****Wondrous Item (Feet)**

These high-soled blue boots provide a great deal of comfort and arch support while also making the wearer appear a little bit taller than normal. The boot's wearer always takes the minimum possible damage from falls (as if the GM had rolled a 1 on each die of damage incurred by the fall) and at the end of a fall always lands on his feet.

**Construction**

**Requirements** Craft Wondrous Item, *feather fall*; **Cost** 500 gp

**Appears In** : Ultimate Equipment



**Broom of flying (9 hours/day) Wondrous Item**

This broom is able to fly through the air as if affected by an *overland flight* spell (+4 on Fly skill checks) for up to 9 hours per day (split up as its owner desires). The broom can carry 200 pounds and fly at a speed of 40 feet, or up to 400 pounds at a speed of 30 feet. In addition, the broom can travel alone to any destination named by the owner as long as she has a good idea of the location and layout of that destination. It flies to its owner from as far away as 300 yards when she speaks the command word. The broom of flying has a speed of 40 feet when it has no rider.

**Construction**

**Requirements:** Craft Wondrous Item, *overland flight*, *permanency*;  
**Cost** 8,500 gp

**Cloak of resistance +3 Wondrous Item (Shoulders)**

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

**Construction**

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

**Handy haversack (236 @ 26.5 lbs) Wondrous Item**

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

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

**Construction**

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

**Hat of disguise Wondrous Item (Head)**

This apparently normal hat allows its wearer to alter her appearance as with a *disguise self* spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, or other headwear.

**Construction**

**Requirements:** Craft Wondrous Item, *disguise self*; **Cost** 900 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

**Lenses of detection Wondrous Item (Eyes)**

These circular prisms let their wearer detect minute details, gaining a +5 competence bonus on Perception checks. It also aids in tracking, adding a +5 competence bonus on Survival checks when tracking.

**Construction**

**Requirements:** Craft Wondrous Item, *true seeing*; **Cost** 1,750 gp

**Robe of needles (6/day) Wondrous Item (Body)**

This dark, hooded robe has six long, silvery, razor-sharp needles protruding from the bottom of its loose sleeves, three on each side. The wearer can launch one needle as a ranged touch attack. The needle counts as a thrown weapon with a range increment of 10 feet. If the needle hits, it embeds itself in the target's flesh, dealing 1 point of piercing damage and 1 point of bleed damage. A creature can pull out the needle as a full-round action, which ends the bleed effect. The needle is destroyed if an attack with it misses or when it is removed from a creature it was embedded in. The robe regrows all spent needles each morning.

**Construction**

**Requirements:** Craft Wondrous Item, *bleed*; **Cost** 500 gp.

**Appears In :** Ultimate Equipment

**Trapspringer's gloves Wondrous Item (Hands)**

These studded leather gloves are reinforced with numerous metal strips that the user can extend or retract as she wills, turning the tip of each finger into a customizable tool useful in examining and disarming traps. While worn, these gloves grant a +5 competence bonus on all Disable Device checks made to disarm traps. In addition, the gloves grant the user a +1 luck bonus on all saving throws made against traps.

**Construction**

**Requirements:** Craft Wondrous Item, *find traps*; **Cost** 2,000 gp

**Appears In :** Pathfinder Society Field Guide, Ultimate Equipment

**Traveler's any-tool Wondrous Item**

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

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

**Construction**

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

**Appears In :** Ultimate Equipment

**Tunic of careful casting Wondrous Item (Chest)**

This woolen garment is decorated with a pattern of linked chains embroidered in silver and black thread. It assists the wearer with maintaining focus during spellcasting, granting a +2 bonus on Concentration checks.

**Construction**

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

**Appears In :** Ultimate Equipment

Gretlin Scherer, Oracle (Seeker) 2 / Sorcerer 1 – Spells

**Bleed**

**Oracle 0**

**School:** Necromancy  
**Components:** S  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One living creature  
**Duration:** Instantaneous  
**Save:** DC 14 Will negates  
**Resistance:** Yes

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

**Create Water**

**Oracle 0**

**School:** Conjunction (Creation) [Water]  
**Components:** S  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Effect:** Up to 2 gallons of water/level  
**Duration:** Instantaneous  
**Save:** None  
**Resistance:** No

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large - possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed.

*Note:* Conjunction spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

**Detect Magic**

**Oracle 0**

**School:** Divination  
**Components:** S  
**Casting Time:** 1 action  
**Range:** 60 ft.  
**Area:** Cone-shaped emanation  
**Duration:** Concentration, up to 1 min./level (D)  
**Save:** None  
**Resistance:** No

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

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

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

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

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

**Original Strength - Duration of Lingering Aura**  
 Faint - 1d6 rounds  
 Moderate - 1d6 minutes  
 Strong - 1d6 x 10 minutes  
 Overwhelming - 1d6 days

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

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

**Enhanced Diplomacy**

**Oracle 0**

**School:** Divination  
**Components:** S  
**Casting Time:** 1 action  
**Range:** Creature touched  
**Duration:** 1 minute or until discharged  
**Save:** Will negates (harmless)  
**Resistance:** Yes (harmless)

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

**Appears in:** Taldor, Echoes of Glory

## Gretlin Scherer, Oracle (Seeker) 2 / Sorcerer 1 – Spells

### Guidance Oracle 0

**School:** Divination / Void Elemental  
**Components:** S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 minute or until discharged  
**Save:** Will negates (harmless)  
**Resistance:** Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

### Mending Oracle 0

**School:** Transmutation / Metal Elemental  
**Components:** S  
**Casting Time:** 10 minutes  
**Range:** 10 ft.  
**Target:** One object of up to 1 lb./level  
**Duration:** Instantaneous  
**Save:** Will negates (harmless, object)  
**Resistance:** Yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

### Purify Food and Drink Oracle 0

**School:** Transmutation  
**Components:** S  
**Casting Time:** 1 action  
**Range:** 10 ft.  
**Target:** 1 cu. ft./level of contaminated food and water  
**Duration:** Instantaneous  
**Save:** DC 14 Will negates (object)  
**Resistance:** Yes (object)

This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type nor upon magic potions. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

### Stabilize Oracle 0

**School:** Conjunction (Healing)  
**Components:** S  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One living creature  
**Duration:** Instantaneous  
**Save:** Will negates (harmless)  
**Resistance:** Yes (harmless)

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

### Air Bubble Oracle 1

**School:** Conjunction (Creation)  
**Components:** S, M/DF (a small bladder filled with air)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** One creature or one object no larger than a Large twohanded weapon  
**Duration:** 1 minute/level  
**Save:** Will negates (harmless)  
**Resistance:** Yes (harmless)

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

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

**Appears in:** Ultimate Combat

### Ant Haul Oracle 1

**School:** Transmutation  
**Components:** S, M/DF (a small pulley)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 2 hours/level  
**Save:** DC 15 Fortitude negates (harmless)  
**Resistance:** Yes (harmless)

The target's carrying capacity triples (see Table 7-4: Carrying Capacity on page 171 of the Core Rulebook). This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry.

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

### Bless Oracle 1

**School:** Enchantment (Compulsion) [Mind-Affecting]  
**Components:** S, DF  
**Casting Time:** 1 action  
**Range:** 50 ft.  
**Area:** The caster and all allies within a 50-ft. burst, centered on the caster  
**Duration:** 1 min./level  
**Save:** None  
**Resistance:** Yes (harmless)

Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

Bless counters and dispels bane.

**Cure Light Wounds****Oracle 1**

**School:** Conjunction (Healing)  
**Components:** S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous  
**Save:** Will half (harmless); see text  
**Resistance:** Yes (harmless); see text

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.

**Murderous Command****Oracle 1**

**School:** Enchantment (Compulsion) [Mind-Affecting]  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One living creature  
**Duration:** 1 round  
**Save:** DC 15 Will negates  
**Resistance:** Yes

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

**Appears in :** Ultimate Magic

**Shield of Faith****Oracle 1**

**School:** Abjuration  
**Components:** S, M (parchment with a holy text written on it)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 min./level  
**Save:** Will negates (harmless)  
**Resistance:** Yes (harmless)

This spell creates a shimmering, magical field around the target that averts and deflects attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).

**Shillelagh****Oracle 1**

**School:** Transmutation  
**Components:** S, DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** One touched nonmagical oak club or quarterstaff  
**Duration:** 1 min./level  
**Save:** DC 15 Will negates (object)  
**Resistance:** Yes (object)

Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls. A quarterstaff gains this enhancement for both ends of the weapon. It deals damage as if it were two size categories larger (a Small club or quarterstaff so transmuted deals 1d8 points of damage, a Medium 2d6, and a Large 3d6), +1 for its enhancement bonus. These effects only occur when the weapon is wielded by you. If you do not wield it, the weapon behaves as if unaffected by this spell.

**Cure Moderate Wounds****Oracle 2**

**School:** Conjunction (Healing)  
**Components:** S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous  
**Save:** Will half (harmless); see text  
**Resistance:** Yes (harmless); see text

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

**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.

**Grace****Oracle 2**

**School:** Abjuration  
**Casting Time:** 1 swift action  
**Range:** Personal  
**Target:** You  
**Duration:** See text

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

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

**Restoration, Lesser****Oracle 2**

**School:** Conjunction (Healing)  
**Components:** S  
**Casting Time:** 3 rounds  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous  
**Save:** Will negates (harmless)  
**Resistance:** Yes (harmless)

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.

**Silence****Oracle 2**

**School:** Illusion (Glamer)  
**Components:** S  
**Casting Time:** 1 round  
**Range:** Long (400 + 40 ft./level)  
**Area:** 20-ft.-radius emanation centered on a creature, object, or point in space  
**Duration:** 1 round/level (D)  
**Save:** DC 16 Will negates; see text or none (object)  
**Resistance:** Yes; see text or no (object)

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. Creatures in an area of a silence spell are immune to sonic or language-based attacks, spells, and effects.

### Cure Serious Wounds

### Oracle 3

**School:** Conjunction (Healing)

**Components:** S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Save:** Will half (harmless); see text

**Resistance:** Yes (harmless); see text

This spell functions like *cure light wounds*, except that it cures 3d8 points of damage + 1 point per caster level (maximum +15).

#### 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.

**Magic Circle against Evil****Oracle 3**

**School:** Abjuration [Good]  
**Components:** S, M/DF (a 3-ft.-diameter circle of powdered silver)  
**Casting Time:** 1 action  
**Range:** Touch  
**Area:** 10-ft.-radius emanation from touched creature  
**Duration:** 10 min./level  
**Save:** Will negates (harmless)  
**Resistance:** No; see text

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

**Protection from Evil**

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks

**Searing Light****Oracle 3**

**School:** Evocation  
**Components:** S  
**Casting Time:** 1 action  
**Range:** Medium (100 + 10 ft./level)  
**Effect:** Ray  
**Duration:** Instantaneous  
**Save:** None  
**Resistance:** Yes

Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8). An undead creature takes 1d6 points of damage per caster level (maximum 10d6), and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level (maximum 10d8). A construct or inanimate object takes only 1d6 points of damage per two caster levels (maximum 5d6).

**Cure Critical Wounds****Oracle 4**

**School:** Conjuraction (Healing)  
**Components:** S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous  
**Save:** Will half (harmless); see text  
**Resistance:** Yes (harmless); see text

This spell functions like *cure light wounds*, except that it cures 4d8 points of damage + 1 point per caster level (maximum +20).

**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.

**Freedom of Movement****Oracle 4**

**School:** Abjuration  
**Components:** S, M (a leather strip bound to the target), DF  
**Casting Time:** 1 action  
**Range:** Personal or touch  
**Target:** You or creature touched  
**Duration:** 10 min./level  
**Save:** Will negates (harmless)  
**Resistance:** Yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing.

## Gretlin Scherer, Oracle (Seeker) 2 / Sorcerer 1 – Spells

### Dancing Lights Sorcerer 0

**School:** Evocation [Light]  
**Components:** S  
**Casting Time:** 1 action  
**Range:** Medium (100 + 10 ft./level)  
**Effect:** Up to four lights, all within a 10-ft.-radius area  
**Duration:** 1 minute (D)  
**Save:** None  
**Resistance:** No

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wispes), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit.

Dancing lights can be made permanent with a permanency spell.

### Disrupt Undead Sorcerer 0

**School:** Necromancy  
**Components:** S  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Effect:** Ray  
**Duration:** Instantaneous  
**Save:** None  
**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.

### Ghost Sound Sorcerer 0

**School:** Illusion (Figment)  
**Components:** S, M (a bit of wool or a small lump of wax)  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Effect:** Illusory sounds  
**Duration:** 1 round/level (D)  
**Save:** DC 14 Will disbelief  
**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.

### Mage Hand Sorcerer 0

**School:** Transmutation  
**Components:** S  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One nonmagical, unattended object weighing up to 5 lbs.  
**Duration:** Concentration  
**Save:** None  
**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.

### Prestidigitation Sorcerer 0

**School:** Universal  
**Components:** S  
**Casting Time:** 1 action  
**Range:** 10 ft.  
**Target:** See text  
**Effect:** See text  
**Area:** See text  
**Duration:** 1 hour  
**Save:** See text  
**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.

### Read Magic Sorcerer 0

**School:** Divination  
**Components:** S, F (a clear crystal or mineral prism)  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 min./level

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

Read magic can be made permanent with a permanency spell.

## Gretlin Scherer, Oracle (Seeker) 2 / Sorcerer 1 – Spells

### Scrivener's Chant

**Sorcerer 0**

**School:** Transmutation  
**Components:** S, M (fine sand and a vial of ink.)  
**Casting Time:** 1 action  
**Range:** 5 ft.  
**Duration:** Concentration, up to 1 minute/level  
**Save:** Will negates (harmless, object)  
**Resistance:** Yes (object)

This spell imbues a quill with animate energy and rapidly transcribes words from one page to another. The quill copies a written work at the rate of one normal-sized page per minute. The Linguistics skill can be used to make a convincing copy, but otherwise the reproduction is written in the hand of the caster. You must concentrate upon the material being duplicated for the spell's duration and provide new blank pages as required. The *scrivener's chant* requires blank paper and a quill or other writing materials, in addition to the material components.

This spell cannot duplicate magical writing (including spells and magical scrolls), though it can duplicate non-magical writing from a magical source.

**Appears in :** Seekers of Secrets

### Liberating Command

**Sorcerer 1**

**School:** Transmutation  
**Casting Time :** Immediate  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature  
**Duration:** Instantaneous  
**Save:** Will negates (harmless)  
**Resistance:** Yes (harmless)

If the target is bound, grappled, or otherwise restrained, he may make an Escape Artist check to escape as an immediate action. He gains a competence bonus on this check equal to twice your caster level (maximum +20). This spell has no effect if the target could not get free by using the Escape Artist skill (for example, if he were under the effects of a *hold person* spell or paralyzed by Strength damage).

**Appears in :** Andoran, Spirit of Liberty, Ultimate Combat

### Mage Armor

**Sorcerer 1**

**School:** Conjunction (Creation) [Force]  
**Components:** S, F (a piece of cured leather)  
**Casting Time :** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 hour/level (D)  
**Save:** Will negates (harmless)  
**Resistance:** No

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

### Magic Missile

**Sorcerer 1**

**School:** Evocation [Force]  
**Components:** S  
**Casting Time :** 1 action  
**Range:** Medium (100 + 10 ft./level)  
**Target:** Up to five creatures, no two of which can be more than 15 ft. apart  
**Duration:** Instantaneous  
**Save:** None  
**Resistance:** Yes

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

### Monkey Fish

**Sorcerer 1**

**School:** Transmutation  
**Components:** S  
**Casting Time :** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute/level (D)

Your hands and feet alter to make you better at climbing and swimming. You gain a 10 foot climb speed and swim speed. This spell has no effect if you are wearing medium or heavy armor or carrying a medium or heavy load.

**Appears in :** Advanced Class Guide



**Vanish****Sorcerer 1**

**School:** Illusion (Glamer)  
**Components:** S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 round/level (up to 5 rounds) (D)  
**Save:** DC 15 Will negates (harmless)  
**Resistance:** Yes (harmless)

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

**Invisibility**

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

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

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

**Darkness****Sorcerer 2**

**School:** Evocation [Darkness]  
**Components:** M/DF (bat fur and a piece of coal)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Object touched  
**Duration:** 1 min./level (D)  
**Save:** None  
**Resistance:** No

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

**Glitterdust****Sorcerer 2**

**School:** Conjuration / Earth Elemental / Metal Elemental (Creation)  
**Components:** S, M (ground mica)  
**Casting Time:** 1 action  
**Range:** Medium (100 + 10 ft./level)  
**Area:** Creatures and objects within 10-ft.-radius spread  
**Duration:** 1 round/level  
**Save:** DC 16 Will negates (blinding only)  
**Resistance:** No

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect. Any creature covered by the dust takes a -40 penalty on Stealth checks.

**Levitate****Sorcerer 2**

**School:** Transmutation / Air Elemental  
**Components:** S, F (a leather loop or golden wire bent into a cup shape)  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** You or one willing creature or one object (total weight up to 100 lbs./level)  
**Duration:** 1 min./level (D)  
**Save:** None  
**Resistance:** No

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed). A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

### Darkvision, Communal

### Sorcerer 3

**School:** Transmutation  
**Components:** S, M (either a pinch of dried carrot or an agate)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creatures touched  
**Duration:** 1 hour/level split among the recipients  
**Save:** Will negates (harmless)  
**Resistance:** Yes (harmless)

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

#### Darkvision

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

Darkvision can be made permanent with a permanency spell.

**Appears in:** Ultimate Combat

### Haste

### Sorcerer 3

**School:** Transmutation  
**Components:** S, M (a shaving of licorice root)  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One creature/level, no two of which can be more than 30 ft. apart  
**Duration:** 1 round/level  
**Save:** Fortitude negates (harmless)  
**Resistance:** Yes (harmless)

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

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

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

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