

Purnama

Male wayang arcanist (occultist, school savant) 5, Dark Archive faction - CR 4

True Neutral Humanoid (Wayang); Deity: **Chamidu**; Age: **57**; Height: **3' 5"**; Weight: **40lb.**; Eyes: **Yellow**; Hair: **Black**; Skin: **Gray**

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	21	+5	
WIS WISDOM	8	-1	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+1	+2	+1		
	Shadow Resistance: +2 vs. shadow spells						
REFLEX (DEXTERITY)	+4	=	+1	+2	+1		
	Shadow Resistance: +2 vs. shadow spells						
WILL (WISDOM)	+4	=	+4	-1	+1		
	Shadow Resistance: +2 vs. shadow spells						

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

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
	11				

CM Bonus	+0	=	+2	-1	-1	-

CM Defense	12	=	10	+2	-1	+2	-1

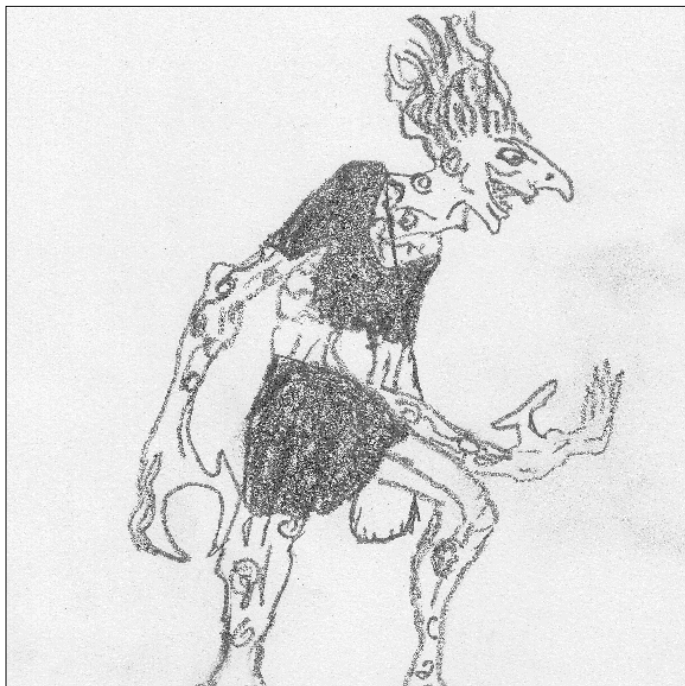
Base Attack	+2	HP	32

Initiative	+2	Damage / Current HP
Speed	20 ft	

Dagger

Main hand: **+2, 1d3-1** Crit: 19-20/x2
 Main w/ offhand: **-4, 1d3-1** Rng: 10'
 Main w/ light off.: **-2, 1d3-1** Light, P/S
 Offhand: **-6, 1d3-1**
 Ranged: **+5, 1d3-1**
 Ranged w/ offhand: **-1, 1d3-1**
 Ranged w/ light off.: **+1, 1d3-1**
 Ranged offhand: **-3, 1d3-1**

Character Number: 14034 - 33



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+5	INT (5)	-	
Bluff	-1	CHA (-1)	-	
Climb	-1	STR (-1)	-	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+4	DEX (2)	-	
Heal	-1	WIS (-1)	-	
Intimidate	-1	CHA (-1)	-	
Knowledge (arcana)	+13	INT (5)	5	
Knowledge (history)	+13	INT (5)	5	
Knowledge (planes)	+13	INT (5)	5	
Knowledge (religion)	+13	INT (5)	5	
Perception	+10	WIS (-1)	5	
Ride	+2	DEX (2)	-	
Sense Motive	-1	WIS (-1)	-	
Spellcraft	+13	INT (5)	5	
Stealth	+13	DEX (2)	5	
Survival	-1	WIS (-1)	-	
Wayfinder: +2 to avoid becoming lost				
Swim	-1	STR (-1)	-	
Use Magic Device	+13	INT (5)	5	

Feats

Augment

Summoned creatures have +4 to Strength and Constitution.

Feats

Dimensional

May take any additional actions remaining after using *dimension door* or abundant step

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Spell Focus

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

Traits

Pragmatic Activator

While some figure out how to use magical devices with stubborn resolve, your approach is more pragmatic. You may use your Intelligence modifier when making Use Magic Device checks instead of your Charisma modifier.

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.

Unarmed strike

Main hand: **+2, 1d2-1 nonlethal** Crit: x2

Main w/ offhand: **-4, 1d2-1 nonlethal** Light, B, Nonlethal

Main w/ light off.: **-2, 1d2-1 nonlethal**

Offhand: **-6, 1d2-1 nonlethal**

Gear

Total Weight Carried: 5/60 lbs, Encumbrance Ignored (Light: 19.5 lbs, Medium: 39.75 lbs, Heavy: 60 lbs)

Belt pouch	0.125 lbs
<In: Waterproof bag (43 @ 16 lbs)>	-
Cloak of resistance +1	0.5 lbs
<In: Handy haversack (11 @ 18.625 lbs)>	0.5 lbs
<In: Waterproof bag (43 @ 16 lbs)>	-
Elaborate tattoos covering	-
Flint and steel <In: Waterproof bag (43 @ 16 lbs)>	-
Handy haversack (11 @ 18.625 lbs)	2.5 lbs
Holy symbol, wooden	-
Ink, black <In: Waterproof bag (43 @ 16 lbs)>	-
<In: Waterproof bag (43 @ 16 lbs)>	-
<In: Waterproof bag (43 @ 16 lbs)>	1 lb
Meat x4 <In: Waterproof bag (43 @ 16 lbs)>	0.5 lbs
Mess kit <In: Waterproof bag (43 @ 16 lbs)>	1 lb
Mirror <In: Waterproof bag (43 @ 16 lbs)>	0.5 lbs
Pearl of power (1st level, 3/day) x3 <In: Handy haversack	-
Peasant's outfit (Free)	-
<In: Waterproof bag (43 @ 16 lbs)>	4 lbs
Rice paper x23 <In: Waterproof bag (43 @ 16 lbs)>	-
Riding saddle, exotic <In: Dropped to ground (2 @ 35	30 lbs
Silk rope <In: Dropped to ground (2 @ 35 lbs)>	5 lbs
Sleeves of many garments	0.5 lbs
<In: Waterproof bag (43 @ 16 lbs)>	0.5 lbs
Spell component <In: Handy haversack (11 @	2 lbs
Spellbook x2 <In: Waterproof bag (43 @ 16 lbs)>	3 lbs
Trail rations x4 <In: Waterproof bag (43 @ 16 lbs)>	0.25 lbs
Wand of cure light wounds (32 charges) <In: Handy	-
Wand of endure elements (40 charges) <In: Handy	-
Wand of magic missile (9 charges) <In: Handy haversack	-
Wand of shocking grasp (10 charges) <In: Handy	-
Wand of sleep (11 charges) <In: Handy haversack (11 @	-

Experience & Wealth

Experience Points: **12/15**

Current Cash: **114 pp, 6 gp**

Dark Archive: **Fame: 26, PP: 22**

Gear

Total Weight Carried: 5/60 lbs, Encumbrance Ignored (Light: 19.5 lbs, Medium: 39.75 lbs, Heavy: 60 lbs)

Waterproof bag (43 @ 16 lbs) <In: Handy	0.125 lbs
Waterskin	1 lb
Wayfinder (empty)	0.5 lbs

Special Abilities

You must spend 2 slots to cast spells from the Abjuration school.

Arcane Reservoir +1 DC or CL (8/day) (Su)

An arcanist has an innate pool of magical energy that she can draw upon to fuel her arcanist exploits and enhance her spells. The arcanist's arcane reservoir can hold a maximum amount of magical energy equal to 3 + the

Conjurer's Focus (Summon Monster III, 5 minutes) (Sp)

An occultist can spend 1 point from her arcane reservoir to cast *summon monster I*. She can cast this spell as a standard action and the summoned creatures remain for 1 minute per level (instead of 1 round per level). At 3rd

Consume Spells (1/day) (Su)

At 1st level, an arcanist can expend an available arcanist spell slot as a move action, making it unavailable for the rest of the day, just as if she had used it to cast a spell. She can use this ability a number of times per day equal to her

Darkvision (60 feet)

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

Dissolution's Child (5 rounds, 1/day) (Su)

Once per day, you may change your appearance to look as if you were little more than a 4-foot-tall area of shadow. Your physical form still exists and you are not incorporeal - only your appearance changes. This works like

Light and Dark (1/day) (Su)

Once per day as an immediate action, a wayang can treat positive and negative energy effects as if she were an undead creature, taking damage from positive energy and being healed of damage by negative energy. This

You must spend 2 slots to cast spells from the Necromancy school.

Shadow

Wayangs get a +2 racial bonus on saving throws against spells of the shadow subschool.

Shift (10 feet, 8/day) (Sp)

At 1st level, you can teleport to a nearby space as a swift action as if using *dimension door*. This movement does not provoke an attack of opportunity.

You must be able to see the space that you are moving into. You cannot take

Summoner's Charm (+2 rds) (Su)

Whenever you cast a conjuration (summoning) spell, increase the duration by a number of rounds equal to 1/2 your wizard level (minimum 1). At 20th level, you can change the duration of all summon monster spells to permanent. You

Associated School: Conjuration

Tracked Resources

Arcane Reservoir +1 DC or CL (8/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Consume Spells (1/day) (Su)	<input type="checkbox"/>
Dissolution's Child (5 rounds, 1/day) (Su)	<input type="checkbox"/>
Light and Dark (1/day) (Su)	<input type="checkbox"/>
Pearl of power (1st level, 3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Shift (10 feet, 8/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Tracked Resources

Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of cure light wounds (32 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"/>
Wand of endure elements (40 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of magic missile (9 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of shocking grasp (10 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"/>
Wand of sleep (11 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Abyssal	Tien
Common	Vudrani
Draconic	Wayang
Infernal	

Spells & Powers

Arcanist (Occultist, School Savant) spells memorized
(CL 5th; concentration +10)

Melee Touch **Ranged Touch**

2nd (4/day)—*glitterdust* (DC 18), *summon monster II*, *web* (DC 18)

1st (6/day)—*comprehend languages*, *grease*, *mage armor*, *sleep* (DC 16), *vanish*^{APG} (DC 16)

0th (at will)—*detect magic*, *ghost sound* (DC 15), *mending*, *message*, *prestidigitation*, *read magic*

Situational Modifiers

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

All Saves

Shadow Resistance: +2 vs. shadow spells

Survival

Wayfinder: +2 to avoid becoming lost

Sourcebooks Used

- **Advanced Class Guide** - Arcanist (class); Occultist (archetype); School Savant (archetype)
- **Advanced Player's Guide** - Create Pit (spell); Elemental Speech (spell); Share Language (spell); Teleportation (special ability); Vanish (spell)
- **Advanced Player's Guide / Adventurer's Armory** - Rice paper (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Earplugs (equipment)
- **Advanced Race Guide** - Dissolution's Child (alternate racial trait)
- **Advanced Race Guide / Bestiary 4 / Dragon Empires Gazetteer / Dragon Empires Primer / Inner Sea Races** - Wayang (race)
- **Adventurer's Armory / Ultimate Equipment** - Waterproof bag (equipment)
- **Dragon Empires Gazetteer / Inner Sea Races / Inner Sea World Guide** - Tien (language)
- **Inner Sea Races / Inner Sea World Guide** - Vudrani (language)
- **Pathfinder Society Field Guide / Ultimate Equipment** - Journal (equipment)
- **Pirates of the Inner Sea / Ultimate Equipment** - Tattoo (equipment)
- **Ultimate Campaign** - Pragmatic Activator (trait); Seeker (trait)
- **Ultimate Combat** - Air Bubble (spell); Dimensional Agility (feat); Mount, Communal (spell)
- **Ultimate Equipment** - Mess kit (equipment); Sleeves of many garments (equipment)
- **Ultimate Magic** - Summon Minor Monster (spell)

Purnama – Abilities & Gear

Augment Summoning **Feat**

Your summoned creatures are more powerful and robust.

Prerequisite: Spell Focus (conjuration).

Benefit: Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

Dimensional Agility **Feat**

Teleportation does not faze you.

Prerequisites: Ability to use the abundant step class feature or cast *dimension door*.

Benefit: After using abundant step or casting *dimension door*, you can take any actions you still have remaining on your turn. You also gain a +4 bonus on Concentration checks when casting teleportation spells.

Note: The ability to cast certain spells is not currently tracked by HL, so be careful to add this feat only if you meet that qualification.

Appears In: Ultimate Combat

Spell Focus (Conjuration) **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.

Pragmatic Activator **Trait**

While some figure out how to use magical devices with stubborn resolve, your approach is more pragmatic. You may use your Intelligence modifier when making Use Magic Device checks instead of your Charisma modifier.

Appears In: Ultimate Campaign

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 (Wayang)**

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

Dissolution's Child (5 rounds, 1/day) (Su) **Unknown**

Once per day, you may change your appearance to look as if you were little more than a 4-foot-tall area of shadow. Your physical form still exists and you are not incorporeal - only your appearance changes. This works like *invisibility*, except it only lasts 1 round per level (maximum 5 rounds). This is a supernatural ability. This racial trait replaces shadow magic.

Appears In: Advanced Race Guide

Light and Dark (1/day) (Su) **Racial Ability (Wayang)**

Once per day as an immediate action, a wayang can treat positive and negative energy effects as if she were an undead creature, taking damage from positive energy and being healed of damage by negative energy. This ability lasts for 1 minute once activated.

Shadow Resistance **Racial Ability (Wayang)**

Wayangs get a +2 racial bonus on saving throws against spells of the shadow subschool.

Class Ability (Wizard)

You must spend 2 slots to cast spells from the Abjuration school.

Arcane Reservoir +1 DC or CL (8/day) (Su) **Class Ability (Arcanist)**

An arcanist has an innate pool of magical energy that she can draw upon to fuel her arcanist exploits and enhance her spells. The arcanist's arcane reservoir can hold a maximum amount of magical energy equal to 3 + the arcanist's level. Each day, when preparing spells, the arcanist's arcane reservoir fills with raw magical energy, gaining a number of points equal to 3 + 1/2 her arcanist level. Any points she had from the previous day are lost. She can also regain these points through the consume spells class feature and some arcanist exploits. The arcane reservoir can never hold more points than the maximum amount noted above; points gained in excess of this total are lost.

Points from the arcanist reservoir are used to fuel many of the arcanist's powers. In addition, the arcanist can expend 1 point from her arcane reservoir as a free action whenever she casts an arcanist spell. If she does, she can choose to increase the caster level by 1 or increase the spell's DC by 1. She can expend no more than 1 point from her reservoir on a given spell in this way.

Note: After adding levels of Arcanist, you should go to the In-Play tab and press the Reset button on this ability, so that the correct number are left, as if you were fully rested. Because excess from the previous day is lost after resting, and only a few points are left in the pool, it will look as if most of the uses/day of this ability have been used up after resetting it. If you gain additional arcane reservoir points from your other abilities, decrease the number currently used in the pool.

Conjurer's Focus (Summon Monster III, 5) **Class Ability (Arcanist)**

An occultist can spend 1 point from her arcane reservoir to cast *summon monster I*. She can cast this spell as a standard action and the summoned creatures remain for 1 minute per level (instead of 1 round per level). At 3rd level and every 2 levels thereafter, the power of this ability increases by one spell level, allowing her to summon more powerful creatures (to a maximum of *summon monster IX* at 17th level), at the cost of an additional point from her arcane spell reserve per spell level. An occultist cannot have more than one *summon monster* spell active in this way at one time. If this ability is used again, any existing *summon monster* immediately ends. This ability replaces the arcanist exploit gained at 1st level.

Consume Spells (1/day) (Su) **Class Ability (Arcanist)**

At 1st level, an arcanist can expend an available arcanist spell slot as a move action, making it unavailable for the rest of the day, just as if she had used it to cast a spell. She can use this ability a number of times per day equal to her Charisma modifier (minimum 1). Doing this adds a number of points to her arcane reservoir equal to the level of the spell slot consumed. She cannot consume cantrips (0 level spells) in this way. Points gained in excess of the reservoir's maximum are lost.

Class Ability (Wizard)

You must spend 2 slots to cast spells from the Necromancy school.

Shift (10 feet, 8/day) (Sp) **Class Ability (Arcanist, Wizard)**

At 1st level, you can teleport to a nearby space as a swift action as if using *dimension door*. This movement does not provoke an attack of opportunity. You must be able to see the space that you are moving into. You cannot take other creatures with you when you use this ability (except for familiars). You can move 5 feet for every two wizard levels you possess (minimum 5 feet). You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Summoner's Charm (+2 rds) (Su) Class Ability (Arcanist, Wizard)

Whenever you cast a conjuration (summoning) spell, increase the duration by a number of rounds equal to 1/2 your wizard level (minimum 1). At 20th level, you can change the duration of all summon monster spells to permanent. You can have no more than one summon monster spell made permanent in this way at one time. If you designate another summon monster spell as permanent, the previous spell immediately ends.

Class Ability (Wizard)

Associated School : Conjuration

Appears In : Advanced Player's Guide

Earplugs

Made of waxed cotton or cork, earplugs give you a +2 circumstance bonus on saves against effects that require hearing but also cause a –5 penalty on hearing-based Perception checks.

Appears In : Advanced Player's Guide, Adventurer's Armory, Ultimate Equipment

Wand of cure light wounds (32 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 endure elements (40 charges) Wand**Endure Elements**

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.

Wand of magic missile (9 charges) Wand**Magic Missile**

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.

Wand of shocking grasp (10 charges) Wand**Shocking Grasp**

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).

Wand of sleep (11 charges) Wand**Sleep, Will Negates (DC 11)**

A sleep spell causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Sleep does not target unconscious creatures, constructs, or undead creatures.

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

Handy haversack (11 @ 18.625 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

Pearl of power (1st level, 3/day) Wondrous Item

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

Construction

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

Sleeves of many garments Wondrous Item (Wrist)

These translucent cloth tubes easily fit over their wearer's arms. The wearer of these sleeves can, when she slips them on, choose to transform her current garments into any other nonmagical set of clothing. These new clothes fit her perfectly and are always clean and mended unless she specifically designates otherwise. When she removes the sleeves, her clothes revert to their original form.

Construction

Requirements Craft Wondrous Item, *disguise self*; **Cost** 100 gp

Appears In : Ultimate Equipment

Wayfinder (empty)

Wondrous Item

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

Note: This item costs only 250 gp for members of the Pathfinder Society

Construction

Requirements Craft Wondrous Item, *light*; **Cost** 250 gp

Appears In : *Seekers of Secrets*, *Inner Sea World Guide*, *Shattered Star*, Pathfinder Society

Purnama , Arcanist (Occultist, School Savant) 5 – Spells in Spellbook

Acid Splash

Arcanist 0

School: Conjuraton / Earth Elemental (Creation) [Acid]

Components: V, S

Casting Time : 1 action

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

Effect: One missile of acid

Duration: Instantaneous

Save: None

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

Arcanist 0

School: Universal

Components: V, S

Casting Time : 1 action

Range: Touch

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

Duration: Permanent

Save: None

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

Arcanist 0

School: Necromancy

Components: V, S

Casting Time : 1 action

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

Target: One living creature

Duration: Instantaneous

Save: DC 15 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.

Dancing Lights

Arcanist 0

School: Evocation [Light]

Components: V, 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'-wisps), 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

Arcanist 0

School: Enchantment (Compulsion) [Mind-Affecting]

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

Casting Time : 1 action

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

Target: One humanoid creature of 4 HD or less

Duration: 1 round

Save: DC 15 Will negates

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.

Detect Magic Arcanist 0

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

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

1st Round: Presence or absence of magical auras.

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

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

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

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

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

Original Strength - Duration of Lingering Aura

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

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

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

Detect Poison Arcanist 0

School: Divination
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One creature, one object, or a 5-ft. cube
Duration: Instantaneous
Save: None
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 Arcanist 0

School: Necromancy
Components: V, 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.

Flare Arcanist 0

School: Evocation [Light]
Components: V
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: Burst of light
Duration: Instantaneous
Save: DC 15 Fortitude negates
Resistance: Yes

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

Ghost Sound Arcanist 0

School: Illusion (Figment)
Components: V, 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 15 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.

Light	Message
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School: Evocation / Wood Elemental [Light]
Components: V, M/DF (a firefly)
Casting Time: 1 action
Range: Touch
Target: Object touched
Duration: 10 min./level
Save: None
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.

School: Transmutation / Air Elemental [language-dependent]
Components: V, S, F (a piece of copper wire)
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Target: One creature/level
Duration: 10 min./level
Save: None
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.

Mage Hand	Open/Close
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School: Transmutation
Components: V, 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.

School: Transmutation
Components: V, S, F (a brass key)
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: Object weighing up to 30 lbs. or portal that can be opened or closed
Duration: Instantaneous
Save: DC 15 Will negates (object)
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.

Mending	Prestidigitation
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School: Transmutation / Metal Elemental
Components: V, 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.

School: Universal
Components: V, 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.

Ray of Frost

Arcanist 0

School: Evocation / Water Elemental [Cold]
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Save: None
Resistance: Yes

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

Read Magic

Arcanist 0

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

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

Read magic can be made permanent with a permanency spell.

Resistance

Arcanist 0

School: Abjuration
Components: V, S, M/DF (a miniature cloak)
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute
Save: Will negates (harmless)
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

Arcanist 0

School: Necromancy
Components: V, S, M (a drop of sweat)
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Save: DC 15 Fortitude negates
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

Arcanist 1

School: Conjuraton (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

Alarm

Arcanist 1

School: Abjuration
Components: V, S, F/DF (a tiny bell and a piece of very fine silver wire)
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Area: 20-ft.-radius emanation centered on a point in space
Duration: 2 hours/level (D)
Save: None
Resistance: No

Alarm creates a subtle ward on an area you select. Once the spell effect is in place, it thereafter sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible in nature.

Mental Alarm: A mental alarm alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm.

Audible Alarm: An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a silence spell cannot hear the ringing. Ethereal or astral creatures do not trigger the alarm.

Alarm can be made permanent with a permanency spell.

Charm Person**Arcanist 1****School:** Enchantment / Wood Elemental (Charm) [Mind-Affecting]**Components:** V, S**Casting Time:** 1 action**Range:** Close (25 + 5 ft./2 levels)**Target:** One humanoid creature**Duration:** 1 hour/level**Save:** DC 16 Will negates**Resistance:** Yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Color Spray**Arcanist 1****School:** Illusion (Pattern) [Mind-Affecting]**Components:** V, S, M (red, yellow, and blue powder or colored sand)**Casting Time:** 1 action**Range:** 15 ft.**Area:** Cone-shaped burst**Duration:** Instantaneous; see text**Save:** DC 16 Will negates**Resistance:** Yes

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

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

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

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

Comprehend Languages**Arcanist 1****School:** Divination**Components:** V, S, M/DF (pinch of soot and salt)**Casting Time:** 1 action**Range:** Personal**Target:** You**Duration:** 10 min./level

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

Comprehend languages can be made permanent with a permanency spell.

Endure Elements**Arcanist 1****School:** Abjuration**Components:** V, S**Casting Time:** 1 action**Range:** Touch**Target:** Creature touched**Duration:** 24 hours**Save:** Will negates (harmless)**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.

Enlarge Person**Arcanist 1****School:** Transmutation**Components:** V, S, M (powdered iron)**Casting Time:** 1 round**Range:** Close (25 + 5 ft./2 levels)**Target:** One humanoid creature**Duration:** 1 min./level (D)**Save:** DC 16 Fortitude negates**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**Arcanist 1****School:** Transmutation**Components:** V, S**Casting Time:** 1 action**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).

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<p>Grease Arcanist 1</p> <p>School: Conjunction / Earth Elemental (Creation) Components: V, S, M (butter) Casting Time : 1 action Range: Close (25 + 5 ft./2 levels) Target: One object or 10-ft. square Duration: 1 min./level (D) Save: See text Resistance: No</p>	<p>Mount Arcanist 1</p> <p>School: Conjunction (Summoning) Components: V, S, M (a bit of horse hair) Casting Time : 1 round Range: Close (25 + 5 ft./2 levels) Effect: One mount Duration: 2 hours/level (D) Save: None Resistance: No</p>
<p>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.</p>	<p>You summon a light horse or a pony (your choice) to serve you as a mount (see the Pathfinder RPG Bestiary). The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.</p>
<p>Mage Armor Arcanist 1</p> <p>School: Conjunction (Creation) [Force] Components: V, 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</p>	<p>Obscuring Mist Arcanist 1</p> <p>School: Conjunction / Water Elemental (Creation) Components: V, S Casting Time : 1 action Range: 20 ft. Effect: Cloud spreads in 20-ft. radius from you, 20 ft. high Duration: 1 min./level (D) Save: None Resistance: No</p>
<p>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.</p>	<p>A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). A moderate wind (11+ mph), such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage. This spell does not function underwater.</p>
<p>Magic Missile Arcanist 1</p> <p>School: Evocation [Force] Components: V, 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</p>	<p>Shield Arcanist 1</p> <p>School: Abjuration / Void Elemental [Force] Components: V, S Casting Time : 1 action Range: Personal Target: You Duration: 1 min./level (D)</p>
<p>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.</p>	<p>Silent Image Arcanist 1</p> <p>School: Illusion (Figment) Components: V, S, F (a bit of fleece) Casting Time : 1 action Range: Long (400 + 40 ft./level) Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S) Duration: Concentration Save: DC 16 Will disbelief (if interacted with) Resistance: No</p> <p>This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.</p>

Sleep**Arcanist 1**

School: Enchantment (Compulsion) [Mind-Affecting]
Components: V, S, M (fine sand, rose petals, or a live cricket)
Casting Time: 1 round
Range: Medium (100 + 10 ft./level)
Area: One or more living creatures within a 10-ft.-radius burst
Duration: 1 min./level
Save: DC 16 Will negates
Resistance: Yes

A sleep spell causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Sleep does not target unconscious creatures, constructs, or undead creatures.

Summon Minor Monster**Arcanist 1**

School: Conjunction (Summoning)
Components: V, S, F/DF (a tiny bag and a small candle)
Casting Time: 1 round
Range: Close (25 + 5 ft./2 levels)
Effect: 1d3 summoned creatures
Duration: 1 round/level (D)
Save: None
Resistance: No

This spell functions as *summon monster I*, except you can summon 1d3 Tiny or smaller animals, such as bats, lizards, monkeys, rats, ravens, toads, or weasels. The summoned animals must all be the same type of creature. As with animals summoned with *summon monster I*, you may apply one alignment-appropriate template to these animals.

Summon Monster I

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10-1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish). When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10-1 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Summon Monster Tables

1st Level: Dire rat*, Dog*, Dolphin*, Eagle*, Fire beetle*, Frog, poison*, Pony (horse)*, Viper (snake)*

* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

Appears In: Ultimate Magic

Summon Monster I**Arcanist 1**

School: Conjunction (Summoning)
Components: V, S, F/DF (a tiny bag and a small candle)
Casting Time: 1 round
Range: Close (25 + 5 ft./2 levels)
Effect: One summoned creature
Duration: 1 round/level (D)
Save: None
Resistance: No

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10-1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish). When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10-1 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Summon Monster Tables

1st Level: Dire rat*, Dog*, Dolphin*, Eagle*, Fire beetle*, Frog, poison*, Pony (horse)*, Viper (snake)*

* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

Unseen Servant**Arcanist 1**

School: Conjunction (Creation)
Components: V, S, M (a piece of string and a bit of wood)
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: One invisible, mindless, shapeless servant
Duration: 1 hour/level
Save: None
Resistance: No

An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. This servant cannot fly, climb, or even swim (though it can walk on water). Its base speed is 15 feet. The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

Vanish**Arcanist 1**

School: Illusion (Glamer)
Components: V, S
Casting Time : 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/level (up to 5 rounds) (D)
Save: DC 16 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

Ventriloquism**Arcanist 1**

School: Illusion (Figment)
Components: V, F (parchment rolled into cone)
Casting Time : 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: Intelligible sound, usually speech
Duration: 1 min./level (D)
Save: DC 16 Will disbelief (if interacted with)
Resistance: No

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

Acid Arrow**Arcanist 2**

School: Conjuration / Earth Elemental (Creation) [Acid]
Components: V, S, M, F (rhubarb leaf and an adder's stomach, a dart)
Casting Time : 1 action
Range: Long (400 + 40 ft./level)
Effect: One arrow of acid
Duration: 1 round + 1 round per three levels
Save: None
Resistance: No

An arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels you possess, the acid, unless neutralized, lasts for another round (to a maximum of 6 additional rounds at 18th level), dealing another 2d4 points of damage in each round.

Bear's Endurance**Arcanist 2**

School: Transmutation
Components: V, S, M/DF (a few hairs, or a pinch of dung, from a bear)
Casting Time : 1 action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Save: Will negates (harmless)
Resistance: Yes

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Bull's Strength**Arcanist 2**

School: Transmutation
Components: V, S, M/DF (a few hairs, or a pinch of dung, from a bull)
Casting Time : 1 action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Save: Will negates (harmless)
Resistance: Yes (harmless)

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

Create Pit **Arcanist 2** **Elemental Speech** **Arcanist 2**

School: Conjuration / Earth Elemental (Creation)
Components: V, S, F (miniature shovel worth 10 gp)
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Effect: 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels
Duration: 1 round + 1 round/level
Save: DC 18 Reflex negates
Resistance: No

You create a 10-foot-by-10-foot extradimensional hole with a depth of 10 feet per two caster levels (maximum 30 feet). You must create the pit on a horizontal surface of sufficient size. Since it extends into another dimension, the pit has no weight and does not otherwise displace the original underlying material. You can create the pit in the deck of a ship as easily as in a dungeon floor or the ground of a forest. Any creature standing in the area where you first conjured the pit must make a Reflex saving throw to avoid falling into it. In addition, the edges of the pit are sloped, and any creature ending its turn on a square adjacent to the pit must make a Reflex saving throw with a +2 bonus to avoid falling into it. Creatures subjected to an effect intended to push them into the pit (such as bull rush) do not get a saving throw to avoid falling in if they are affected by the pushing effect.

Creatures who fall into the pit take falling damage as normal. The pit's coarse stone walls have a Climb DC of 25. When the duration of the spell ends, creatures within the hole rise up with the bottom of the pit until they are standing on the surface over the course of a single round.

Appears In : Advanced Player's Guide

Darkness **Arcanist 2**

School: Evocation [Darkness]
Components: V, 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.

School: Divination / All Elements [Air, Earth, Fire, Water]
Components: V, S, M (iron filings)
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level

This spell enables you to converse with creatures associated with a chosen element, including but not limited to true elemental creatures. This spell gains the elemental subtype based on the version of the spell you cast. Elemental speech does not guarantee a friendly reaction; it merely enables communication. You may converse with all creatures of the selected type with an Intelligence score of 1 or greater, even if they do not understand one another. When cast as an air spell, you can converse in Auran and with any creature that has the air subtype or a fly speed. When cast as an earth spell, you can converse in Terran and with any creature that has the earth subtype or a burrow speed. When cast as a fire spell, you can converse in Ignan and with any creature that has the fire subtype. When cast as a water spell, you can converse in Aquan and with any creature that has the water subtype or a swim speed.

Appears In : Advanced Player's Guide

False Life **Arcanist 2**

School: Necromancy
Components: V, S, M (a drop of blood)
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 hour/level or until discharged; see text

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 + 1 per caster level (maximum +10).

Glitterdust **Arcanist 2**

School: Conjuration / Earth Elemental / Metal Elemental (Creation)
Components: V, 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 18 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.

Invisibility **Arcanist 2**

School: Illusion / Void Elemental (Glamer)
Components: V, S, M/DF (an eyelash encased in gum arabic)
Casting Time: 1 action
Range: Personal or touch
Target: You or a creature or object weighing no more than 100 lbs./level
Duration: 1 min./level (D)
Save: Will negates (harmless) or Will negates (harmless, object)
Resistance: Yes (harmless) or yes (harmless, object)

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.

Levitate **Arcanist 2**

School: Transmutation / Air Elemental
Components: V, 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.

Mount, Communal **Arcanist 2**

School: Conjuraton (Summoning)
Components: V, S, M (a bit of horse hair)
Casting Time: 1 round
Range: Close (25 + 5 ft./2 levels)
Effect: Up to six mounts
Duration: 2 hours/level (D) split among the recipients
Save: None
Resistance: No

This spell functions like *mount*, except you can summon up to six light horses or ponies, and you divide the duration in 2-hour increments among the steeds summoned.

Mount

You summon a light horse or a pony (your choice) to serve you as a mount (see the Pathfinder RPG Bestiary). The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

Appears In: Ultimate Combat

Resist Energy **Arcanist 2**

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

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Resist energy overlaps (and does not stack with) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

See Invisibility **Arcanist 2**

School: Divination / Void Elemental
Components: V, S, M (talc and powdered silver)
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 min./level (D)

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures. The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See invisibility can be made permanent with a *permanency* spell.

Share Language**Arcanist 2**

School: Divination
Components: V, S, M (a page from a dictionary)
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 24 hours
Save: DC 17 Will negates (harmless)
Resistance: Yes (harmless)

You can share your facility for one particular language with another creature. For 24 hours the target can read, understand, and communicate to the best of its ability in any one language which you already know. For every 5 levels you possess, you can grant the use of another language you know, to a maximum of 5 languages at 20th level. The target must have the physical capacity to articulate sounds, make gestures, or engage in whatever other method speakers of the language use to communicate with each other in order to actually converse. If the target lacks the mental capacity to grasp an actual language it still gains enough knowledge to respond to and carry out even extremely complex commands or suggestions coached in the language (whether written or spoken). However, since this spell does not endow the target with greater reasoning capacity, merely a temporarily enhanced vocabulary, the person offering up instructions to non-sentient creatures must take care to remove any ambiguity or guesswork.

Similarly, this spell does not affect the basic nature of the target, or its disposition toward you or anyone else, so convincing it to actually carry out these instructions could require negotiation, threats, or outright bribery.

Appears In: Advanced Player's Guide

Spider Climb**Arcanist 2**

School: Transmutation
Components: V, S, M (a live spider)
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 min./level
Save: Will negates (harmless)
Resistance: Yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A spider climbing creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Summon Monster II**Arcanist 2**

School: Conjuration / All Elements (Summoning)
Components: V, S, F/DF (a tiny bag and a small candle)
Casting Time: 1 round
Range: Close (25 + 5 ft./2 levels)
Effect: One summoned creature
Duration: 1 round/level (D)
Save: None
Resistance: No

This spell functions like *summon monster I*, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

Summon Monster Tables

2nd Level: Ant, giant (worker)*, Elemental (Small) [Elemental subtype], Giant centipede*, Giant frog*, Giant spider*, Goblin dog*, Horse*, Hyena*, Lemure (devil) [Evil, Lawful subtypes] Octopus*, Squid*, Wolf*

1st Level: Dire rat*, Dog*, Dolphin*, Eagle*, Fire beetle*, Frog, poison*, Pony (horse)*, Viper (snake)*

* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

Summon Monster I

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10-1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish). When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10-1 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Summon Monster Tables

1st Level: Dire rat*, Dog*, Dolphin*, Eagle*, Fire beetle*, Frog, poison*, Pony (horse)*, Viper (snake)*

* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

Summon Swarm**Arcanist 2**

School: Conjuration (Summoning)
Components: V, S, M/DF (a square of red cloth)
Casting Time: 1 round
Range: Close (25 + 5 ft./2 levels)
Effect: One swarm of bats, rats, or spiders
Duration: Concentration + 2 rounds
Save: None
Resistance: No

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

Web	Arcanist 2	Dispel Magic	Arcanist 3
School: Conjuration / Wood Elemental (Creation) Components: V, S, M (spider web) Casting Time: 1 action Range: Medium (100 + 10 ft./level) Effect: Webs in a 20-ft.-radius spread Duration: 10 min./level (D) Save: DC 18 Reflex negates; see text Resistance: No		School: Abjuration / Void Elemental Components: V, S Casting Time: 1 action Range: Medium (100 + 10 ft./level) Target: One spellcaster, creature, or object Duration: Instantaneous Save: None Resistance: No	

Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spiderwebs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a web become grappled by the sticky fibers. Attacking a creature in a web doesn't cause you to become grappled. Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is inside the web but is otherwise unaffected. If the save fails, the creature gains the grappled condition, but can break free by making a combat maneuver check or Escape Artist check as a standard action against the DC of this spell. The entire area of the web is considered difficult terrain. Anyone moving through the webs must make a combat maneuver check or Escape Artist check as part of their move action, with a DC equal to the spell's DC. Creatures that fail lose their movement and become grappled in the first square of webbing that they enter. If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover. The strands of a web spell are flammable. A flaming weapon can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away one 5-foot square in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

Web can be made permanent with a permanency spell. A permanent web that is damaged (but not destroyed) regrows in 10 minutes.

Daylight	Arcanist 3
School: Evocation [Light] Components: V, S Casting Time: 1 action Range: Touch Target: Object touched Duration: 10 min./level (D) Save: None Resistance: No	

You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. This illumination increases the light level for an additional 60 feet by one step (darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light). Creatures that take penalties in bright light take them while within the 60-foot radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by such light. If daylight is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stoneskin (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stoneskin (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stoneskin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected. You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect. If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by summon monster), you make a dispel check to end the spell that conjured the object or creature. If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this. You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

Lightning Bolt

Arcanist 3

School: Evocation / Air Elemental / Metal Elemental [Electricity]

Components: V, S, M (fur and a glass rod)

Casting Time : 1 action

Range: 120 ft.

Area: 120-ft. line

Duration: Instantaneous

Save: DC 18 Reflex half

Resistance: Yes

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Magic Circle against Chaos**Arcanist 3**

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

This spell functions like *magic circle against evil*, except that it is similar to *protection from chaos* instead of *protection from evil*, and it can imprison a nonlawful called creature.

Magic Circle against Evil

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

Slow**Arcanist 3**

School: Transmutation
Components: V, S, M (a drop of molasses)
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart
Duration: 1 round/level
Save: DC 18 Will negates
Resistance: Yes

An affected creature moves and attacks at a drastically slowed rate. Creatures affected by this spell are staggered and can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed. Multiple slow effects don't stack. Slow counters and dispels haste.

Stinking Cloud**Arcanist 3**

School: Conjuration / Earth Elemental (Creation)
Components: V, S, M (a rotten egg or cabbage leaves)
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Effect: Cloud spreads in 20-ft. radius, 20 ft. high
Duration: 1 round/level
Save: DC 19 Fortitude negates; see text
Resistance: No

Stinking cloud creates a bank of fog like that created by fog cloud, except that the vapors are nauseating. Living creatures in the cloud become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each nauseated character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn. This is a poison effect.

Stinking cloud can be made permanent with a permanency spell. A permanent stinking cloud dispersed by wind reforms in 10 minutes.

Vampiric Touch**Arcanist 3**

School: Necromancy
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: Instantaneous/1 hour; see text
Save: None
Resistance: Yes

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

Wind Wall

Arcanist 3

School: Evocation / Air Elemental / Wood Elemental [Air]

Components: V, S, M/DF (a tiny fan and an exotic feather)

Casting Time: 1 action

Range: Medium (100 + 10 ft./level)

Effect: Wall up to 10 ft./level long and 5 ft./level high (S)

Duration: 1 round/level

Save: None; see text

Resistance: Yes

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures). While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.