

Intan Sukamo

Player: Scott Gray

Female human (Tian-Sing) barbarian (urban barbarian) 1/oracle (seeker, warsighted) 1/wizard (sword binder) 4, Sovereign Court faction - CL6 - CR 5
 True Neutral Humanoid (Human); Deity: **Hei Feng**; Age: **27**; Height: **5' 3"**; Weight: **135 lb.**; Eyes: **Brown**; Hair: **Brown**; Skin: **Tanned**

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	16/18	+3/+4	
WIS WISDOM	7	-2	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6	=	+3	+2	+1		
REFLEX (DEXTERITY)	+4	=	+1	+2	+1		
WILL (WISDOM)	+5	=	+6	-2	+1		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	=	+5		+2				

Touch AC 12 **Flat-Footed AC 15**

Crowd Control: +1 dodge bonus when adjacent to two or more enemies

CM Bonus	Total	Base	Ability	Resist	Misc
+6	=	+3	+3	-	-

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	Total	Base	Strength	Dexterity	Size
18	=	10	+3	+3	+2

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+3	HP	49
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Crowd Control: +1 when adjacent to two or more enemies

Initiative	+2
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Speed	20 ft
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+1 silversheen falchion

Both hands: **+7, 2d4+5**

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

Crowd Control: +1 when adjacent to two or more enemies

+1 mithral chain shirt

+5

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

Character Number: 14034 - 51



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+9	DEX (2)	4	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+8	INT (4)	1	
Bluff	+1	CHA (1)	-	
Climb	+7	STR (3)	1	
Craft (Trouble)	+15	INT (4)	6	
Diplomacy	+10	CHA (1)	6	
Disable Device	+19	DEX (2)	6	
Disguise	+1	CHA (1)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Heal	-2	WIS (-2)	-	
Intimidate	+5	CHA (1)	1	
Knowledge (arcana)	+8	INT (4)	1	
Knowledge (history)	+8	INT (4)	1	
Knowledge (nobility)	+13	INT (4)	6	
Knowledge (planes)	+8	INT (4)	1	
Perception	+7	WIS (-2)	6	
Trapfinding: +1 to locate traps				
Ride	+2	DEX (2)	-	
Sense Motive	-2	WIS (-2)	-	
Sleight of Hand	+6	DEX (2)	1	
Spellcraft	+10	INT (4)	3	
Stealth	+6	DEX (2)	1	
Survival	-2	WIS (-2)	-	
Wayfinder: +2 to avoid becoming lost				
Swim	+7	STR (3)	1	

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.

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.

Empower Spell

Numeric effects of a spell are increased 50%. +2 Levels.

Extra Rage

+6 rounds/day of Rage.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Power Attack -1/+2

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.

Spell Focus (Transmutation)

Spells from one school of magic have +1 to their save DC.

Wizard Weapon Proficiencies

You are proficient with the Dagger, Crossbow (Light and Heavy) and Quarterstaff.

Traits

Magical Knack (Wizard [Sword Binder])

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

Wayang Spell Hunter (Snowball)

Reduce spell level increase from metamagic for chosen spell by 1.

Dagger

Main hand: **+6, 1d4+3**

Crit: 19-20/x2

Main w/ offhand: **+0, 1d4+3**

Rng: 10'

Main w/ light off.: **+2, 1d4+3**

Light, P/S

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

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

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

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

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

Crowd Control: +1 when adjacent to two or more enemies

Sling

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

Crit: x2

Ranged, both hands: **+5, 1d4+4**

Rng: 50'

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

1-hand, B

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

Ranged offhand: **-5, 1d4+1**

Crowd Control: +1 when adjacent to two or more enemies

Unarmed strike

Main hand: **+6, 1d3+3 nonlethal**

Crit: x2

Main w/ offhand: **+0, 1d3+3**

Light, B, Nonlethal

nonlethal

Main w/ light off.: **+2, 1d3+3**

nonlethal

Offhand: **-2, 1d3+1 nonlethal**

Crowd Control: +1 when adjacent to two or more enemies

Experience & Wealth

Experience Points: **17/18**

Current Cash: **21 pp, 5 gp**

Sovereign Court: **Fame: 26, PP: 22**

Gear

Total Weight Carried: 55/230 lbs,

Encumbrance Ignored

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

+1 mithral chain shirt	12.5 lbs
+1 silversheen falchion	8 lbs
Backpack (5 @ 12 lbs)	2 lbs
Belt pouch (1 @ 2 lbs)	0.5 lbs
Cloak of resistance +1	1 lb
Courtier's outfit <In: Backpack (5 @ 12 lbs)>	6 lbs
Dagger	1 lb
Deathwatch eyes	-
Gold bracelet	-
Gold earring, set with a small emerald x2	-
Golden pin set with an emerald, w Continual Flame	-
Headband of vast intelligence +2 (Diplomacy)	1 lb
Holy symbol, flask (Hei Feng)	-
Hot Weather outfit (Free) <In: Backpack (5 @ 12 lbs)>	-
Jiggery Pokery and Hocus Pocus by Brian	3 lbs
Masterwork tool (Craft [other])	1 lb
Noble's outfit	10 lbs
Porter (empty)	-
Ring of maniacal devices	-
Signet ring	-
Sling <In: Backpack (5 @ 12 lbs)>	-
Spell component pouch	2 lbs
The Dark Forces: A Guide to Self-Protection by	3 lbs
Thieves' tools, masterwork <In: Belt pouch (1 @ 2	2 lbs
Wand of burning hands (46 charges)	-
Wand of cure light wounds (45 charges)	-
Wand of cure moderate wounds (10 charges)	-
Wand of cure moderate wounds (2 charges)	-
Wand of glide (4 charges)	-
Wand of glitterdust (4 charges)	-
Wand of grease (11 charges)	-
Waterproof bag (empty)	0.5 lbs
Waterproof bag (empty)	0.5 lbs
Wayfinder (empty)	1 lb

Special Abilities

Arcane Bond (+1 silversheen falchion) (1/day) (Sp)

Wizards who select a bonded object begin play with one at no cost. Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always

Controlled Rage (Ex)

When an urban barbarian rages, instead of making a normal rage she applies a +4 morale bonus to her Strength, Dexterity, or Constitution. This bonus increases to +6 when she gains greater rage and +8 when she gains mighty

Crowd Control (Ex)

At 1st level, an urban barbarian gains a +1 bonus on attack rolls and a +1 dodge bonus to AC when adjacent to two or more enemies. In addition, her movement is not impeded by crowds, and she gains a bonus equal to 1/2 her

Hand of the Apprentice (Bonded sword only, 7/day) (Su)

You cause your melee weapon to fly from your grasp and strike a foe before instantly returning to you. As a standard action, you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged

Special Abilities

Lame

One of your legs is permanently wounded, reducing your base land speed by 10 feet if your base speed is 30 feet or more. If your base speed is less than 30 feet, your speed is reduced by 5 feet. Your speed is never reduced due to

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

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

Rage (12 rounds/day) (Ex)

A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level

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.

Tracked Resources

Arcane Bond (+1 silversheen falchion) (1/day) (Sp)

Dagger

Hand of the Apprentice (Bonded sword only, 7/day) (Su)

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

Rage (12 rounds/day) (Ex)

Wand of burning hands (46 charges)

Wand of cure light wounds (45 charges)

Wand of cure moderate wounds (10 charges)

Wand of cure moderate wounds (2 charges)

Wand of glide (4 charges)

Wand of glitterdust (4 charges)

Wand of grease (11 charges)

Languages

Aquan	Protean
Common	Tien
Draconic	Wayang
Minatan	

Spells & Powers

Oracle (Seeker, Warsighted) spells known (CL 1st; concentration +2)

Melee Touch +6 Ranged Touch +5

1st (4/day)—*bless, cure light wounds, endure elements*

0th (at will)—*create water, enhanced diplomacy, guidance, stabilize*

Spells & Powers

Wizard (Sword Binder) spells memorized (CL 6th; concentration +10)

Melee Touch +6 Ranged Touch +5

2nd—*flaming sphere* (DC 16), *mirror image*, *empowered snowball* (DC 15)

1st—*enlarge person* (2, DC 16), *expeditious retreat, vanish*^{APG} (DC 15)

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

Situational Modifiers

Acrobatics

Speed greater/less than 30 ft. : -4 to jump

Perception

Trapfinding: +1 to locate traps

Survival

Wayfinder: +2 to avoid becoming lost

Sourcebooks Used

- **Advanced Class Guide** - Long Arm (spell); Monkey Fish (spell); Warsighted (archetype)
- **Advanced Player's Guide** - Ant Haul (spell); Crafter's Fortune (spell); Oracle (class); Vanish (spell)
- **Advanced Player's Guide / Ultimate Equipment** - Ring of maniacal devices (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Magical Knack (trait)
- **Adventurer's Armory / Ultimate Equipment** - Waterproof bag (equipment)
- **Arcane Anthology** - Sword Binder (archetype)
- **Dragon Empires Gazetteer / Dragon Empires Primer** - Tian-Sing (race option)
- **Dragon Empires Gazetteer / Inner Sea Races / Inner Sea World Guide** - Tien (language)
- **Dragon Empires Primer** - Wayang Spell Hunter (trait)
- **Pathfinder Society Field Guide** - Porter (equipment); Seeker (archetype)
- **People of the North / Reign of Winter** - Snowball (spell); Snowball (spell)
- **Taldor, Echoes of Glory** - Enhanced Diplomacy (spell)
- **Ultimate Combat** - Air Bubble (spell); Urban Barbarian (archetype)
- **Ultimate Equipment** - Deathwatch eyes (equipment); Holy symbol, flask (equipment)
- **Ultimate Intrigue** - False Belief (spell); Mystery (Intrigue) (special ability)
- **Ultimate Magic** - Overwhelming Presence (spell)

Intan Sukamo – 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.

Empower Spell **Feat**

You can increase the power of your spells, causing them to deal more damage.

Benefit: All variable, numeric effects of an empowered spell are increased by half, including bonuses to those dice rolls.

Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

Extra Rage **Feat**

You can use your rage ability more than normal.

Prerequisite: Rage class feature.

Benefit: You can rage for 6 additional rounds per day.

Special: You can gain Extra Rage multiple times. Its effects stack.

Power Attack -1/+2 **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.

Spell Focus (Transmutation) **Feat**

Choose a school of magic. Any spells you cast of that school are more difficult to resist.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

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

Magical Knack (Wizard [Sword Binder]) **Trait**

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

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

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

Wayang Spell Hunter (Snowball) **Trait**

You grew up on one of the wayang-populated islands of Minata, and your use of magic while hunting has been a boon to you. Select a spell of 3rd level or below. When you use this spell with a metamagic feat, it uses up a spell slot one level lower than it normally would.

Appears In : Dragon Empires Primer

Arcane Bond (+1 silversheen falchion) (1/d. Class Ability (Wizard)

Wizards who select a bonded object begin play with one at no cost. Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. If a wizard attempts to cast a spell without his bonded object worn or in hand, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. If the object is a ring or amulet, it occupies the ring or neck slot accordingly.

A bonded object can be used once per day to cast any one spell that the wizard has in his spellbook and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the wizard, including casting time, duration, and other effects dependent on the wizard's level. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from the wizard's opposition schools (see arcane school).

A wizard can add additional magic abilities to his bonded object as if he has the required item creation feats and if he meets the level prerequisites of the feat. For example, a wizard with a bonded dagger must be at least 5th level to add magic abilities to the dagger (see the Craft Magic Arms and Armor feat in Chapter 5). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the wizard who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

If a bonded object is damaged, it is restored to full hit points the next time the wizard prepares his spells. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per wizard level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A wizard can designate an existing magic item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

Note: If your bonded object does not have any other powers or properties yet, there are power-less versions of the wand, staff, ring, and amulet available on the magic tab.

Modification from Sword Binder : A sword binder must choose a sword as his bonded item. He gains proficiency with it.

Controlled Rage (Ex) Class Ability (Barbarian)

When an urban barbarian rages, instead of making a normal rage she applies a +4 morale bonus to her Strength, Dexterity, or Constitution. This bonus increases to +6 when she gains greater rage and +8 when she gains mighty rage. She may apply the full bonus to one ability score or may split the bonus between several scores in increments of +2. When using a controlled rage, an urban barbarian gains no bonus on Will saves, takes no penalties to AC, and can still use Intelligence-, Dexterity-, and Charisma-based skills. This ability otherwise follows the normal rules for rage. This ability alters rage.

Note: To implement this ability, use the activated abilities on the In-Play tab, dividing up the bonus as desired. As you increase the other statistics, the Strength bonus will decrease. If you want a controlled rage with only a strength bonus, and no Dexterity or Constitution modifiers (and no AC penalty or Will save bonus), activate this ability on the In-Play tab, then activate Rage.

Crowd Control (Ex) Class Ability (Barbarian)

At 1st level, an urban barbarian gains a +1 bonus on attack rolls and a +1 dodge bonus to AC when adjacent to two or more enemies. In addition, her movement is not impeded by crowds, and she gains a bonus equal to 1/2 her barbarian level on Intimidate checks to influence crowds (*Core Rulebook* 436). This ability replaces fast movement.

Hand of the Apprentice (Bonded sword on) Class Ability (Wizard)

You cause your melee weapon to fly from your grasp and strike a foe before instantly returning to you. As a standard action, you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your Intelligence modifier on the attack roll instead of your Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Lame Class Ability (Oracle)

One of your legs is permanently wounded, reducing your base land speed by 10 feet if your base speed is 30 feet or more. If your base speed is less than 30 feet, your speed is reduced by 5 feet. Your speed is never reduced due to encumbrance. At 5th level, you are immune to the fatigued condition (but not exhaustion). At 10th level, your speed is never reduced by armor. At 15th level, you are immune to the exhausted condition.

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

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

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

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

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

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

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

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

Intan Sukamo – Abilities & Gear

Rage (12 rounds/day) (Ex) Class Ability (Barbarian)

Fly into a rage, giving you +4 Str, +4 Con, +2 to Will saves and -2 to Armor Class. Many skills and abilities cannot be used while the character is enraged. At the end of the rage, the barbarian becomes fatigued (-2 Str, -2 Dex, can't charge or run) for a number of rounds equal to twice the number of rounds spent raging.

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.

Porter (empty) Vanity

You procure the services of a strong porter to help you carry heavy or bulky spoils from your many explorations. A porter can generally be used to carry up to 100 pounds of gear without slowing down, or up to 300 pounds of gear at encumbered speed. The porter may not assist with any other Strength-based checks.

Appears In : Pathfinder Society Field Guide

Ring of maniacal devices Ring

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

Construction

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

Appears In : Advanced Player's Guide, Ultimate Equipment

Wand of burning hands (46 charges) Wand

Burning Hands, Reflex half (DC 11)

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.

Wand of cure light wounds (45 charges) Wand

Cure Light Wounds

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

Wand of cure moderate wounds (10 charges) Wand

Cure Moderate Wounds

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

Wand of cure moderate wounds (2 charges) Wand

Cure Moderate Wounds

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

Wand of glide (4 charges) Wand

Glide

You take no damage from falls (as if from *feather fall*). In addition, you can move up to 5 feet in any horizontal direction for every 1 foot you fall, at a speed of 60 feet per round. You cannot use this spell to actually gain height, merely coast in other directions as you fall. If subjected to a strong wind or any other effect that causes you to rise you can take advantage of it in order to increase the distance you can glide. The spell ends as soon as your feet touch the ground regardless of its remaining duration. If the spell expires while you are still in the air you fall the remaining distance as normal.

Wand of glitterdust (4 charges) Wand

Glitterdust, See Text or Will negates (DC 13)

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.

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.

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

Deathwatch eyes Wondrous Item (Eyes)

These blood red crystal lenses fit snugly over the wearer's eyes. The wearer gains the constant effects of the *deathwatch* spell.

Construction

Requirements Craft Wondrous Item, *deathwatch*; **Cost** 1,000 gp

Appears In : Ultimate Equipment

Headband of vast intelligence +2 (Diplomacy) Wondrous Item (Headband)

This intricate gold headband is decorated with several small blue and deep purple gemstones. The headband grants the wearer an enhancement bonus to Intelligence of +2. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. A headband of vast intelligence has one skill associated with it per +2 bonus it grants. After being worn for 24 hours, the headband grants a number of skill ranks in those skills equal to the wearer's total Hit Dice. These ranks do not stack with the ranks a creature already possesses. These skills are chosen when the headband is created. If no skill is listed, the headband is assumed to grant skill ranks in randomly determined Knowledge skills.

Construction

Requirements: Craft Wondrous Item, *fox's cunning*; **Cost** 2,000 gp

Wayfinder (empty) Wondrous Item

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

Note: This item costs only 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

Create Water Oracle 0

School conjuration (creation) [water]
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Effect up to 2 gallons of water/level
Duration instantaneous
Saving Throw none; **Spell 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.

Enhanced Diplomacy Oracle 0

School divination
Casting Time 1 action
Components V, S
Range creature touched
Duration 1 minute or until discharged
Saving Throw Will negates (harmless); **Spell 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

Guidance Oracle 0

School divination / void elemental
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1 minute or until discharged
Saving Throw Will negates (harmless); **Spell 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.

Stabilize Oracle 0

School conjuration (healing)
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Saving Throw Will negates (harmless); **Spell 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.

Bless Oracle 1

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S, DF
Range 50 ft.
Area the caster and all allies within a 50-ft. burst, centered on the caster
Duration 1 min./level
Saving Throw none; **Spell 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 conjuration (healing)
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will half (harmless); see text; **Spell 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.

Endure Elements Oracle 1

School abjuration
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 24 hours
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Acid Splash **0**

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

Classes that cast this spell at this level : Inquisitor, Magus, Sorcerer, Summoner, Summoner (Unchained), Wizard

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.

Arcane Mark **0**

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

Classes that cast this spell at this level : Magus, Psychic, Shadowsworn, Shaman, Sorcerer, Summoner, Summoner (Unchained), White Necromancer, Witch, Wizard

School universal

Casting Time 1 action

Components V, S

Range touch

Effect one personal rune or mark, all of which must fit within 1 sq. ft.

Duration permanent

Saving Throw none; **Spell Resistance** no

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

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

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

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

Bleed **0**

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

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

School necromancy

Casting Time 1 action

Components V, S

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

Target one living creature

Duration instantaneous

Saving Throw DC 14 Will negates; **Spell Resistance** yes

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

Dancing Lights **0**

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

Classes that cast this spell at this level : Bard, Magus, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, White Necromancer, Witch, Wizard

School evocation [light]

Casting Time 1 action

Components V, S

Range medium (100 + 10 ft./level)

Effect up to four lights, all within a 10-ft.-radius area

Duration 1 minute (D)

Saving Throw none; **Spell Resistance** no

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-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.

Dancing lights can be made permanent with a permanency spell.

Daze **0**

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

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

School enchantment (compulsion) [mind-affecting]

Casting Time 1 action

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

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

Target one humanoid creature of 4 HD or less

Duration 1 round

Saving Throw DC 14 Will negates; **Spell Resistance** yes

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

Intan Sukamo, Wizard (Sword Binder) 4 – Spells in Spellbook

Detect Magic 0

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

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

School divination

Casting Time 1 action

Components V, S

Range 60 ft.

Area cone-shaped emanation

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

Saving Throw none; **Spell Resistance** no

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

1st Round: Presence or absence of magical auras.

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

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

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

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

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

Original Strength - Duration of Lingering Aura

Faint - 1d6 rounds

Moderate - 1d6 minutes

Strong - 1d6 x 10 minutes

Overwhelming - 1d6 days

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

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

Detect Poison 0

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

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

School divination

Casting Time 1 action

Components V, S

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

Target one creature, one object, or a 5-ft. cube

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Disrupt Undead 0

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

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

School necromancy

Casting Time 1 action

Components V, S

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

Effect ray

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

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

Flare 0

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

Classes that cast this spell at this level : Bard, Druid, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Wizard

School evocation [light]

Casting Time 1 action

Components V

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

Effect burst of light

Duration instantaneous

Saving Throw DC 14 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.

Intan Sukamo, Wizard (Sword Binder) 4 – Spells in Spellbook

Ghost Sound 0

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

Classes that cast this spell at this level : Adept, Bard, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Wizard

School illusion (figment)

Casting Time 1 action

Components V, S, M (a bit of wool or a small lump of wax)

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

Effect illusory sounds

Duration 1 round/level (D)

Saving Throw DC 14 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 0

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

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

School evocation / wood elemental [light]

Casting Time 1 action

Components V, M/DF (a firefly)

Range touch

Target object touched

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

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

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

Mage Hand 0

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

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

School transmutation

Casting Time 1 action

Components V, S

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

Target one nonmagical, unattended object weighing up to 5 lbs.

Duration concentration

Saving Throw none; **Spell Resistance** no

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

Mending 0

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

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

School transmutation / metal elemental

Casting Time 10 minutes

Components V, S

Range 10 ft.

Target one object of up to 1 lb./level

Duration instantaneous

Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

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

Intan Sukamo, Wizard (Sword Binder) 4 – Spells in Spellbook

Message 0

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

Classes that cast this spell at this level : Bard, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Spellchymist, Spiritualist, Summoner, Summoner (Unchained), White Necromancer, Witch, Wizard

School transmutation / air elemental [language-dependent]

Casting Time 1 action

Components V, S, F (a piece of copper wire)

Range medium (100 + 10 ft./level)

Target one creature/level

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

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

Open/Close 0

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

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

School transmutation

Casting Time 1 action

Components V, S, F (a brass key)

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

Target object weighing up to 30 lbs. or portal that can be opened or closed

Duration instantaneous

Saving Throw DC 15 Will negates (object); **Spell Resistance** yes (object)

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

Prestidigitation 0

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

Classes that cast this spell at this level : Bard, Magus, Medium, Mesmerist, Psychic, Shadowsworn, Sorcerer, Wizard

School universal

Casting Time 1 action

Components V, S

Range 10 ft.

Target see text

Effect see text

Area see text

Duration 1 hour

Saving Throw see text; **Spell Resistance** no

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a 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 0

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

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

School evocation / water elemental [cold]

Casting Time 1 action

Components V, S

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

Effect ray

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

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

Intan Sukamo, Wizard (Sword Binder) 4 – Spells in Spellbook

Read Magic 0

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

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

School divination

Casting Time 1 action

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

Range personal

Target you

Duration 10 min./level

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

Read magic can be made permanent with a permanency spell.

Resistance 0

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

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

School abjuration

Casting Time 1 action

Components V, S, M/DF (a miniature cloak)

Range touch

Target creature touched

Duration 1 minute

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a permanency spell.

Touch of Fatigue 0

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

Classes that cast this spell at this level : Adept, Mesmerist, Occultist, Shaman, Sorcerer, White Necromancer, Witch, Wizard

School necromancy

Casting Time 1 action

Components V, S, M (a drop of sweat)

Range touch

Target creature touched

Duration 1 round/level

Saving Throw DC 14 Fortitude negates; **Spell Resistance** yes

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration.

This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Air Bubble 1

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

Classes that cast this spell at this level : Cleric, Druid, Elven Archer, Psychic, Ranger, Sorcerer, Witch, Wizard

School conjuration / air elemental (creation)

Casting Time 1 action

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

Range touch

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

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell 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 1

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

Classes that cast this spell at this level : Alchemist, Cleric, Druid, Elven Archer, Medium, Occultist, Psychic, Ranger, Sorcerer, Summoner, Summoner (Unchained), Wizard

School transmutation

Casting Time 1 action

Components V, S, M/DF (a small pulley)

Range touch

Target creature touched

Duration 2 hours/level

Saving Throw DC 16 Fortitude negates (harmless); **Spell Resistance** yes (harmless)

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

Appears in : Advanced Player's Guide

Comprehend Languages 1

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

Classes that cast this spell at this level : Adept, Alchemist, Bard, Cleric, Inquisitor, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Witch, Wizard

School divination

Casting Time 1 action

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

Range personal

Target you

Duration 10 min./level

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

Comprehend languages can be made permanent with a permanency spell.

Crafter's Fortune 1

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

Classes that cast this spell at this level : Alchemist, Occultist, Sorcerer, Wizard

School transmutation

Casting Time 1 action

Components V, S, F (a tool)

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

Target one creature

Duration 1 day/level or until discharged (D)

Saving Throw DC 16 Will negates (harmless); **Spell Resistance** yes (harmless)

The target is struck by inspiration and gains a +5 luck bonus on its next Craft skill check.

Appears in : Advanced Player's Guide

Enlarge Person 1

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

Classes that cast this spell at this level : Alchemist, Bloodrager, Magus, Medium, Occultist, Psychic, Sorcerer, Summoner, Summoner (Unchained), Witch, Wizard

School transmutation

Casting Time 1 round

Components V, S, M (powdered iron)

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

Target one humanoid creature

Duration 1 min./level (D)

Saving Throw DC 16 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.

Expeditious Retreat 1

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

Classes that cast this spell at this level : Alchemist, Bard, Bloodrager, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard

School transmutation

Casting Time 1 action

Components V, S

Range personal

Target you

Duration 1 min./level (D)

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

Intan Sukamo, Wizard (Sword Binder) 4 – Spells in Spellbook

Long Arm 1

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

Classes that cast this spell at this level : Alchemist, Bloodrager, Magus, Medium, Psychic, Sorcerer, Summoner, Summoner (Unchained), Witch, Wizard

School transmutation
Casting Time 1 action

Components V, S

Range personal

Target you

Duration 1 minute/level (D)

Your arms temporarily grow in length, increasing your reach with those limbs by 5 feet.

Appears in : Advanced Class Guide

Magic Missile 1

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

Classes that cast this spell at this level : Bloodrager, Magus, Psychic, Sorcerer, Wizard

School evocation [force]

Casting Time 1 action

Components V, S

Range medium (100 + 10 ft./level)

Target up to five creatures, no two of which can be more than 15 ft. apart

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

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

Monkey Fish 1

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

Classes that cast this spell at this level : Alchemist, Druid, Magus, Psychic, Shaman, Sorcerer, Wizard

School transmutation

Casting Time 1 action

Components V, S

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

Shield 1

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

Classes that cast this spell at this level : Alchemist, Bloodrager, Magus, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard

School abjuration / void elemental [force]

Casting Time 1 action

Components V, S

Range personal

Target you

Duration 1 min./level (D)

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

Shocking Grasp 1

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

Classes that cast this spell at this level : Bloodrager, Magus, Occultist, Sorcerer, Wizard

School evocation / air elemental / metal elemental [electricity]

Casting Time 1 action

Components V, S

Range touch

Target creature or object touched

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

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

Snowball 1

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

Classes that cast this spell at this level : Druid, Magus, Sorcerer, Summoner, Witch, Wizard

School conjuration (creation) [cold, water]

Casting Time 1 action

Components V, S

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

Effect one ball of ice and snow

Duration instantaneous

Saving Throw DC 15 Fortitude partial (see text); **Spell Resistance** no

You conjure a ball of packed ice and snow that you can throw at a single target as a ranged touch attack. The snowball deals 1d6 points of cold damage per caster level (maximum 5d6) on a successful hit, and the target must make a successful Fortitude saving throw or be staggered for 1 round.

Appears in : People of the North, Reign of Winter

Vanish **1**

Pages in Spellbook : 1 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

Classes that cast this spell at this level : Bard, Magus, Mesmerist, Occultist, Psychic, Sorcerer, Wizard

School illusion (glamer)

Casting Time 1 action

Components V, S

Range touch

Target creature touched

Duration 1 round/level (up to 5 rounds) (D)

Saving Throw DC 15 Will negates (harmless); **Spell Resistance** yes (harmless)

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

Invisibility

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

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

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

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

Appears in : Advanced Player's Guide

Flaming Sphere **2**

Pages in Spellbook : 2 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

Classes that cast this spell at this level : Bloodrager, Druid, Magus, Occultist, Sorcerer, Wizard

School evocation / fire elemental [fire]

Casting Time 1 action

Components V, S, M/DF (tallow, brimstone, and powdered iron)

Range medium (100 + 10 ft./level)

Effect 5-ft.-diameter sphere

Duration 1 round/level

Saving Throw DC 16 Reflex negates; **Spell Resistance** yes

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 3d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A flaming sphere rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would. The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A flaming sphere winks out if it exceeds the spell's range.

Glitterdust **2**

Pages in Spellbook : 2 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

Classes that cast this spell at this level : Bard, Bloodrager, Magus, Mesmerist, Occultist, Sorcerer, Summoner, Summoner (Unchained), Witch, Wizard

School conjuration / earth elemental / metal elemental (creation)

Casting Time 1 action

Components V, S, M (ground mica)

Range medium (100 + 10 ft./level)

Area creatures and objects within 10-ft.-radius spread

Duration 1 round/level

Saving Throw DC 16 Will negates (blinding only); **Spell Resistance** no; see text

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 2

Pages in Spellbook : 2 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

Classes that cast this spell at this level : Alchemist, Magus, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), White Necromancer, Witch, Wizard

School transmutation / air elemental

Casting Time 1 action

Components V, S, F (a leather loop or golden wire bent into a cup shape)

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)

Saving Throw none; **Spell 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.

Mirror Image 2

Pages in Spellbook : 2 (Jiggery Pokery and Hocus Pocus by Brian Gagwilde)

Classes that cast this spell at this level : Adept, Bard, Bloodrager, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Wizard

School illusion (figment)

Casting Time 1 action

Components V, S

Range personal

Target you

Duration 1 min./level

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you. When mirror image is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment. An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect (although the normal miss chances still apply).