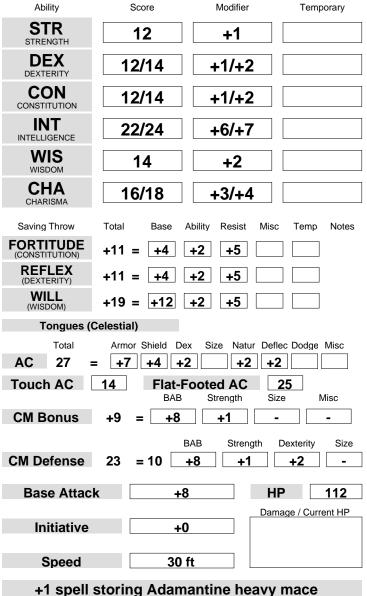# Da Xue Keai

Player: Scott David Gray

Male Versatile Human (Tian-Shu) Arcanist 4/Mystic Theurge 7/Oracle (Dual-Cursed Oracle) 4 - CL15 - CR 14

Neutral Good Humanoid (Human); Deity: **Qi Zhong**; Age: **45**; Height: **5' 11"**; Weight: **185lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	12/14	+1/+2	
CON CONSTITUTION	12/14	+1/+2	
INT INTELLIGENCE	22/24	+6/+7	
WIS WISDOM	14	+2	
CHA CHARISMA	16/18	+3/+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+11 =	+4	+2	+5			
REFLEX (DEXTERITY)	+11 =	+4	+2	+5			
WILL (WISDOM)	+19 =	+12	+2	+5			

Tongues (Celestial)

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	27 =	+7	+4	+2		+2	+2		

Touch AC 14   **Flat-Footed AC** 25

		BAB	Strength	Size	Misc
CM Bonus	+9 =	+8	+1	-	-

		BAB	Strength	Dexterity	Size
CM Defense	23 = 10	+8	+1	+2	-

Base Attack	+8	**HP**	112

Damage / Current HP

Initiative	+0
Speed	30 ft

+1 spell storing Adamantine heavy mace

Main hand: **+10/+5**, 1d8+2
Both hands: **+10/+5**, 1d8+2
Main w/ offhand: **+4/-1**, 1d8+2
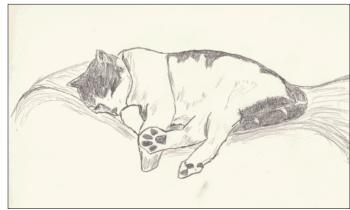Main w/ light off.: **+6/+1**, 1d8+2
Offhand: **+0**, 1d8+1

Crit: ×2
1-hand, B

+3 Mithral buckler

+4

Max Dex: -, Armor Check: -
Spell Fail: 0%, Shield

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+11	INT (7)	1	
Bluff	+4	CHA (4)	-	
Climb	+1	STR (1)	-	
Diplomacy	+22	CHA (4)	15	
Disable Device	-	DEX (2)	-	
Disguise	+4	CHA (4)	-	
Escape Artist	+17	DEX (2)	15	
Fly	+20	DEX (2)	15	
Handle Animal	-	CHA (4)	-	
Heal	+10	WIS (2)	5	
Intimidate	+4	CHA (4)	-	
Knowledge (arcana)	+25	INT (7)	15	
Knowledge (geography)	+11	INT (7)	1	
Knowledge (history)	+11	INT (7)	1	
Knowledge (nature)	+11	INT (7)	1	
Knowledge (planes)	+11	INT (7)	1	
Knowledge (religion)	+25	INT (7)	15	
Linguistics	+11	INT (7)	1	
Perception	+17	WIS (2)	15	

Improved Perception : +3 competence bonus on checks that do not rely on hearing

Skill Name	Total	Ability	Ranks	Temp
Ride	+2	DEX (2)	-	
Sense Motive	+6	WIS (2)	1	
Sleight of Hand	-	DEX (2)	-	
Spellcraft	+25	INT (7)	15	
Stealth	+17	DEX (2)	15	
Survival	+2	WIS (2)	-	
Swim	+1	STR (1)	-	
Use Magic Device	+28	CHA (4)	15	

Feats

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

Feats

Armor Proficiency (Light)
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Medium)
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

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

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

Fortune Teller
Cast some divination spells at +1 caster level

Leadership (Base Score 19)
You attract loyal companions and devoted followers.

Reach Spell
You can cast a spell with a range of touch, close, or medium as one range category higher.

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

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

Simple Weapon Proficiency - All
Proficient with all simple weapons.

Skill Focus (Use Magic Device)
You get a +3 bonus on all checks involving the chosen skill.

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

Toughness
You gain +3 hit points.

Traits

Inspired (1/day)
Roll twice and take the better result on a skill or ability check.

Magical Knack (Arcanist)
+2 CL for a specific class, to a max of your HD.

Unarmed strike

Main hand: **+9/+4**, **1d3+1 nonlethal**		Crit: ×2 Light, B, Nonlethal
Main w/ offhand: **+3/-2**, **1d3+1 nonlethal**		
Main w/ light off.: **+5/+0**, **1d3+1 nonlethal**		
Offhand: **+1**, **1d3 nonlethal**		

+3 Mithral chain shirt

+7   Max Dex: +6, Armor Check: - Spell Fail: 0%, Light

Gear

Total Weight Carried: 38.24/130lbs, Light Load
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

+1 spell storing Adamantine heavy mace	8 lbs
+3 Mithral buckler	2.5 lbs
+3 Mithral chain shirt	12.5 lbs
Amulet of natural armor +2	-
Bedroll *<In: Handy haversack (1551 @ 55.5 lbs)>*	5 lbs
Belt of physical might +2 (Dex, Con)	1 lb
Belt pouch (3 @ 0.24 lbs)	0.5 lbs

Experience & Wealth

Experience Points: **42**/45
Current Cash: **1 pp, 4 gp, 4 sp, 3 cp**

Gear

Total Weight Carried: 38.24/130lbs, Light Load
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

Blanket, winter *<In: Handy haversack (1551 @ 55.5*	3 lbs
Buckle	-
Chain	-
Cloak of resistance +5	1 lb
Coin of the untrodden road (3/day) *<In: Belt pouch (3*	-
Courtier's outfit *<In: Handy haversack (1551 @*	6 lbs
Everburning torch *<In: Handy haversack (1551 @*	1 lb
Flint and steel *<In: Belt pouch (3 @ 0.24 lbs)>*	-
Fortune cookies x100 *<In: Handy haversack (1551 @*	-
Handy haversack (1551 @ 55.5 lbs)	5 lbs
Hat	0.5 lbs
Headband of mental prowess +2 (Int, Cha, Fly)	1 lb
Holy symbol, silver (Qi Zhong)	1 lb
Hourglass (1 hour) *<In: Handy haversack (1551 @*	1 lb
Ink, black x3 *<In: Handy haversack (1551 @ 55.5 lbs)>*	-
Ink, colored x3 *<In: Handy haversack (1551 @ 55.5*	-
Inkpen x10 *<In: Handy haversack (1551 @ 55.5 lbs)>*	-
Mess kit *<In: Handy haversack (1551 @ 55.5 lbs)>*	1 lb
Money *<In: Belt pouch (3 @ 0.24 lbs)>*	0.24 lbs
Monk's outfit (Free)	-
Paper x500 *<In: Handy haversack (1551 @ 55.5 lbs)>*	-
Parchment x900 *<In: Handy haversack (1551 @ 55.5*	-
Pot *<In: Handy haversack (1551 @ 55.5 lbs)>*	4 lbs
Puzzle ring *<In: Handy haversack (1551 @ 55.5 lbs)>*	-
Rice paper x1000	-
Ring of protection +2	-
Sleeves of many garments *<In: Handy haversack*	1 lb
Soap *<In: Handy haversack (1551 @ 55.5 lbs)>*	0.5 lbs
Spellbook x4 *<In: Handy haversack (1551 @ 55.5*	3 lbs
Trail rations x21 *<In: Handy haversack (1551 @*	1 lb
Wand of cure light wounds (50 charges)	-
Waterskin	4 lbs
Winged boots (3/day)	1 lb

Special Abilities

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 an amount of magical energy equal to twice the arcanist's

Combined Spells (4th) (Su)
A mystic theurge can prepare and cast spells from one of his spellcasting classes using the available slots from any of his other spellcasting classes. Spells prepared or cast in this way take up a slot one level higher than they

Consume Spells (Su)
The arcanist can spend a standard action to expend an available arcanist spell slot, making it unavailable for the rest of the day just as if she had used it to cast a spell. In doing so, she adds a number of points to her arcane

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

Erase from Time (2 rds, 1/day, DC 16) (Su)
As a melee touch attack, you can temporarily remove a creature from time altogether. The target creature must make a Fortitude save or vanish completely for a number of rounds equal to 1/2 your oracle level (minimum 1

Special Abilities

Metamixing (Su)
The arcanist can expend one point from her arcane reservoir to add a metamagic feat that she knows to a spell as she casts it, using a higher-level spell slot as normal, but using the spell's original casting time. She can use this

Misfortune (Ex)
At 1st level, as an immediate action, you can force a creature within 30 feet to reroll any one d20 roll that it has just made before the results of the roll are revealed. The creature must take the result of the reroll, even if it's worse than

Spell Storing
A spell storing weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon. (The spell must have a casting time of 1 standard action.) Any time the weapon strikes a creature and the creature takes damage

Versatile Human
While they lack some of the training of other humans, the natural talents of versatile humans more than make up for this lack. Replace the +2 bonus to any ability score, the skilled racial trait, and the bonus feat racial trait with dual

Tracked Resources

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

Coin of the untrodden road (3/day) ☐☐☐

Erase from Time (2 rds, 1/day, DC 16) (Su) ☐

Inspired (1/day) ☐

Trail rations ☐☐☐☐☐ ☐☐☐☐☐
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☐

Wand of cure light wounds (50 charges) ☐☐☐☐☐ ☐☐☐☐☐
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Winged boots (3/day) ☐☐☐

Languages

Auran	Elven
Catfolk	Lipreading
Celestial	Sylvan
Common	Tengu
Draconic	Tien

Spells & Powers

Arcanist spells memorized (CL 13th; concentration +20)
Melee Touch +9 **Ranged Touch** +10
5th—cone of cold (DC 22), summon monster v
4th—greater false life, greater invisibility, wall of fire
3rd—fireball (DC 20), fly, tongues, vampiric touch
2nd—darkvision, detect thoughts (DC 19), glitterdust (DC 19), mirror image, touch of idiocy
1st—burning hands (DC 18), comprehend languages, identify, mount, vanish (DC 18)
0th (at will)—acid splash, dancing lights, detect poison, disrupt undead, ghost sound (DC 17), light, mage hand, prestidigitation, scrivener's chant

Spells & Powers

Oracle (Dual-Cursed Oracle) spells known (CL 11th; concentration +15)
Melee Touch +9 **Ranged Touch** +10
5th (4/day)—breath of life (DC 19), commune, mass cure light wounds
4th (7/day)—air walk, cure critical wounds, death ward, divination
3rd (7/day)—blindness/deafness (DC 17), cure serious wounds, daylight, locate object, magic circle against evil
2nd (7/day)—align weapon, augury, cure moderate wounds, lesser restoration, oracle's burden (DC 16), spiritual weapon, zone of truth (DC 16)
1st (7/day)—bless, cure light wounds, detect evil, divine favor, ill omen, murderous command (DC 15), protection from evil
0th (at will)—create water, detect magic, enhanced diplomacy, guidance, light, mending, purify food and drink (DC 14), read magic, stabilize

Situational Modifiers

Perception
Improved Perception : +3 competence bonus on checks that do not rely on hearing

Background

The first 10 years of Keai's life are hazy. Mostly because back then he had animal intelligence. He was very important then, the pet cat to the youngest bride of the emperor.

As he got older and his hearing started to go. This was too bad, because when Keai escaped from the palace one day he was run over by a cart that he could not hear. He really must have been an important cat, because somebody paid for reincarnation and restoration spells.

For some reason, when he started to learn human speech nobody from the imperial family wanted to discuss his lost memories with him. When he learned that the cart driver had been put to death (for an accident!), Keai decided to leave the palace. He escaped again, but this time was more careful about carts.

Trying to understand himself and his destiny, he studied magic. He knows that magic interacts with him oddly -- when stressed or in combat, he enters a sort of fugue state and can only speak in Celestial -- which is worse because, with his deafness, he has to lipread to follow anything said.

Keai finally left Tian Shu, to try and understand himself. His divinations and visions revealed that Baba Yaga is lost, and he has decided to seek and join those looking to rescue her -- for he hopes that a powerful caster like her can help him understand himself.

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4 Spellbooks: Akana Xiaoqi (containing 0-1), Akana Wei, Chengnian Ren (containing 2-3), Akana Wenhe (containing 4-5), Akana Qianglie

Arcane Armor Training   Feat
You have learned how to cast spells while wearing armor.

Prerequisites: Light Armor Proficiency, caster level 3rd.

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

Combat Casting   Feat
You are adept at spellcasting when threatened or distracted.

Benefit: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

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

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

Fortune Teller   Feat
As a result of being raised in a land steeped in tradition and superstition (such as Varisia or Ustalav), you are skilled at communicating with the spirit world.

Prerequisite: Ability to cast divination spells.

Benefit: Upon taking this feat, choose a focus item for your divination magic - a crystal ball, runes, a Harrow deck, or some such item. Whenever you cast a spell from the divination school, you may use this focus item instead of the spell's material component, as long as the cost of the material component is no more than 1,000 gp. If you choose to perform the spell using your focus item and the spell's normal material component (regardless of that component's cost), you cast the spell at +1 caster level.

Appears In : Inner Sea World Guide

Leadership (Base Score 19)   Feat
You attract followers to your cause and a companion to join you on your adventures.

Prerequisite: Character level 7th.

Benefit: This feat enables you to attract a loyal cohort and a number of devoted subordinates who assist you. A cohort is generally an NPC with class levels, while followers are typically lower level NPCs. See Table: Leadership for what level of cohort and how many followers you can recruit.

Reach Spell   Feat
Your spells go farther than normal.

Benefit: You can alter a spell with a range of touch, close, or medium to increase its range to a higher range category, using the following order: touch, close, medium, and long. A reach spell uses up a spell slot one level higher than the spell's actual level for each increase in range category. For example, a spell with a range of touch increased to long range uses up a spell slot three levels higher. Spells modified by this feat that require melee touch attacks instead require ranged touch attacks.

Spells that do not have a range of touch, close, or medium do not benefit from this feat.

Appears In : Advanced Player's Guide

Silent Spell   Feat
You can cast your spells without making any sound.

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

Special: Bard spells cannot be enhanced by this feat.

Skill Focus (Use Magic Device)   Feat
Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

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

Still Spell   Feat
You can cast spells without moving.

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

Toughness   Feat
You have enhanced physical stamina.

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

Inspired (1/day)   Trait
A positive force, philosophy, or divine presence fills you with hope, and is a guiding force of inspiration. Once per day as a free action, roll twice and take the better result on a skill check or ability check.

Appears In : Ultimate Campaign

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

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

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

Versatile Human   Unknown
While they lack some of the training of other humans, the natural talents of versatile humans more than make up for this lack. Replace the +2 bonus to any ability score, the skilled racial trait, and the bonus feat racial trait with dual talent.

Appears In : Advanced Race Guide

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 an amount of magical energy equal to twice 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 1 + 1/2 her arcanist level (minimum 0). 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 that the total mentioned above, points gained in excess of this maximum are lost.

Points from the arcanist reservoir are used to fuel many of the arcanist's powers (see arcane exploits). In addition, the arcanist can expend one 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 DC of the spell by 1. She can expend no more than one 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.

Combined Spells (4th) (Su) Class Ability (Mystic Theurge)

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

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

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

Consume Spells (Su) Class Ability (Arcanist)

The arcanist can spend a standard action to expend an available arcanist spell slot, making it unavailable for the rest of the day just as if she had used it to cast a spell. In doing so, she adds a number of points to her arcane reservoir equal to the level of the slot consumed. She cannot consume cantrips (0 level spells) in this way. Points added to the arcane reservoir in excess of the limit (see arcane reservoir) are lost.

Deaf Class Ability (Oracle)

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

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

Erase from Time (2 rds, 1/day, DC 16) (Su) Class Ability (Oracle)

As a melee touch attack, you can temporarily remove a creature from time altogether. The target creature must make a Fortitude save or vanish completely for a number of rounds equal to 1/2 your oracle level (minimum 1 round). No magic or divinations can detect the creature during this time, as it exists outside of time and space - in effect, the creature ceases to exist for the duration of this ability. At the end of the duration, the creature reappears unharmed in the space it last occupied (or the nearest possible space, if the original space is now occupied). You can use this ability once per day, plus one additional time per day at 11th level.

Appears In : Ultimate Magic

Metamixing (Su) Class Ability (Arcanist)

The arcanist can expend one point from her arcane reservoir to add a metamagic feat that she knows to a spell as she casts it, using a higher-level spell slot as normal, but using the spell's original casting time. She can use this ability to add a metamagic feat to a spell that she prepared using a metamagic feat, although she cannot the same metamagic feat on a given spell more than once.

Appears In : Advanced Class Guide Playtest

Misfortune (Ex) Class Ability (Oracle)

At 1st level, as an immediate action, you can force a creature within 30 feet to reroll any one d20 roll that it has just made before the results of the roll are revealed. The creature must take the result of the reroll, even if it's worse than the original roll. Once a creature has suffered from your misfortune, it cannot be the target of this revelation again for 1 day.

Appears In : Ultimate Magic

Tongues (Celestial) Class Ability (Oracle)

In times of stress, you speak in tongues. Pick one of the following languages: Abyssal, Aklo, Aquan, Auran, Celestial, Ignan, Infernal, or Terran. Whenever you are in combat, you can only speak and understand the selected language. This does not interfere with spellcasting, but it does apply to spells that are language dependent. You gain the selected language as a bonus language. At 5th level, pick an additional language to speak in combat and add it to your list of known languages. At 10th level, you can understand any spoken language, as if under the effects of *tongues*, even during combat. At 15th level, you can speak and understand any language, except your speech is still restricted during combat.

Note: You will have additional language slots on the personal tab for these languages.

Spell Storing (+1 spell storing Adamantine heavy Weapon Power

A spell storing weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon. (The spell must have a casting time of 1 standard action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires. (This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.) Once the spell has been cast from the weapon, a spellcaster can cast any other targeted spell of up to 3rd level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled spell storing weapon has a 50% chance to have a spell stored in it already.

Construction
Requirements: Craft Magic Arms and Armor, creator must be a caster of at least 12th level; **Cost** +1 Bonus

Ring of protection +2 Ring

This ring offers continual magical protection in the form of a deflection bonus of +2 to AC.

Construction
Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 4,000 gp

Wand of cure light wounds (50 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.

Amulet of natural armor +2 Wondrous Item (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +2.

Construction
Requirements: Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 4,000 gp

Belt of physical might +2 (Dex, Con) Wondrous Item (Belt)

This belt has a large steel buckle, usually depicting the image of a giant. The belt grants the wearer an enhancement bonus to Dexterity and Constitution of +2. Treat this as a temporary ability bonus for the first 24 hours the belt is worn. The ability score bonuses are chosen when the belt is created and cannot be changed.

Construction
Requirements: Craft Wondrous Item, *bear's endurance*, *cat's grace grace*; **Cost** 5,000 gp

Cloak of resistance +5 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 +5 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** 12,500 gp

Coin of the untrodden road (3/day) Wondrous Item

When tossed into the air, this tarnished copper coin brings forth potential lost by life's decisions. If a human, half-elf, or half-orc flips the coin and catches it, she takes a -2 penalty to the ability score modified by her +2 racial ability score bonus, but gains a +2 inherent bonus to a random other ability score. The bonus and penalty last for 1 hour. Negating the penalty automatically negates the bonus as well. The coin can be used three times per day.

Construction
Requirements Craft Wondrous Item, *alter self*; **Cost** 3,000 gp

Appears In : Ultimate Equipment

Handy haversack (1551 @ 55.5 lbs) Wondrous Item

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

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

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

Headband of mental prowess +2 (Int, Cha, Wondrous Item (Headband)

This simple copper headband has a small yellow gem set so that when it rests upon the forehead of the wearer, the yellow gem sits perched on the wearer's brow as if it were a third eye in the middle of his forehead. Often, the headband contains additional designs to further accentuate the appearance of a third, crystal eye.

The headband grants the wearer an enhancement bonus to Intelligence and Charisma of +2. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. These bonuses are chosen when the headband is created and cannot be changed. If the headband grants a bonus to Intelligence, it also grants skill ranks as a Headband of vast intelligence.

Construction
Requirements: Craft Wondrous Item, *eagle's splendor*, *fox's cunning*; **Cost** 5,000 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

Winged boots (3/day)   Wondrous Item (Feet)

These boots appear to be ordinary footgear. On command, they sprout wings at the heel and let the wearer fly, without having to maintain concentration, as if affected by a *fly* spell (including a +4 bonus on Fly skill checks). He can fly three per times day for up to 5 minutes per flight.

Construction
Requirements Craft Wondrous Item, *fly*; **Cost** 8,000 gp

Acid Splash   Arcanist 0

School: Conjuration / Earth Elemental (Creation) [Acid]
Components: 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: 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: S
Casting Time : 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous
Save: DC 17 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: 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: 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 17 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: 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 eminates 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: 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: 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]
Casting Time : 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: burst of light
Duration: Instantaneous
Save: DC 17 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: 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 17 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.

Haunted Fey Aspect   Arcanist 0

School: Illusion (Glamer)
Components: S
Casting Time : 1 action
Range: Personal
Target: You
Duration: 1 round/level (D)

You surround yourself with disturbing illusions, making you look and sound like a bizarre, insane fey creature. You gain DR 1/cold iron against a single opponent until the end of the spell, or until you take damage.

Appears In : Ultimate Combat

Light
Arcanist 0

School: Evocation / Wood Elemental [Light]
Components: 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.

Mage Hand
Arcanist 0

School: Transmutation
Components: S
Casting Time : 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One nonmagical, unattended object weighing up to 5 lbs.
Duration: Concentration
Save: None
Resistance: No

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

Mending
Arcanist 0

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

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

Message
Arcanist 0

School: Transmutation / Air Elemental [language-dependent]
Components: 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.

Open/Close
Arcanist 0

School: Transmutation
Components: 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 17 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.

Prestidigitation
Arcanist 0

School: Universal
Components: S
Casting Time : 1 action
Range: 10 ft.
Target: See text
Effect: See text
Area: See text
Duration: 1 hour
Save: See text
Resistance: No

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation 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.

Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitation 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: 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: 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: 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.

Scrivener's Chant   Arcanist 0

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

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

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

Appears In : Seekers of Secrets

Spark   Arcanist 0

School: Evocation / Fire Elemental [Fire]
Components: (V or S)
Casting Time : 1 action
Range: Close (25 + 5 ft./2 levels)
Target: one Fine object
Duration: Instantaneous
Save: DC 17 Fortitude negates (object)
Resistance: Yes (object)

You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use spark in any sort of weather and it takes much less time to actually ignite an object.

Appears In : Advanced Player's Guide

Touch of Fatigue   Arcanist 0

School: Necromancy
Components: S, M (a drop of sweat)
Casting Time : 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Save: DC 17 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: Conjuration (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

Burning Hands   Arcanist 1

School: Evocation / Fire Elemental [Fire]
Components: S
Casting Time : 1 action
Range: 15 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Save: DC 18 Reflex half
Resistance: Yes

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

Comprehend Languages   Arcanist 1

School: Divination
Components: 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.

Disguise Self   Arcanist 1

School: Illusion (Glamer)
Components: S
Casting Time : 1 action
Range: Personal
Target: You
Duration: 10 min./level (D)

You make yourself - including clothing, armor, weapons, and equipment - look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

Expeditious Retreat   Arcanist 1

School: Transmutation
Components: 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).

Identify   Arcanist 1

School: Divination
Components: S, M (wine stirred with an owl's feather)
Casting Time : 1 action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: 3 rounds/level (D)
Save: None
Resistance: No

This spell functions as *detect magic*, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts.

Detect Magic
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 eminates 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.

Mount   Arcanist 1

School: Conjuration (Summoning)
Components: 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

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.

Unseen Servant   Arcanist 1

School: Conjuration (Creation)
Components: 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: S (an eyelash encased in gum arabic)
Casting Time : 1 action
Range: personal or touch
Target: creature touched
Duration: 1 round/level (up to 5 rounds) (D)
Save: DC 18 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

Youthful Appearance   Arcanist 1

School: Transmutation (Polymorph)
Components: S
Casting Time : 1 action
Range: Touch
Target: creature touched
Duration: 1 hour/level

You make your target look like a younger version of itself. You select how much younger it looks (for example, "10 years" or "as a young adult"). You cannot otherwise change details of the target's appearance other than those directly associated with aging (for example, gray hair returns to its original color). The target cannot appear so much younger that it changes size. This spell does not affect any age-based modifications to ability scores or other age-related effects.

Appears In : Ultimate Magic

Blur   Arcanist 2

School: Illusion (Glamer)
Casting Time : 1 action
Range: Touch
Target: Creature touched
Duration: 1 min./level (D)
Save: Will negates (harmless)
Resistance: Yes (harmless)

The subject's outline appears blurred, shifting, and wavering. This distortion grants the subject concealment (20% miss chance). A see invisibility spell does not counteract the blur effect, but a true seeing spell does. Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

Cat's Grace   Arcanist 2

School: Transmutation / Wood Elemental
Components: S, M (pinch of cat fur)
Casting Time : 1 action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Save: Will negates (harmless)
Resistance: Yes

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

Commune With Birds   Arcanist 2

Racial Spell for Tengu
School: Divination
Components: S
Casting Time : 1 action
Range: Personal
Target: You
Duration: 10 minutes; see text

You utter a question in the form of a low-pitched bird call that can be heard up to a mile away, and can understand the responses given by birds in the area. Over the next 10 minutes, the birds reply as if you had asked them the question using *speak with animals* , giving you a general consensus answer to the question based on their knowledge. For example, you could ask if there is drinkable water in the area, the location of predators or other creatures, directions to a mountaintop or other natural feature, and so on, and the local bird communities would answer to the best of their ability.

If there are no birds in range, the spell has no effect and you do not get a response. Any creature using *speak with animals* (or a similar ability) who hears this bird call can understand your question, though it may not be able to reply in a way you can hear.

Appears In : Advanced Race Guide

Create Pit   Arcanist 2

School: Conjuration / Earth Elemental (Creation)
Components: S, F (miniature shovel costing 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 19 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

Darkvision   Arcanist 2

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

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

Darkvision can be made permanent with a permanency spell.

Detect Thoughts   Arcanist 2

School: Divination [Mind-Affecting]
Components: S, F/DF (a copper piece)
Casting Time : 1 action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Save: DC 19 Will negates; see text
Resistance: No

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

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast detect thoughts again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts. Each round, you can turn to detect thoughts 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.

Endure Elements, Communal   Arcanist 2

School: Abjuration
Components: S
Casting Time : 1 action
Range: Touch
Target: Creatures touched
Duration: 24 hours split among the recipients
Save: Will negates (harmless)
Resistance: Yes (harmless)

This spell functions like *endure elements*, except you divide the duration in 1-hour increments among the creatures touched.

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.

Appears In : Ultimate Combat

Glitterdust   Arcanist 2

School: Conjuration / Earth Elemental / Metal Elemental (Creation)
Components: S, M (ground mica)
Casting Time : 1 action
Range: Medium (100 + 10 ft./level)
Area: Creatures and objects within 10-ft.-radius spread
Duration: 1 round/level
Save: DC 19 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: 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.

Minor Image   Arcanist 2

School: Illusion (Figment)
Components: 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 + 2 rounds
Save: DC 19 Will disbelief (if interacted with)
Resistance: No

This spell functions like *silent image*, except that minor image includes some minor sounds but not understandable speech.

Silent Image
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.

Mirror Image   Arcanist 2

School: Illusion (Figment)
Components: S
Casting Time : 1 action
Range: Personal
Target: You
Duration: 1 min./level

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

Pyrotechnics
Arcanist 2

School: Transmutation / Fire Elemental
Components: S, M (one fire source)
Casting Time : 1 action
Range: Long (400 + 40 ft./level)
Target: One fire source, up to a 20-ft. cube
Duration: 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text
Save: DC 19 Will negates or Fortitude negates; see text
Resistance: Yes or no; see text

Pyrotechnics turns a fire into a burst of blinding fireworks or a thick cloud of choking smoke, depending on your choice. The spell uses one fire source, which is immediately extinguished. A fire so large that it exceeds a 20-foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per caster level.

Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120 feet of the fire source to become blinded for 1d4+1 rounds (Will negates). These creatures must have line of sight to the fire to be affected. Spell resistance can prevent blindness.

Smoke Cloud: A stream of smoke billows out from the fire, forming a choking cloud that spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud take -4 penalties to Strength and Dexterity (Fortitude negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Spell resistance does not apply.

Scorching Ray
Arcanist 2

School: Evocation / Fire Elemental [Fire]
Components: S
Casting Time : 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: One or more rays
Duration: Instantaneous
Save: None
Resistance: Yes

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

See Invisibility
Arcanist 2

School: Divination / Void Elemental
Components: 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: S, M (a page from a dictionary)
Casting Time : 1 action
Range: Touch
Target: creature touched
Duration: 24 hours
Save: DC 19 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 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

Touch of Idiocy
Arcanist 2

School: Enchantment (Compulsion) [Mind-Affecting]
Components: S
Casting Time : 1 action
Range: Touch
Target: Living creature touched
Duration: 10 min./level
Save: No
Resistance: Yes

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

Web   Arcanist 2

School: Conjuration / Wood Elemental (Creation)
Components: 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 19 Reflex negates; see text
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.

Whispering Wind   Arcanist 2

School: Transmutation / Air Elemental / Wood Elemental [Air]
Components: S
Casting Time : 1 action
Range: 1 mile/level
Area: 10-ft.-radius spread
Duration: No more than 1 hour/level or until discharged (destination is reached)
Save: None
Resistance: No

You send a message or sound on the wind to a designated spot. The *whispering wind* travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A *whispering wind* is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare the spell to bear a message of no more than 25 words, cause the spell to deliver other sounds for 1 round, or merely have the *whispering wind* seem to be a faint stirring of the air. You can likewise cause the *whispering wind* to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

When the spell reaches its objective, it swirls and remains in place until the message is delivered. As with *magic mouth, whispering wind* cannot speak verbal components, use command words, or activate magical effects.

Clairaudience/Clairvoyance   Arcanist 3

School: Divination / Void Elemental (Scrying)
Components: S, F/DF (a small horn or a glass eye)
Casting Time : 10 minutes
Range: Long (400 + 40 ft./level)
Effect: Magical sensor
Duration: 1 min./level (D)
Save: None
Resistance: No

Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known - a place familiar to you, or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect. Clairaudience/clairvoyance functions only on the plane of existence you are currently occupying.

Darkvision, Communal   Arcanist 3

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

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

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

Darkvision can be made permanent with a permanency spell.

Appears In : Ultimate Combat

Dispel Magic   Arcanist 3

School: Abjuration / Void Elemental
Components: S
Casting Time : 1 action
Range: Medium (100 + 10 ft./level)
Target: One spellcaster, creature, or object
Duration: Instantaneous
Save: None
Resistance: No

   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.

Fireball   Arcanist 3

School: Evocation / Fire Elemental [Fire]
Components: S, M (a ball of bat guano and sulfur)
Casting Time : 1 action
Range: Long (400 + 40 ft./level)
Area: 20-ft.-radius spread
Duration: Instantaneous
Save: DC 20 Reflex half
Resistance: Yes

   A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure. You point your finger and determine the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely. The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Fly   Arcanist 3

School: Transmutation / Air Elemental
Components: S, F (a wing feather)
Casting Time : 1 action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Save: Will negates (harmless)
Resistance: Yes (harmless)

   The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the fly spell is dispelled, but not if it is negated by an antimagic field.

Gaseous Form   Arcanist 3

School: Transmutation / Air Elemental
Components: S, M/DF (a bit of gauze and a wisp of smoke)
Casting Time : 1 action
Range: Touch
Target: Willing corporeal creature touched
Duration: 2 min./level (D)
Save: None
Resistance: No

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

Haste   Arcanist 3

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

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

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

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

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

Magic Circle against Evil   Arcanist 3

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

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

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

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

Tongues   Arcanist 3

School: Divination / Wood Elemental
Components: M/DF (a clay model of a ziggurat)
Casting Time : 1 action
Range: Touch
Target: Creature touched
Duration: 10 min./level
Save: Will negates (harmless)
Resistance: No

   This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

   Tongues can be made permanent with a permanency spell.

Vampiric Touch   Arcanist 3

School: Necromancy
Components: 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.

Acid Pit   Arcanist 4

School: Conjuration / Earth Elemental (Creation) [Acid]
Components: S, M, F (drop of acid, Fine 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 21 Reflex negates; see text
Resistance: No

This spell functions as *create pit*, except that it places a 5-foot deep pool of acid at the bottom of the pit. The pit has a maximum depth of 100 feet. Creatures who fall into the pit take falling damage as normal (the acid counts as a yielding surface), plus 2d6 points of acid damage per round spent in contact with the acid. In addition, exposed items carried by a creature in the pit may be harmed. Refer to Table 9-2: Items Affected by Magical Attacks (Core Rulebook 216). Items are affected one at a time in the order listed on the table, and must make Fortitude saves after 3 consecutive rounds in the acid or gain the broken condition. Objects with the broken condition (regardless of how they became broken) must make a Fortitude saving throw each round spent within the acid or be destroyed. The walls of the pit are quite slippery and have a Climb DC of 30.

Create Pit

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

Black Tentacles   Arcanist 4

School: Conjuration (Creation)
Components: S, M (octopus or squid tentacle)
Casting Time : 1 action
Range: Medium (100 + 10 ft./level)
Area: 20-ft.-radius spread
Duration: 1 round/level (D)
Save: None
Resistance: No

This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area. Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round that black tentacles is cast. Creatures that enter the area of effect are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the tentacles' CMB, the tentacles use your caster level as their base attack bonus and receive a +4 bonus due to their Strength and a +1 size bonus. Roll only once for the entire spell effect each round and apply the result to all creatures in the area of effect.

If the tentacles succeed in grappling a foe, that foe takes 1d6+4 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The black tentacles spell receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that black tentacles succeeds on a grapple check, it deals an additional 1d6+4 points of damage. The CMD of black tentacles, for the purposes of escaping the grapple, is equal to 10 + its CMB. The tentacles created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the tentacles last.

Dragon's Breath   Arcanist 4

School: Evocation / All Elements [Acid, Cold, Electricity, Fire]
Components: S, M (a dragon scale)
Casting Time : 1 action
Range: 30 ft. or 60 ft.
Area: cone-shaped burst or line
Duration: Instantaneous
Save: DC 21 Reflex half
Resistance: Yes

You breathe out a blast of energy. Creatures in the affected area take 1d6 points of energy damage per caster level (maximum of 12d6). A successful Reflex save results in half damage. The spell's effect and energy type depend on the type of dragon scale used:

Black dragon: 60-foot line of acid.
Blue or bronze dragon : 60-foot line of electricity.
Green dragon: 30-foot cone of acid.
Gold or red dragon : 30-foot cone of fire.
Silver or white dragon : 30-foot cone of cold.
Brass dragon: 60-foot line of fire.
Copper dragon: 60-foot line of acid.

Appears In : Advanced Player's Guide

False Life, Greater   Arcanist 4

School: Necromancy
Components: S, M (a drop of blood)
Casting Time : 1 action
Range: Personal
Target: you
Duration: Special; See Text
Save: None
Resistance : -

This spell functions as *false life*, except you gain temporary hit points equal to 2d10 + 1 point per caster level (maximum +20). The effects of this spell do not stack with those of false life.

False Life
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).

Appears In : Ultimate Magic

Invisibility, Greater   Arcanist 4

School: Illusion (Glamer)
Components: S, M/DF (an eyelash encased in gum arabic)
Casting Time : 1 action
Range: Personal or touch
Target: You or creature touched
Duration: 1 round/level (D)
Save: Will negates (harmless)
Resistance : Yes (harmless) or yes (harmless, object)

This spell functions like *invisibility*, except that it doesn't end if the subject attacks.

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.

Remove Curse   Arcanist 4

School: Abjuration
Components: S
Casting Time : 1 action
Range: Touch
Target: Creature or object touched
Duration: Instantaneous
Save: Will negates (harmless)
Resistance : Yes (harmless)

Remove curse can remove all curses on an object or a creature. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each curse affecting the target. Success means that the curse is removed. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although a successful caster level check enables the creature afflicted with any such cursed item to remove and get rid of it.

Remove curse counters and dispels bestow curse.

Tongues, Communal   Arcanist 4

School: Divination / Wood Elemental
Components: M/DF (a clay model of a ziggurat)
Casting Time : 1 action
Range: Touch
Target: Creatures touched
Duration: 10 min./level split among the recipients
Save: Will negates (harmless)
Resistance : No

This spell functions like *tongues*, except you divide the duration in 10-minute intervals among the creatures touched.

Tongues
This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a permanency spell.

Appears In : Ultimate Combat

Wall of Fire   Arcanist 4

School: Evocation / Fire Elemental [Fire]
Components: S, M/DF (a piece of phosphor)
Casting Time : 1 action
Range: Medium (100 + 10 ft./level)
Effect : opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft./two levels; either form 20 ft. high
Duration: Concentration + 1 round/level
Save: None
Resistance : Yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures. If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of cold damage in 1 round, that length goes away. (Do not divide cold damage by 2, as normal for objects.)

Wall of fire can be made permanent with a permanency spell. A permanent wall of fire that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

Cone of Cold   Arcanist 5

School: Evocation / Water Elemental [Cold]
Components: S, M (a small crystal or glass cone)
Casting Time : 1 action
Range: 60 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Save: DC 22 Reflex half
Resistance : Yes

Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level (maximum 15d6).

Contact Other Plane   Arcanist 5

School: Divination
Casting Time : 10 minutes
Range: Personal
Target: You
Duration: Concentration

You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. See the accompanying table for possible consequences and results of the attempt. The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.

You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. You may ask one question for every two caster levels.

Contact with minds far removed from your home plane increases the probability that you will incur a decrease in Intelligence and Charisma due to your brain being overwhelmed, but also increases the chance of the power knowing the answer and answering correctly. Once the Outer Planes are reached, the power of the deity contacted determines the effects. (Random results obtained from the table are subject to the personalities of individual deities.) On rare occasions, this divination may be blocked by an act of certain deities or forces.

Avoid Int/Cha Decrease : You must succeed on an Intelligence check against this DC to avoid a decrease in Intelligence and Charisma. If the check fails, your Intelligence and Charisma scores each fall to 8 for the stated duration, and you become unable to cast arcane spells. You cannot take 10 on this check. If you lose Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer is received. If a successful contact is made, roll d% to determine the type of answer you gain.

True Answer : You get a true, one-word answer. Questions that cannot be answered in this way are answered randomly.

Don't Know : The entity tells you that it doesn't know.

Lie: The entity intentionally lies to you.

Random Answer : The entity tries to lie but doesn't know the answer, so it makes one up.

Sending   Arcanist 5

School: Evocation / Wood Elemental
Components: S, M/DF (fine copper wire)
Casting Time : 10 minutes
Range: See text
Target: One creature
Duration: 1 round; see text
Save: None
Resistance : No

You contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence. Even if the sending is received, the subject is not obligated to act upon it in any manner. If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the sending does not arrive. (Local conditions on other planes may worsen this chance considerably.)

Summon Monster V   Arcanist 5

School: Conjuration / All Elements (Summoning)
Components: 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 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster Tables
5th Level : Ankylosaurus (dinosaur)*, Babau (demon) [Chaotic, Evil subtypes], Bearded devil [Evil, Lawful subtypes], Bralani azata [Chaotic, Good subtypes], Dolphin (orca)*, Dire lion*, Elemental (Large) [Elemental subtype], Giant moray eel*, Kyton [Evil, Lawful subtypes], Salamander [Evil subtype], Woolly rhinoceros*, Xill [Evil, Lawful subtypes]
4th Level : Ant, giant (drone)*, Bison (herd animal)*, Deinonychus (dinosaur)*, Dire ape*, Dire boar*, Dire wolf*, Elemental (Medium) [Elemental subtype], Giant scorpion*, Giant wasp*, Grizzly bear*, Hell hound [Evil, Lawful subtypes], Hound archon [Good, Lawful subtypes], Lion*, Mephit (any) [Elemental subtype], Pteranodon (dinosaur)*, Rhinoceros*
3rd Level : Ant, giant (soldier)*, Ape*, Aurochs (herd animal)*, Boar*, Cheetah*, Constrictor snake*, Crocodile*, Dire bat*, Dretch (demon) [Chaotic, Evil subtypes], Electric eel*, Giant lizard*, Lantern archon [Good, Lawful subtypes], Leopard (cat)*, Shark*, Wolverine*
    * 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.

Telepathic Bond   Arcanist 5

School: Divination / Void Elemental / Wood Elemental
Components: S, M (two eggshells from two different creatures)
Casting Time : 1 action
Range: Close (25 + 5 ft./2 levels)
Target: You plus one willing creature per three levels, no two of which can be more than 30 ft. apart
Duration: 10 min./level (D)
Save: None
Resistance: No

You forge a telepathic bond among yourself and a number of willing creatures, each of which must have an Intelligence score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another). If desired, you may leave yourself out of the telepathic bond forged. This decision must be made at the time of casting.

Telepathic bond can be made permanent with a permanency spell, though it only bonds two creatures per casting of permanency.

Teleport   Arcanist 5

School: Conjuration / Void Elemental (Teleport)
Casting Time : 1 action
Range: Personal Touch
Target: You and touched objects or other touched willing creatures
Duration: Instantaneous
Save: None and Will negates (object)
Resistance: No and yes (object)

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance. You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. To see how well the teleportation works, roll d% and consult the table at the end of this spell. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic such as scrying. "False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

Familiarity - On Target - Off Target - Similar Area - Mishap
Very familiar - 01-97 - 98-99 - 100 - -
Studied carefully - 01-94 - 95-97 - 98-99 - 100
Seen casually - 01-88 - 89-94 - 95-98 - 99-100
Viewed once - 01-76 - 77-88 - 89-96 - 97-100
False destination - - - - - 81-92 - 93-100

Create Water   Oracle 0

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

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

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

Detect Magic   Oracle 0

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

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

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

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

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

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

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

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

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

Enhanced Diplomacy   Oracle 0

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

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

Appears In : Taldor, Echoes of Glory

Guidance   Oracle 0

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

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

Light   Oracle 0

School: Evocation / Wood Elemental [Light]
Components: 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.

Mending   Oracle 0

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

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

Purify Food and Drink   Oracle 0

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

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

Read Magic   Oracle 0

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

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

Read magic can be made permanent with a permanency spell.

Stabilize   Oracle 0

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

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

Bless   Oracle 1

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

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

Bless counters and dispels bane.

Cure Light Wounds   Oracle 1

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

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

Detect Evil   Oracle 1

School: Divination
Components: S, DF
Casting Time : 1 action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 10 min./level (D)
Save: None
Resistance: No

You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of evil.

2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the table on the previous page. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Lingering Aura: An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If detect evil 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 D uration of Lingering Aura

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

Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Creatures with actively evil intents count as evil creatures for the purpose of this spell. Each round, you can turn to detect evil 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.

Divine Favor   Oracle 1

School: Evocation
Components: S, DF
Casting Time : 1 action
Range: Personal
Target: You
Duration: 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +3). The bonus doesn't apply to spell damage.

Ill Omen   Oracle 1

School: Enchantment (Compulsion) [Mind-Affecting]
Components: S, M (hair from a black cat)
Casting Time : 1 action
Range: Close (25 + 5 ft./2 levels)
Target: one creature
Duration: 1 round/level or until discharged
Save: none
Resistance: Yes

You afflict the target with bad luck. On the next d20 roll the target makes, it must roll twice and take the less favorable result. For every five caster levels you have, the target must roll twice on an additional d20 roll (to a maximum of five rolls at 20th level). A target who can speak and has at least one free hand and who is aware of the spell and its effects (such as from a Spellcraft check to identify the spell as it is cast) can negate one reroll by spending a move action to utter a brief prayer or good luck charm to appease the spirits of ill fortune.

Appears In : Advanced Player's Guide

Murderous Command   Oracle 1

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

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

Appears In : Ultimate Magic

Protection from Evil   Oracle 1

School: Abjuration [Good]
Components: S, M/DF
Casting Time : 1 action
Range: Touch
Target: Creature touched
Duration: 1 min./level (D)
Save: Will negates (harmless)
Resistance : No; see text

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

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects, such as *charm person* , *command*, and *dominate person*). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using *magic jar*), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Align Weapon   Oracle 2

School: Transmutation
Components: S, DF
Casting Time : 1 action
Range: Touch
Target: Weapon touched or 50 projectiles (all of which must be together at the time of casting)
Duration: 1 min./level
Save: Will negates (harmless, object)
Resistance : Yes (harmless, object)

Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose. A weapon that is aligned can bypass the damage reduction of certain creatures. This spell has no effect on a weapon that already has an alignment. You can't cast this spell on a natural weapon, such as an unarmed strike. When you make a weapon chaotic, evil, good, or lawful, align weapon is a chaotic, evil, good, or lawful spell, respectively.

Augury   Oracle 2

School: Divination
Components: S, M, F (incense worth at least 25 gp, a set of marked sticks or bones worth 25 gp)
Casting Time : 1 minute
Range: Personal
Target: You
Duration: Instantaneous

An augury can tell you whether a particular action will bring good or bad results for you in the immediate future. The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, you get one of four results:

   • Weal (if the action will probably bring good results).
   • Woe (for bad results).
   • Weal and woe (for both).
   • Nothing (for actions that don't have especially good or bad results).

If the spell fails, you get the "nothing" result. A cleric who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful augury.

The augury can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All auguries cast by the same person about the same topic use the same die result as the first casting.

Cure Moderate Wounds   Oracle 2

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

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

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

Oracle's Burden   Oracle 2

School: Necromancy
Casting Time : 1 action
Range: Medium (100 + 10 ft./level)
Target: one creature
Duration: 1 minute/level
Save: DC 16 Will negates
Resistance : Yes

You entreat the forces of fate to bestow your oracle's curse upon another creature. The target creature suffers all the hindrances and none of the benefits of your oracle's curse class feature. You still suffer all effects of your oracle's curse. If you do not have the oracle's curse class feature, this spell has no effect.

Appears In : Advanced Player's Guide

Restoration, Lesser — Oracle 2

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

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Spiritual Weapon — Oracle 2

School: Evocation [Force]
Components: S, DF
Casting Time : 1 action
Range: Medium (100 + 10 ft./level)
Effect: Magic weapon of force
Duration: 1 round/level (D)
Save: None
Resistance: Yes

A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8 force damage per hit, + 1 point per three caster levels (maximum +5 at 15th level). The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the reduction in damage associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers. Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the spiritual weapon is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action. A spiritual weapon cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. A spiritual weapon's AC against touch attacks is 12 (10 + size bonus for Tiny object). If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the spiritual weapon strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell. The weapon that you get is often a force replica of your deity's own personal weapon. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a spiritual weapon of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapons associated with each alignment are as follows: chaos (battleaxe), evil (light flail), good (warhammer), law (longsword).

Zone of Truth — Oracle 2

School: Enchantment (Compulsion) [Mind-Affecting]
Components: S, DF
Casting Time : 1 action
Range: Close (25 + 5 ft./2 levels)
Area: 20-ft.-radius emanation
Duration: 1 min./level
Save: DC 16 Will negates
Resistance: Yes

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

Blindness/Deafness — Oracle 3

School: Necromancy
Casting Time : 1 action
Range: Medium (100 + 10 ft./level)
Target: One living creature
Duration: Permanent (D)
Save: DC 17 Fortitude negates
Resistance: Yes

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

Cure Serious Wounds — Oracle 3

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

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

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

Daylight   Oracle 3

School: Evocation [Light]
Components: 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.

Locate Object   Oracle 3

School: Divination
Components: S, F/DF (a forked twig)
Casting Time : 1 action
Range: Long (400 + 40 ft./level)
Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level
Duration: 1 min./level
Save: None
Resistance: No

   You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination). The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. Polymorph any object and nondetection fool it.

Magic Circle against Evil   Oracle 3

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

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

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

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

Air Walk   Oracle 4

School: Transmutation [Air]
Components: S, DF
Casting Time: 1 action
Range: Touch
Target: Creature (Gargantuan or smaller) touched
Duration: 10 min./level
Save: None
Resistance: Yes (harmless)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the air walker's normal speed. A strong wind (21+ miles per hour) can push the subject along or hold it back. At the end of a creature's turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the air walk spell is dispelled, but not if it is negated by an antimagic field. You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk (counts as a trick; see Handle Animal skill) with 1 week of work and a DC 25 Handle Animal check.

Cure Critical Wounds   Oracle 4

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

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

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

Death Ward   Oracle 4

School: Necromancy
Components: S, DF
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: 1 min./level
Save: Will negates (harmless)
Resistance: Yes (harmless)

The subject gains a +4 morale bonus on saves against all death spells and magical death effects. The subject is granted a save to negate such effects even if one is not normally allowed. The subject is immune to energy drain and any negative energy effects, including channeled negative energy. This spell does not remove negative levels that the subject has already gained, but it does remove the penalties from negative levels for the duration of its effect.

Death ward does not protect against other sorts of attacks, even if those attacks might be lethal.

Divination   Oracle 4

School: Divination
Components: S, M (incense and an appropriate offering worth 25 gp)
Casting Time : 10 minutes
Range: Personal
Target: You
Duration: Instantaneous

Similar to *augury* but more powerful, a *divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week. The advice granted by the spell can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 70% + 1% per caster level, to a maximum of 90%. If the die roll fails, you know the spell failed, unless specific magic yielding false information is at work. As with *augury*, multiple divinations about the same topic by the same caster use the same dice result as the first divination spell and yield the same answer each time.

Breath of Life   Oracle 5

School: Conjuration (Healing)
Components: S
Casting Time : 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Save: DC 19 Will negates (harmless) or Will half, see text
Resistance: Yes (harmless) or yes, see text

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

Commune   Oracle 5

School: Divination
Components: S, M, DF (holy or unholy water and incense worth 500 gp)
Casting Time : 10 minutes
Range: Personal
Target: You
Duration: 1 round/level

You contact your deity - or agents thereof - and ask questions that can be answered by a simple yes or no. (A cleric of no particular deity contacts a philosophically allied deity.) You are allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead. The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends.

Cure Light Wounds, Mass   Oracle 5

School: Conjuration (Healing)
Components: S
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: Instantaneous
Save: Will half (harmless) or Will half; see text
Resistance: Yes (harmless) or yes; see text

You channel positive energy to cure 1d8 points of damage + 1 point per caster level (maximum +25) on each selected creature. Like other cure spells, mass cure light wounds deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.