

Major Robert Frou

Player: Scott Gray

Male Ratfolk Arcanist 15 - CR 14

Chaotic Neutral Humanoid (Ratfolk); Deity: **Baba Yaga**;

Age: **20**; Height: **4'**; Weight: **80lb.**; Eyes: **Black**; Hair:

Brown fur

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	16/18	+3/+4	
INT INTELLIGENCE	20/24	+5/+7	
WIS WISDOM	10	0	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+13	=	+5	+4	+4		
REFLEX (DEXTERITY)	+10	=	+5	+1	+4		
WILL (WISDOM)	+13	=	+9		+4		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 24	=	+4		+1	+1	+3	+5	
Touch AC 17								
CM Bonus +6	=	+7		+0		-1		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
CM Defense 22	=	10	+7		+0		+1	-1

Base Attack	+7	HP	150
--------------------	-----------	-----------	------------

Initiative	+1	Damage / Current HP
-------------------	-----------	----------------------------

Speed	20 ft
--------------	--------------

Unarmed strike

Main hand: **+8/+3, 1d2**

nonlethal

Crit: x2
Light, B, Nonlethal

Main w/ offhand: **+2/-3, 1d2**

nonlethal

Main w/ light off.: **+4/-1, 1d2**

nonlethal

Offhand: **+0, 1d2 nonlethal**



Skill Name	Total	Ability	Ranks	Temp
Acrobatics Speed less than 30' : -4 jump	+1	DEX (1)	-	
Appraise	+15	INT (7)	5	
Bluff	+2	CHA (2)	-	
Climb	+0	STR (0)	-	
Craft (alchemy)	+13	INT (7)	1	
Craft (Artisinal Cheeses)	+34	INT (7)	15	
Craft (Other)	+7	INT (7)	-	
Diplomacy	+2	CHA (2)	-	
Disable Device	+18	DEX (1)	15	
Disguise	+2	CHA (2)	-	
Escape Artist	+1	DEX (1)	-	
Fly	+11	DEX (1)	5	
Handle Animal Rodent Empathy : +4 bonus to influence rodents	+7	CHA (2)	5	
Heal	+0	WIS (0)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (arcana)	+15	INT (7)	5	
Knowledge (dungeoneering)	+11	INT (7)	1	
Knowledge (engineering)	+11	INT (7)	1	
Knowledge (geography)	+15	INT (7)	5	
Knowledge (history)	+11	INT (7)	1	
Knowledge (local)	+11	INT (7)	1	
Knowledge (nobility)	+11	INT (7)	1	
Knowledge (planes)	+15	INT (7)	5	
Linguistics	+11	INT (7)	1	
Perception	+21	WIS (0)	15	
Profession (Coachman)	+22	WIS (0)	15	

Skills				
Skill Name	Total	Ability	Ranks	Temp
U Ride	+6	DEX (1)	5	
Sense Motive	+5	WIS (0)	5	
U Sleight of Hand	-	DEX (1)	-	
Spellcraft	+25	INT (7)	15	
U Stealth	+5	DEX (1)	-	
Survival	+0	WIS (0)	-	
U Swim	+0	STR (0)	-	
Use Magic Device	+22	CHA (2)	15	

Feats				
Empower Spell Numeric effects of a spell are increased 50%. +2 Levels.				
Intensified Spell You can cast a spell that can exceed its normal damage die cap by 5 (if you have the caster level to reach beyond that cap).				
Leadership (Base Score 17) You attract loyal companions and devoted followers.				
Maximize Spell All variable effects of a spell are maximized. +3 Levels.				
Prodigy (Craft [Artisinal Cheeses], Profession [Coachman]) Gain a +2 bonus on two Craft, Perform, or Profession skills.				
Quicken Spell Cast a spell as a swift action. +4 Levels.				
Reach Spell You can cast a spell with a range of touch, close, or medium as one range category higher.				
Simple Weapon Proficiency - All Proficient with all simple weapons.				
Skill Focus (Craft [Artisinal Cheeses]) You get a +3 bonus on all checks involving the chosen skill.				
Spell Perfection (-Choose-) The selected spell can have 1 metamagic feat applied for free, as long as the modified level stays at or below 9. Double the effects of feats like spell focus, weapon focus [ray], etc. on this spell.				
Toughness You gain +3 hit points.				

Traits	
Focused Mind	+2 to Concentration checks
Seeker	You are always on the lookout for reward and danger. You gain a +1 trait bonus on Perception checks, and Perception is always a class skill for you.

Gear	
Total Weight Carried: 23.625/75lbs, Light Load (Light: 24.75 lbs, Medium: 49.5 lbs, Heavy: 75 lbs)	
250 gp worth of diamond dust and granite	<In: Handy -
Amulet of natural armor +3	-
Artisan's tools (Craft [books])	5 lbs
Artisan's tools (Craft [calligraphy])	5 lbs
Artisan's tools, masterwork (Craft [other])	5 lbs
Belt of mighty constitution +2	0.5 lbs
Belt pouch (empty)	0.125 lbs
Cheese x100 <In: Handy haversack (145 @ 79 lbs)>	0.5 lbs
Cloak of resistance +4	0.5 lbs
Handy haversack (145 @ 79 lbs)	2.5 lbs
Headband of vast intelligence +4 (Craft [Artisinal	0.5 lbs
Milk x40 <In: Handy haversack (145 @ 79 lbs)>	0.5 lbs

Experience & Wealth
Experience Points: 42/45
Current Cash: 141 pp, 3 gp, 2 sp

Gear	
Total Weight Carried: 23.625/75lbs, Light Load (Light: 24.75 lbs, Medium: 49.5 lbs, Heavy: 75 lbs)	
Miniature Shovel	-
Pearl of power (1st level, 1/day)	-
Pearl of power (1st level, 1/day)	-
Pearl of power (2nd level, 1/day)	-
Preserving flask (1st level, Specially made to hold 20	-
Ring of protection +5	-
Scholar's outfit (Free)	-
Spell component pouch	2 lbs
Spellbook x3 <In: Handy haversack (145 @ 79	3 lbs
Thieves' tools, masterwork	2 lbs
Tunic of careful casting	0.5 lbs
Wand of cure light wounds (50 charges)	-
Wand of purify food and drink (50 charges)	-
Wand of shield (50 charges)	-

Special Abilities	
Arcane Reservoir +1 DC or CL (30/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	
Bloodline Arcana: Elemental (Ex) Whenever you cast a spell that deals energy damage, you can change the type of damage to match the type of your bloodline. This also changes the spell's type to match the type of your bloodline.	
Bloodline Development The arcanist can select one bloodline from any of those available to bloodline sorcerer class feature. The arcanist gains that bloodline's bloodline arcana and 1st-level bloodline power, as though she were a 1st-level sorcerer. As a swift	
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	

Cornered Fury Ratfolk can fight viciously when cut off from friends and allies. Whenever a ratfolk with this racial trait is reduced to half or fewer of his hit points, and has no conscious ally within 30 feet, he gains a +2 racial bonus on melee attack	
Counter Drain (Su) Whenever the arcanist successfully counterspells a spell, the arcanist regains points to her arcane reservoir depending on the level of the spell countered. Spells of 2nd level or lower do not restore any points. Spells of 3rd, 4th, and	
Counterspell (Su) By expending one point from her arcane reservoir, the arcanist can attempt to counterspell a spell as it is being cast. She must identify the spell being cast as normal. If the check is successful, the arcanist can then use an immediate	
Darkvision (60 feet) You can see in the dark (black and white vision only).	
Dimensional Slide (150') (Su) The arcanist can expend one point from her arcane reservoir to create a dimensional crack that she can step through to reach another location. This ability is used as part of a move action or withdraw action, allowing her to	
Elemental (Air) The power of the elements resides in you, and at times you can hardly control its fury. This influence comes from an elemental outsider in your family history or a time when you or your relatives were exposed to a powerful	
Greater Metamagic Knowledge (Su) The arcanist can select a metamagic feat as a bonus feat. She must meet the prerequisites of this feat. Each morning, when she prepares her spells, the arcanist can expend one point from her arcane reservoir to exchange this	

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

Rodent Empathy

Ratfolk gain a +4 bonus on Handle Animal checks made to influence rodents.

See Magic (Su)

The arcanist can see magical auras as if under the effects of *detect magic*. If she expends one point from her arcane reservoir, for 1 minute she instantly recognizes magic item auras and spell effects. During this time, she is treated

Spell-Like Abilities

Detect Magic (At will)

Elemental Ray (5/day) (Sp)

□□□□□

Tracked Resources

Arcane Reservoir +1 DC or CL (30/day) (Su)

□□□□□ □□□□□
□□□□□ □□□□□
□□□□□ □□□□□

Milk

□□□□□ □□□□□
□□□□□ □□□□□
□□□□□ □□□□□
□□□□□ □□□□□

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

□

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

□

Pearl of power (2nd level, 1/day)

□

Wand of cure light wounds (50 charges)

□□□□□ □□□□□
□□□□□ □□□□□
□□□□□ □□□□□
□□□□□ □□□□□
□□□□□ □□□□□

Wand of purify food and drink (50 charges)

□□□□□ □□□□□
□□□□□ □□□□□
□□□□□ □□□□□
□□□□□ □□□□□
□□□□□ □□□□□

Wand of shield (50 charges)

□□□□□ □□□□□
□□□□□ □□□□□
□□□□□ □□□□□
□□□□□ □□□□□
□□□□□ □□□□□

Languages

Aklo
Auran
Common
Draconic

Giant
Goblin
Russian
Sylvan

Spells & Powers

Arcanist spells memorized (CL 15th; concentration +26)

Melee Touch +8 Ranged Touch +9

7th—greater teleport, plane shift (DC 24)

6th—disintegrate (DC 23), greater dispel magic

5th—fabricate, overland flight, telekinesis

4th—greater false life, greater invisibility, reach vampiric touch

3rd—dispel magic, fireball (DC 20), fly, haste

2nd—resist energy, summon swarm, touch of idiocy, web (DC 19)

1st—crafter's fortune (DC 18), expeditious retreat, mage armor, true strike

0th (at will)—dancing lights, drench (DC 17), light, mage hand, message, prestidigitation, read magic, scoop

Situational Modifiers

Acrobatics

Speed less than 30' : -4 jump

Handle Animal

Rodent Empathy : +4 bonus to influence rodents

Background

Robert was born several hundred years ago on Earth. Back then he was just a rat, and of course he didn't have a name.

Everything changed when Baba Yaga took an interest in a young human woman named Zezolla. Baba Yaga decided, for her own inscrutable reasons, to spark a romance between the young woman (who was kept as a slave in her step-mother's home) and the Boyar Prince of Bolshoi Solovetski Island.

Baba Yaga used sorcery to create a beautiful dress for Zezolla, glass slippers, and a coach. Baba Yaga transformed several mice into horses, and then he was transformed into a ratfolk coachman named Robert Frou.

At midnight, when Robert did not turn back, Baba Yaga was momentarily intrigued. But she leapt at the opportunity to claim a service. "I have given you will and thought, and though you did me the favor of seeing to the young lady's transportation that hardly pays for the gift of free will!"

Baba Yaga swore Robert to accomplish "one more service" for her, saying that she would call when needed. She left Robert in her realm on the First World, where time passes twenty times slower than on Earth.

During his time on the First World Robert found his calling as a gourmet cheesemaker. Robert also studied magic, but mostly because arcane mastery is important in the cheese business; Mage Hand. Prestidigitation, Scoop and Crafter's Fortune always help, Fabricate is key to scaling up the operation and avoiding long aging times, and nothing draws customers in for the first time quite like Mass Suggestion. Robert's ability to produce the highest quality cheeses in large quantities in a matter of minutes have made Robert wealthy and renowned through the First World. The slogan above his shop reads "Major Frou Masterly Directs Thousands of Bacteria in an Intricate Dance to Work the Milk and Serve Your Palate, and You Shall Not be Disappointed."

The majordomo of Baba Yaga's estate elevated Robert to the title of Major, naming him "Bespoke Cheesemaker to Grandmother Yaga."

Eventually Robert felt the call of the gaes. So he packed his bags, read a few key spells and used Plane Shift and Greater Teleport to move where the gaes called him.

=====

Spell Perfection: Fireball

Major Robert Frou – Abilities & Gear

Empower Spell

Feat

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

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

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

Intensified Spell

Feat

Your spells can go beyond several normal limitations.

Benefit: An intensified spell increases the maximum number of damage dice by 5 levels. You must actually have sufficient caster levels to surpass the maximum in order to benefit from this feat. No other variables of the spell are affected, and spells that inflict damage that is not modified by caster level are not affected by this feat. An intensified spell uses up a spell slot one level higher than the spell's actual level.

Appears In : Advanced Player's Guide

Leadership (Base Score 17)

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.

Maximize Spell

Feat

Your spells have the maximum possible effect.

Benefit: All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spell's actual level.

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus half the normally rolled result.

Prodigy (Craft [Artisinal Cheeses], Profession [Coachman])

Feat

You are naturally skilled at arts, professions, and the acquisition of knowledge.

Benefit: Choose two Craft, Perform, or Profession skills in any combination (two Craft skills, a Craft skill and a Perform skill, and so on). You receive a +2 bonus on checks with these skills. If you have 10 or more ranks in any one of these skills, the bonus increases to +4 for that skill.

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

Appears In : Ultimate Magic

Quicken Spell

Feat

You can cast spells in a fraction of the normal time.

Benefit: Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. A spell whose casting time is more than 1 round or 1 full-round action cannot be quickened.

A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.

Special: You can apply the effects of this feat to a spell cast spontaneously, so long as it has a casting time that is not more than 1 full-round action, without increasing the spell's casting time.

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

Skill Focus (Craft [Artisinal Cheeses])

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.

Spell Perfection (-Choose-)

Feat

You are unequaled at the casting of one particular spell.

Prerequisites: Spellcraft 15 ranks, at least three metamagic feats.

Benefit: Pick one spell which you have the ability to cast. Whenever you cast that spell you may apply any one metamagic feat you have to that spell without affecting its level or casting time, as long as the total modified level of the spell does not use a spell slot above 9th level. In addition, if you have other feats which allow you to apply a set numerical bonus to any aspect of this spell (such as Spell Focus, Spell Penetration, Weapon Focus [ray], and so on), double the bonus granted by that feat when applied to this spell.

Appears In : Advanced Player's Guide

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).

Major Robert Frou – Abilities & Gear

Focused Mind

Trait

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

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

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

Seeker

Trait

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

Appears In : Ultimate Campaign

Cornered Fury

Unknown

Ratfolk can fight viciously when cut off from friends and allies. Whenever a ratfolk with this racial trait is reduced to half or fewer of his hit points, and has no conscious ally within 30 feet, he gains a +2 racial bonus on melee attack rolls and to Armor Class. This racial trait replaces swarming.

Appears In : Advanced Race Guide

Darkvision (60 feet)

Racial Ability, Senses (Ratfolk)

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

Rodent Empathy

Racial Ability (Ratfolk)

Ratfolk gain a +4 bonus on Handle Animal checks made to influence rodents.

Arcane Reservoir +1 DC or CL (30/day) (St 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 than 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.

Bloodline Arcana: Elemental (Ex) Class Ability (Arcanist, Sorcerer)

Whenever you cast a spell that deals energy damage, you can change the type of damage to match the type of your bloodline. This also changes the spell's type to match the type of your bloodline.

Bloodline Development

Class Ability (Arcanist)

The arcanist can select one bloodline from any of those available to bloodline sorcerer class feature. The arcanist gains that bloodline's bloodline arcana and 1st-level bloodline power, as though she were a 1st-level sorcerer. As a swift action, the arcanist can expend one point from her arcane reservoir to bolster her latent nature, allowing her to treat her arcanist level as her sorcerer level for these abilities for 1 minute for the purposes of the bloodline arcana and 1st-level bloodline power. (For example, a 7th-level arcanist with the destined bloodline normally can only bestow an insight bonus of +1 from the touch of destiny bloodline power, but by expending one point from her arcane reservoir, the insight bonus is instead +3.) She does not gain any new abilities from this use, such as those gained at 3rd level. This exploit cannot be used to gain an arcane bond through the arcane bloodline; if the arcane bloodline is selected, the arcanist gains the hand of the apprentice ability from the universal school instead (see the arcane bond wizard class feature), using her Charisma modifier in place of her Intelligence modifier.

Appears In : Advanced Class Guide Playtest

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.

Counter Drain (Su)

Class Ability (Arcanist)

Whenever the arcanist successfully counterspells a spell, the arcanist regains points to her arcane reservoir depending on the level of the spell countered. Spells of 2nd level or lower do not restore any points. Spells of 3rd, 4th, and 5th level restore one point. Spells of 6th, 7th, and 8th level restore two points. Spells of 9th level restore three points. The arcanist must have the counterspell exploit before selecting this exploit.

Appears In : Advanced Class Guide Playtest

Counterspell (Su)

Class Ability (Arcanist)

By expending one point from her arcane reservoir, the arcanist can attempt to counterspell a spell as it is being cast. She must identify the spell being cast as normal. If the check is successful, the arcanist can then use an immediate action and expend an available arcanist spell slot of a level at least one higher than the level of the spell being cast. To counterspell the spell, the arcanist must make dispel check as if using *dispel magic*. If the spell being countered is one that the arcanist has prepared, she can instead expend an available arcanist spell slot of that level and she receives a +5 bonus on the dispel check.

Modification from Counter Drain : Whenever the arcanist successfully counterspells a spell, the arcanist regains points to her arcane reservoir depending on the level of the spell countered. Spells of 2nd-level or lower do not restore any points. Spells of 3rd, 4th, and 5th level restore one point. Spells of 6th, 7th, and 8th level restore two points. Spells of 9th level restore three points. The arcanist must have the counterspell exploit before selecting this exploit.

Appears In : Advanced Class Guide Playtest

Major Robert Frou – Abilities & Gear

Dimensional Slide (150') (Su) Class Ability (Arcanist)

The arcanist can expend one point from her arcane reservoir to create a dimensional crack that she can step through to reach another location. This ability is used as part of a move action or withdraw action, allowing her to move up to 10 feet per arcanist level to any location she can see; this is in place of 5 feet of movement. She can only use this ability once per round. She does not provoke an attack of opportunity for the movement caused by this ability, but any other movement provokes as normal.

Appears In : Advanced Class Guide Playtest

Elemental (Air) Class Ability (Sorcerer)

The power of the elements resides in you, and at times you can hardly control its fury. This influence comes from an elemental outsider in your family history or a time when you or your relatives were exposed to a powerful elemental force.

Bloodline Arcana : Whenever you cast a spell that deals energy damage, you can change the type of damage to match the type of your bloodline. This also changes the spell's type to match the type of your bloodline.

Bloodline Powers : One of the four elements infuses your being, and you can draw upon its power in times of need. At first level, you must select one of the four elements: air, earth, fire, or water. This choice cannot be changed. A number of your abilities grant resistances and deal damage based on your element, as noted below.

Elemental Ray (5/day) (Sp) Class Ability (Arcanist, Sorcerer)

Starting at 1st level, you can unleash an elemental ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6 points of damage of your energy type + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Greater Metamagic Knowledge (Su) Class Ability (Arcanist)

The arcanist can select a metamagic feat as a bonus feat. She must meet the prerequisites of this feat. Each morning, when she prepares her spells, the arcanist can expend one point from her arcane reservoir to exchange this bonus feat for another metamagic feat, as long as she meets the prerequisites of the new feat. The arcanist must have the metamagic knowledge exploit before selecting this exploit.

Appears In : Advanced Class Guide Playtest

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

See Magic (Su) Class Ability (Arcanist)

The arcanist can see magical auras as if under the effects of *detect magic*. If she expends one point from her arcane reservoir, for 1 minute she instantly recognizes magic item auras and spell effects. During this time, she is treated as if she had studied each aura for 3 rounds and she treats her Knowledge (arcana) skill check as if she had rolled a 15 on the d20. In addition, if she touches a magic item during this time, she can immediately identify its properties using Spellcraft without needing to spend 3 rounds examining the object. If an enemy possesses the object, the arcanist must first succeed at a melee touch attack to identify the item.

Appears In : Advanced Class Guide Playtest

Ring of protection +5 Ring

This ring offers continual magical protection in the form of a deflection bonus of +5 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** 25,000 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.

Wand of purify food and drink (50 charges) Wand

Purify Food and Drink, Will Negates (DC 10)

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.

Wand of shield (50 charges) Wand

Shield

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

Amulet of natural armor +3 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 +3.

Construction

Requirements: Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 9,000 gp

Belt of mighty constitution +2 Wondrous Item (Belt)

This belt's golden buckle depicts a bear. The belt grants the wearer an enhancement bonus to Constitution of +2. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction

Requirements: Craft Wondrous Item, *bear's endurance*; **Cost** 2,000 gp

Cloak of resistance +4 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 +4 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** 8,000 gp

Handy haversack (145 @ 79 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 vast intelligence +4 (Craft [A]Wondrous Item (Headband))

This intricate gold headband is decorated with several small blue and deep purple gemstones. The headband grants the wearer an enhancement bonus to Intelligence of +4. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. A headband of vast intelligence has one skill associated with it per +2 bonus it grants. After being worn for 24 hours, the headband grants a number of skill ranks in those skills equal to the wearer's total Hit Dice. These ranks do not stack with the ranks a creature already possesses. These skills are chosen when the headband is created. If no skill is listed, the headband is assumed to grant skill ranks in randomly determined Knowledge skills.

Construction

Requirements Craft Wondrous Item, *fox's cunning*; **Cost** 8,000 gp

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

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

Construction

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

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

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

Construction

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

Pearl of power (2nd level, 1/day) Wondrous Item

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

Construction

Requirements Craft Wondrous Item, creator must be able to cast 2nd level spells; **Cost** 2,000 gp

Preserving flask (1st level, Specially made to hc Wondrous Item

This small, durable flask is designed to preserve alchemical extracts indefinitely. An extract stored in a *preserving flask* remains potent until it is consumed or otherwise removed from the flask. Preserved extracts count against an alchemist's extracts per day on the day they are prepared, but not on subsequent days. Each flask is capable of preserving an extract of a particular level. An extract stored in the flask retains duration, caster level, and other properties it had when it was created. The flask works on extracts and infusions, but not mutagens.

Construction

Requirements Craft Wondrous Item, creator must be able to create 1st level alchemical extracts; **Cost** 500 gp

Appears In : Ultimate Equipment

Tunic of careful casting Wondrous Item (Chest)

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

Construction

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

Appears In : Ultimate Equipment

Major Robert Frou, Arcanist 15 – Spells in Spellbook

Acid Splash Arcanist 0

School: Conjuration / Earth Elemental (Creation) [Acid]
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: One missile of acid
Duration: Instantaneous
Save: None
Resistance: No

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

Arcane Mark Arcanist 0

School: Universal
Components: V, S
Casting Time: 1 action
Range: Touch
Effect: One personal rune or mark, all of which must fit within 1 sq. ft.
Duration: Permanent
Save: None
Resistance: No

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

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

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

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

Bleed Arcanist 0

School: Necromancy
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous
Save: DC 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.

Breeze Arcanist 0

School: Evocation [Air]
Components: V, S, M (a miniature fan)
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: one creature or object
Duration: 1 hour (D)
Save: Harmless Will Negates
Resistance: Yes

You create a light wind that blows against the target, from a direction of your choice. The breeze grants the subject a +2 bonus on saves against very hot conditions, severe heat, breath weapons, and saves against cloud vapors and gases (such as cloudkill, stinking cloud, and inhaled poisons). This spell does not function without air or underwater.

You can only have one breeze active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

Appears In : Ultimate Magic, Paizo Blog

Dancing Lights Arcanist 0

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

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

Dancing lights can be made permanent with a permanency spell.

Daze Arcanist 0

School: Enchantment (Compulsion) [Mind-Affecting]
Components: V, S, M (a pinch of wool or similar substance)
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One humanoid creature of 4 HD or less
Duration: 1 round
Save: DC 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.

Major Robert Frou, Arcanist 15 – Spells in Spellbook

Detect Magic Arcanist 0

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

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

1st Round: Presence or absence of magical auras.

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

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

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

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

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

Original Strength - Duration of Lingering Aura

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

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

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

Detect Poison Arcanist 0

School: Divination
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One creature, one object, or a 5-ft. cube
Duration: Instantaneous
Save: None
Resistance: No

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

Disrupt Undead Arcanist 0

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

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

Drench Arcanist 0

School: Conjuration (Creation) [Water]
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: one creature or object of size Large or smaller
Duration: 1 round
Save: DC 17 Object Reflex Negates
Resistance: Object Yes

A sudden downpour soaks the target creature or object. The rain follows the subject up to the range of the spell, soaking the target with water. If the target is on fire, the flames are automatically extinguished. Fires smaller than campfires (such as lanterns and torches) are automatically extinguished by this spell.

Appears In : Ultimate Magic, Paizo Blog

Flare Arcanist 0

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

Major Robert Frou, Arcanist 15 – Spells in Spellbook

Ghost Sound Arcanist 0

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

Jolt Arcanist 0

School: Transmutation [Electricity]
Components: V, S (a miniature fan)
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: spark of electricity
Duration: Instantaneous
Save: None
Resistance: Yes

You cause a spark of electricity to strike the target with a successful ranged touch attack. The spell deals 1d3 points of electricity damage.

Appears In: Ultimate Magic, Paizo Blog

Light Arcanist 0

School: Evocation / Wood Elemental [Light]
Components: V, M/DF (a firefly)
Casting Time: 1 action
Range: Touch
Target: Object touched
Duration: 10 min./level
Save: None
Resistance: No

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

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

Mage Hand Arcanist 0

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

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

Mending Arcanist 0

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

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

Major Robert Frou, Arcanist 15 – Spells in Spellbook

Message Arcanist 0

School: Transmutation / Air Elemental [language-dependent]
Components: V, S, F (a piece of copper wire)
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Target: One creature/level
Duration: 10 min./level
Save: None
Resistance: No

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

Open/Close Arcanist 0

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

Penumbra Arcanist 0

School: Evocation [Darkness]
Components: V, S, M (a bit of soot)
Casting Time: 1 action
Range: Touch
Target: creature or object touched
Duration: 10 minutes/level (D)
Save: Harmless Will Negates
Resistance: Yes

This spell keeps the creature or object touched slightly in shadow. The target of this spell does not suffer any penalties or blindness caused by bright light, such as those from light sensitivity or light blindness.

You can have only one penumbra spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

Appears In: Ultimate Magic, Paizo Blog

Prestidigitation Arcanist 0

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

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

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

Ray of Frost Arcanist 0

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

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

Read Magic Arcanist 0

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

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

Read magic can be made permanent with a permanency spell.

Major Robert Frou, Arcanist 15 – Spells in Spellbook

Resistance Arcanist 0

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

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

Resistance can be made permanent with a permanency spell.

Scoop Arcanist 0

School: Evocation [Force]
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: 6 inch diameter container of force
Duration: Concentration
Save: None
Resistance: Yes

You will a small vessel of force into existence. As a move action, you can direct the container up to 15 feet per round in any direction, though the spell ends if the distance between you and the container ever exceeds the spell's range. You can dip the container to pick up or drop a liquid as a move action. The vessel holds up to 1 pint of liquid or small objects, weighing up to 5 pounds. You can also gather up a pint of liquid or small objects spread across a surface with 1 minute of careful concentration.

Appears In : Ultimate Magic, Paizo Blog

Scrivener's Chant Arcanist 0

School: Transmutation
Components: V, 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: V, 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.

Ant Haul Arcanist 1

School: Transmutation
Components: V, S, M/DF (a small pulley)
Casting Time: 1 action
Range: Touch
Target: creature touched
Duration: 2 hours/level
Save: DC 18 Fortitude negates (harmless)
Resistance: Yes (harmless)

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

Appears In : Advanced Player's Guide

Burning Hands Arcanist 1

School: Evocation / Fire Elemental [Fire]
Components: V, 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.

Major Robert Frou, Arcanist 15 – Spells in Spellbook

Comprehend Languages	Arcanist 1	Enlarge Person	Arcanist 1
<p>School: Divination Components: V, S, M/DF (pinch of soot and salt) Casting Time: 1 action Range: Personal Target: You Duration: 10 min./level</p> <p>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.</p> <p>Comprehend languages can be made permanent with a permanency spell.</p>	<p>Crafter's Fortune</p> <p>School: Transmutation Components: V, S, F (a tool) Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Target: one creature Duration: 1 day/level or until discharged (D) Save: DC 18 Will negates (harmless) Resistance: Yes (harmless)</p> <p>The target is struck by inspiration and gains a +5 luck bonus on its next Craft skill check.</p> <p>Appears In: Advanced Player's Guide</p>	<p>Enlarge Person</p> <p>School: Transmutation Components: V, S, M (powdered iron) Casting Time: 1 round Range: Close (25 + 5 ft./2 levels) Target: One humanoid creature Duration: 1 min./level (D) Save: DC 18 Fortitude negates Resistance: Yes</p> <p>This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it - the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack.</p> <p>Enlarge person counters and dispels reduce person.</p> <p>Enlarge person can be made permanent with a permanency spell.</p>	<p>Expeditious Retreat</p> <p>School: Transmutation Components: V, S Casting Time: 1 action Range: Personal Target: You Duration: 1 min./level (D)</p> <p>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).</p>
Endure Elements	Arcanist 1		
<p>School: Abjuration Components: V, S Casting Time: 1 action Range: Touch Target: Creature touched Duration: 24 hours Save: Will negates (harmless) Resistance: Yes (harmless)</p> <p>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.</p> <p>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.</p>			

Major Robert Frou, Arcanist 15 – Spells in Spellbook

Feather Fall

Arcanist 1

School: Transmutation / Air Elemental

Components: V

Casting Time: 1 immediate action

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

Target: One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart

Duration: Until landing or 1 round/level

Save: Will negates (harmless) or Will negates (object)

Resistance: Yes (object)

The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop.

Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Grease

Arcanist 1

School: Conjuration / Earth Elemental (Creation)

Components: V, S, M (butter)

Casting Time: 1 action

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

Target: One object or 10-ft. square

Duration: 1 min./level (D)

Save: See text

Resistance: No

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

Mage Armor

Arcanist 1

School: Conjuration (Creation) [Force]

Components: V, S, F (a piece of cured leather)

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Save: Will negates (harmless)

Resistance: No

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

Mount

Arcanist 1

School: Conjuration (Summoning)

Components: V, S, M (a bit of horse hair)

Casting Time: 1 round

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

Effect: One mount

Duration: 2 hours/level (D)

Save: None

Resistance: No

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.

Protection from Evil

Arcanist 1

School: Abjuration [Good]

Components: V, 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.

Shield

Arcanist 1

School: Abjuration / Void Elemental [Force]

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 min./level (D)

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

Major Robert Frou, Arcanist 15 – Spells in Spellbook

True Strike Arcanist 1

School: Divination / Void Elemental
Components: V, F (small wooden replica of an archery target)
Casting Time: 1 action
Range: Personal
Target: You
Duration: See text

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

Unseen Servant Arcanist 1

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

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

Vanish Arcanist 1

School: Illusion (Glamour)
Components: V, 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

Alter Self Arcanist 2

School: Transmutation (Polymorph)
Components: V, S, M (a piece of the creature whose form you plan to assume)
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 min./level (D)

When you cast this spell, you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet.

Small creature: If the form you take is that of a Small humanoid, you gain a +2 size bonus to your Dexterity.

Medium creature: If the form you take is that of a Medium humanoid, you gain a +2 size bonus to your Strength.

Major Robert Frou, Arcanist 15 – Spells in Spellbook

Resist Energy	Arcanist 2	Touch of Idiocy	Arcanist 2
<p>School: Abjuration / All Elements Components: V, S, DF Casting Time : 1 action Range: Touch Target: Creature touched Duration: 10 min./level Save: Fortitude negates (harmless) Resistance: Yes (harmless)</p> <p>This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.</p> <p>Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.</p> <p>Resist energy overlaps (and does not stack with) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.</p>		<p>School: Enchantment (Compulsion) [Mind-Affecting] Components: V, S Casting Time : 1 action Range: Touch Target: Living creature touched Duration: 10 min./level Save: No Resistance: Yes</p> <p>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.</p>	
Scorching Ray	Arcanist 2	Web	Arcanist 2
<p>School: Evocation / Fire Elemental [Fire] Components: V, S Casting Time : 1 action Range: Close (25 + 5 ft./2 levels) Effect: One or more rays Duration: Instantaneous Save: None Resistance: Yes</p> <p>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.</p>		<p>School: Conjuration / Wood Elemental (Creation) Components: V, S, M (spider web) Casting Time : 1 action Range: Medium (100 + 10 ft./level) Effect: Webs in a 20-ft.-radius spread Duration: 10 min./level (D) Save: DC 19 Reflex negates; see text Resistance: No</p> <p>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.</p> <p>Web can be made permanent with a permanency spell. A permanent web that is damaged (but not destroyed) regrows in 10 minutes.</p>	
Summon Swarm	Arcanist 2		
<p>School: Conjuration (Summoning) Components: V, S, M/DF (a square of red cloth) Casting Time : 1 round Range: Close (25 + 5 ft./2 levels) Effect: One swarm of bats, rats, or spiders Duration: Concentration + 2 rounds Save: None Resistance: No</p> <p>You summon a swarm of bats, rats, or spiders (your choice), which attacks all other creatures within its area. (You may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel.</p>			

Major Robert Frou, Arcanist 15 – Spells in Spellbook

Dispel Magic

Arcanist 3

School: Abjuration / Void Elemental

Components: V, S

Casting Time: 1 action

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

Target: One spellcaster, creature, or object

Duration: Instantaneous

Save: None

Resistance: No

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 stonesskin (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 stonesskin (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 stonesskin 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: V, 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: V, 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.

Major Robert Frou, Arcanist 15 – Spells in Spellbook

Haste Arcanist 3

School: Transmutation
Components: V, 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*.

Tongues Arcanist 3

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

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

Darkvision, Greater Arcanist 4

School: Transmutation
Components: V, S, M
Casting Time: 1 action
Range: Touch
Duration: 1 hour/level
Save: None
Resistance: Yes (harmless)

This spell functions as *darkvision*, except the target's darkvision has a range of 120 feet.

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 Magic

Dragon's Breath Arcanist 4

School: Evocation / All Elements [Acid, Cold, Electricity, Fire]
Components: V, 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: V, 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

Major Robert Frou, Arcanist 15 – Spells in Spellbook

Invisibility, Greater

Arcanist 4

School: Illusion (Glamer)

Components: V, 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.

Stoneskin

Arcanist 4

School: Abjuration / Earth Elemental / Metal Elemental

Components: V, S, M (granite and diamond dust worth 250 gp)

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 min./level or until discharged

Save: Will negates (harmless)

Resistance: Yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 10/adamantine. It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

Cone of Cold

Arcanist 5

School: Evocation / Water Elemental [Cold]

Components: V, 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).

Fabricate

Arcanist 5

School: Transmutation / Void Elemental / Wood Elemental

Components: V, S, M (the original material, which costs the same amount as the raw materials required to craft the item to be created)

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

Target: Up to 10 cu. ft./level; see text

Duration: Instantaneous

Save: None

Resistance: No

You convert material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the fabricate spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet. You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship. Casting requires 1 round per 10 cubic feet of material to be affected by the spell.

Major Robert Frou, Arcanist 15 – Spells in Spellbook

Hungry Pit

Arcanist 5

School: Conjuration / Earth Elemental (Creation)
Components: V, 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 22 Reflex negates; Reflex half; see text
Resistance: No

This spell functions as *create pit*, except that the pit has the ability to squeeze and crush any creature trapped within it and has a maximum depth of 100 feet. Creatures who fall into the hole take falling damage as normal. In addition, anyone within the pit, not just those on the bottom, takes 4d6 points of bludgeoning damage each round as the pit contracts and then returns to its normal size (a successful Reflex save halves this damage). The ever-shifting walls of the pit are quite difficult to scale and have a Climb DC of 35.

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

Overland Flight

Arcanist 5

School: Transmutation / Air Elemental
Components: V, S (a wing feather)
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 hour/level
Save: Will negates (harmless)
Resistance: Yes (harmless)

This spell functions like a *fly* spell, except you can fly at a speed of 40 feet (30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load) with a bonus on Fly skill checks equal to half your caster level. When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an 8-hour period of flight (or 48 miles at a speed of 30 feet).

Fly

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.

Major Robert Frou, Arcanist 15 – Spells in Spellbook

Telekinesis

Arcanist 5

School: Transmutation
Components: V, S
Casting Time: 1 action
Range: Long (400 + 40 ft./level)
Target: See text
Duration: Concentration (up to 1 round/level) or instantaneous; see text
Save: Will negates (object) or none; see text
Resistance: Yes (object); see text

You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.

Sustained Force: A sustained force moves an object weighing no more than 25 pounds per caster level (maximum 375 pounds at 15th level) up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with spell resistance. This version of the spell can last 1 round per caster level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops. An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require DC 15 Intelligence checks.

Combat Maneuver: Alternatively, once per round, you can use telekinesis to perform a bull rush, disarm, grapple (including pin), or trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your Combat Maneuver Bonus, and you add your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer) in place of your Strength or Dexterity modifier. No save is allowed against these attempts, but spell resistance applies normally. This version of the spell can last 1 round per caster level, but it ends if you cease concentration.

Violent Thrust: Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature per caster level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level). You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer). Weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects). Objects and creatures that miss their target land in a square adjacent to the target. Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell. If a telekinesed creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Teleport

Arcanist 5

School: Conjuration / Void Elemental (Teleport)
Components: V
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

Disintegrate

Arcanist 6

School: Transmutation / Metal Elemental

Components: V, S, M/DF (a lodestone and a pinch of dust)

Casting Time: 1 action

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

Effect: Ray

Duration: Instantaneous

Save: DC 23 Fortitude partial (object)

Resistance: Yes

A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage per caster level (to a maximum of 40d6). Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected. When used against an object, the ray simply disintegrates as much as a 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as forceful hand or a wall of force, but not magical effects such as a globe of invulnerability or an antimagic field.

A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated. Only the first creature or object struck can be affected; that is, the ray affects only one target per casting.

Major Robert Frou, Arcanist 15 – Spells in Spellbook

Dispel Magic, Greater

Arcanist 6

School: Abjuration / Void Elemental

Components: V, S

Casting Time: 1 action

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

Target: One spellcaster, creature, or object; or a 20-ft.- radius burst

Duration: Instantaneous

Save: None

Resistance: No

This spell functions like *dispel magic*, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use *greater dispel magic* in one of three ways: a targeted dispel, area dispel, or a counterspell:

Targeted Dispel: This functions as a targeted *dispel magic*, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

Additionally, *greater dispel magic* has a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* can't dispel that effect. The DC of this check is equal to the curse's DC.

Area Dispel: When *greater dispel magic* is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by *dispel magic*. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *greater dispel magic* spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the *greater dispel magic* spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: This functions as *dispel magic*, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

Dispel Magic

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,

Heroism, Greater

Arcanist 6

School: Enchantment (Compulsion) [Mind-Affecting]

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Save: Will negates (harmless)

Resistance: Yes (harmless)

This spell functions like *heroism*, except the creature gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to your caster level (maximum 20).

Heroism

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

Suggestion, Mass

Arcanist 6

School: Enchantment (Compulsion) [Mind-Affecting, language-dependent]

Components: V, M (a snake's tongue and a honeycomb)

Casting Time: 1 action

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

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 hour/level or until completed

Save: DC 23 Will negates

Resistance: Yes

This spell functions like *suggestion*, except that it can affect more creatures. The same suggestion applies to all these creatures.

Suggestion

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable *suggestion* causes the save to be made with a penalty (such as -1 or -2).

Major Robert Frou, Arcanist 15 – Spells in Spellbook

Delayed Blast Fireball

Arcanist 7

School: Evocation / Fire Elemental [Fire]
Components: V, 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: 5 rounds or less; see text
Save: DC 24 Reflex half
Resistance: Yes

This spell functions like *fireball*, except that it is more powerful and can detonate up to 5 rounds after the spell is cast. The burst of flame deals 1d6 points of fire damage per caster level (maximum 20d6). The glowing bead created by *delayed blast fireball* can detonate immediately if you desire, or you can choose to delay the burst for as many as 5 rounds. You select the amount of delay upon completing the spell, and that time cannot change once it has been set unless someone touches the bead. If you choose a delay, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

Fireball

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.

Elemental Body IV

Arcanist 7

School: Transmutation / All Elements (Polymorph)
Components: V, S, M (the element you plan to assume)
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 min/level (D)
Save: None

This spell functions as *elemental body III*, except that it also allows you to assume the form of a Huge air, earth, fire, or water elemental. The abilities you gain depend upon the type of elemental into which you change. You are also immune to bleed damage, critical hits, and sneak attacks while in elemental form and gain DR 5/-.

Air elemental: As *elemental body I* except that you gain a +4 size bonus to your Strength, +6 size bonus to your Dexterity, and a +4 natural armor bonus. You also gain fly 120 feet (perfect).

Earth elemental: As *elemental body I* except that you gain a +8 size bonus to your Strength, a -2 penalty on your Dexterity, a +4 size bonus to your Constitution, and a +6 natural armor bonus.

Fire elemental: As *elemental body I* except that you gain a +6 size bonus to your Dexterity, a +4 size bonus to your Constitution, and a +4 natural armor bonus.

Water elemental: As *elemental body I* except that you gain a +4 size bonus to your Strength, a -2 penalty on your Dexterity, a +8 size bonus to your Constitution, and a +6 natural armor bonus. You also gain swim 120 feet.

Elemental Body III

This spell functions as *elemental body II*, except that it also allows you to assume the form of a Large air, earth, fire, or water elemental. The abilities you gain depend upon the type of elemental into which you change. You are also immune to bleed damage, critical hits, and sneak attacks while in elemental form.

Air elemental: As *elemental body I* except that you gain a +2 size bonus to your Strength, +4 size bonus to your Dexterity, and a +4 natural armor bonus.

Earth elemental: As *elemental body I* except that you gain a +6 size bonus to your Strength, a -2 penalty on your Dexterity, a +2 size bonus to your Constitution, and a +6 natural armor bonus.

Fire elemental: As *elemental body I* except that you gain a +4 size bonus to your Dexterity, a +2 size bonus to your Constitution, and a +4 natural armor bonus.

Water elemental: As *elemental body I* except that you gain a +2 size bonus to your Strength, a -2 penalty on your Dexterity, a +6 size bonus to your Constitution, and a +6 natural armor bonus.

Form of the Dragon II**Arcanist 7****School:** Transmutation (Polymorph)**Components:** V, S, M (a scale of the dragon type you plan to assume)**Casting Time:** 1 action**Range:** Personal**Target:** You**Duration:** 1 min./level (D)**Save:** See below**Resistance:** No

This spell functions as *form of the dragon I* except that it also allows you to assume the form of a Large chromatic or metallic dragon. You gain the following abilities: a +6 size bonus to Strength, a +4 size bonus to Constitution, a +6 natural armor bonus, fly 90 feet (poor), darkvision 60 feet, a breath weapon, DR 5/magic, and resistance to one element. You also gain one bite (2d6), two claws (1d8), two wing attacks (1d6), and one tail slap attack (1d8). You can only use the breath weapon twice per casting of this spell, and you must wait 1d4 rounds between uses. All breath weapons deal 8d8 points of damage and allow a Reflex save for half damage. Line breath weapons increase to 80-foot lines and cones increase to 40-foot cones.

Form of the Dragon I

You become a Medium chromatic or metallic dragon (see the Pathfinder RPG Bestiary). You gain a +4 size bonus to Strength, a +2 size bonus to Constitution, a +4 natural armor bonus, fly 60 feet (poor), darkvision 60 feet, a breath weapon, and resistance to one element. You also gain one bite (1d8), two claws (1d6), and two wing attacks (1d4). Your breath weapon and resistance depend on the type of dragon. You can only use the breath weapon once per casting of this spell. All breath weapons deal 6d8 points of damage and allow a Reflex save for half damage. In addition, some of the dragon types grant additional abilities, as noted below.

Black dragon: 60-foot line of acid, resist acid 20, swim 60 feet

Blue dragon: 60-foot line of electricity, resist electricity 20, burrow 20 feet

Green dragon: 30-foot cone of acid, resist acid 20, swim 40 feet

Red dragon: 30-foot cone of fire, resist fire 30, vulnerability to cold

White dragon: 30-foot cone of cold, resist cold 20, swim 60 feet, vulnerability to fire

Brass dragon: 60-foot line of fire, resist fire 20, burrow 30 feet, vulnerability to cold

Bronze dragon: 60-foot line of electricity, resist electricity 20, swim 60 feet

Copper dragon: 60-foot line of acid, resist acid 20, *spider climb* (always active)

Gold dragon: 30-foot cone of fire, resist fire 20, swim 60 feet

Silver dragon: 30-foot cone of cold, resist cold 30, vulnerability to fire

Plane Shift**Arcanist 7****School:** Conjuration (Teleport)**Components:** V, S, F (a forked metal rod attuned to the plane of travel)**Casting Time:** 1 action**Range:** Touch**Target:** Creature touched, or up to eight willing creatures joining hands**Duration:** Instantaneous**Save:** DC 24 Will negates**Resistance:** Yes

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination. Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back (including casting plane shift again).

Major Robert Frou, Arcanist 15 – Spells in Spellbook

Teleport, Greater	Arcanist 7	Waves of Ecstasy	Arcanist 7
School: Conjuration / Void Elemental (Teleport) Components: V 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)		School: Enchantment (Compulsion) [Emotion, Mind-Affecting] Components: V, S Casting Time : 1 action Range: 30 ft. Area: cone-shaped burst Duration: 1 round/level; see text Save: DC 24 Will partial (see text) Resistance: Yes	

This spell functions like *teleport*, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

Teleport

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

You emanate waves of intense pleasure that cause all targets within range to falter. Affected creatures are stunned for 1 round and are staggered for the remainder of the spell. A creature that makes its save is staggered for the first round and can act normally thereafter.

Appears In : Ultimate Magic