

Vasyl Konstantinovich

Player: Scott David Gray

Male Human Sorcerer (Razmiran Priest) 14, Grand Lodge faction - CR 13

True Neutral Humanoid (Human); Deity: **Shyka**; Age: **45**;
Height: **5' 9"**; Weight: **175lb.**; Eyes: **Light hazel**; Hair:
Steel gray; Skin: **Light**

Ability	Score	Modifier	Temporary
STR STRENGTH	10/12	0/+1	
DEX DEXTERITY	10/12	0/+1	
CON CONSTITUTION	14/16	+2/+3	
INT INTELLIGENCE	14	+2	
WIS WISDOM	8	-1	
CHA CHARISMA	24/28	+7/+9	

Circlet of persuasion : +3 Competence bonus on Ability Checks

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+11	=	+4	+3	+4		
REFLEX (DEXTERITY)	+9	=	+4	+1	+4		
WILL (WISDOM)	+12	=	+9	-1	+4		

Energy Resistance, Cold (10)

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	15	=		+1		+2	+2		

Touch AC **13** **Flat-Footed AC** **14**

			BAB	Strength	Size	Misc
CM Bonus	+8	=	+7	+1	-	-

			BAB	Strength	Dexterity	Size
CM Defense	21	= 10	+7	+1	+1	-

Base Attack **+7** **HP** **114**

Initiative **+1** **Damage / Current HP**

Speed **30 ft**

Unarmed strike

Main hand: **+8/+3, 1d3+1** Crit: x2
nonlethal Light, B, Nonlethal

Main w/ offhand: **+2/-3, 1d3+1**
nonlethal

Main w/ light off.: **+4/-1, 1d3+1**
nonlethal

Offhand: **+0, 1d3 nonlethal**



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	-	
Appraise	+2	INT (2)	-	
Bluff	+19	CHA (9)	4	
Climb	+1	STR (1)	-	
Diplomacy	+26	CHA (9)	14	
Disable Device	-	DEX (1)	-	
Disguise	+12	CHA (9)	-	
Escape Artist	+1	DEX (1)	-	
Fly	+1	DEX (1)	-	
Handle Animal	-	CHA (9)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+12	CHA (9)	-	
Knowledge (arcana)	+15	INT (2)	10	
Knowledge (local)	+3	INT (2)	1	
Knowledge (nature)	+20	INT (2)	14	
Knowledge (nobility)	+3	INT (2)	1	
Knowledge (religion)	+15	INT (2)	10	
Linguistics	+7	INT (2)	5	
Spectacles of understanding : +5 to Linguistics checks to identify forgeries				
Perception	-1	WIS (-1)	-	
Perform (oratory)	+16	CHA (9)	1	
Ride	+1	DEX (1)	-	
Sense Motive	-1	WIS (-1)	-	
Sleight of Hand	-	DEX (1)	-	
Spellcraft	+15	INT (2)	10	
Stealth	+1	DEX (1)	-	
Survival	-1	WIS (-1)	-	
Swim	+1	STR (1)	-	
Use Magic Device	+29	CHA (9)	14	

Feats

Augment Summoning

Summoned creatures have +4 to Strength and Constitution.

Empower Spell

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

False Focus

You can use a divine focus to cast arcane spells.

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 23)

You attract loyal companions and devoted followers.

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.

Spell Focus (Conjuration)

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

Spontaneous Metafocus (Snowball)

Apply metamagic to one spell and keep the standard casting time

Spontaneous Metafocus (Vampiric Touch)

Apply metamagic to one spell and keep the standard casting time

Toughness

You gain +3 hit points.

Traits

Devotee of the Green (Knowledge [nature])

+1 to Knowledge (geography), +1 to Knowledge (nature), one is a class skill.

Magical Lineage (Snowball)

A chosen spell counts as 1 level lower when metamagic feats are applied to it.

Gear

Total Weight Carried: 11.2/130lbs, Light Load (Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

Absinthe (per bottle) <In: Handy haversack (90 @ 78	1.5 lbs
Bedroll <In: Handy haversack (90 @ 78 lbs)>	5 lbs
Belt of physical perfection +2	1 lb
Belt pouch (1 @ 0.2 lbs)	0.5 lbs
Blanket, winter <In: Handy haversack (90 @ 78 lbs)>	3 lbs
Circlet of persuasion	-
Cleric's vestments (Free)	-
Cloak of resistance +4	1 lb
Courtier's outfit <In: Handy haversack (90 @ 78 lbs)>	6 lbs
Diamond Dust <In: Handy haversack (90 @ 78 lbs)>	-
Extend metamagic rod (lesser, 3/day) <In: Handy	5 lbs
Fine golden ring	-
Gold buttons x2	-
Handy haversack (90 @ 78 lbs)	5 lbs
Headband of alluring charisma +4	1 lb
Hip flask	0.5 lbs
Holy symbol, gold (Stylized hourglass of Shyka)	1 lb
Holy symbol, tattoo (depicting Shyka, back of left hand)	-
Holy text (First World Tales) <In: Handy haversack (90 @	-
Ink, black <In: Handy haversack (90 @ 78 lbs)>	-
Inkpen x3 <In: Handy haversack (90 @ 78 lbs)>	-
Maximize metamagic rod (lesser, 3/day) <In: Handy	5 lbs
Money <In: Belt pouch (1 @ 0.2 lbs)>	0.2 lbs
Oldlaw whiskey (per bottle) x4 <In: Handy haversack	1 lb
Paper x20 <In: Handy haversack (90 @ 78 lbs)>	-
Quick runner's shirt (1/day)	-
Ring of protection +2	-

Experience & Wealth

Experience Points: **445000/635000**

Current Cash: **1 sp, 9 cp**

Grand Lodge: **Fame: 0, PP: 0**

Gear

Total Weight Carried: 11.2/130lbs, Light Load (Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

Scroll of air bubble <In: Handy haversack (90 @ 78	-
Scroll of air walk <In: Handy haversack (90 @ 78 lbs)>	-
Scroll of animate dead (CL 9th) <In: Handy haversack	-
Scroll of ant haul, communal <In: Handy haversack (90	-
Scroll of augury <In: Handy haversack (90 @ 78 lbs)>	-
Scroll of bless <In: Handy haversack (90 @ 78 lbs)>	-
Scroll of bless water <In: Handy haversack (90 @ 78	-
Scroll of breath of life <In: Handy haversack (90 @ 78	-
Scroll of commune <In: Handy haversack (90 @ 78	-
Scroll of consecrate <In: Handy haversack (90 @ 78	-
Scroll of create food and water <In: Handy haversack	-
Scroll of cure critical wounds <In: Handy haversack (90	-
Scroll of cure light wounds <In: Handy haversack (90	-
Scroll of cure moderate wounds <In: Handy haversack	-
Scroll of cure serious wounds <In: Handy haversack	-
Scroll of daylight <In: Handy haversack (90 @ 78 lbs)>	-
Scroll of death ward <In: Handy haversack (90 @ 78	-
Scroll of desecrate <In: Handy haversack (90 @ 78	-
Scroll of detect evil <In: Handy haversack (90 @ 78	-
Scroll of dispel magic, greater	-
Scroll of divination <In: Handy haversack (90 @ 78	-
Scroll of divine favor <In: Handy haversack (90 @ 78	-
Scroll of eagle's splendor <In: Handy haversack (90 @	-
Scroll of enthrall <In: Handy haversack (90 @ 78 lbs)>	-
Scroll of freedom of movement <In: Handy haversack	-
Scroll of glyph of warding <In: Handy haversack (90 @	-
Scroll of heal	-
Scroll of holy smite <In: Handy haversack (90 @ 78	-
Scroll of inflict light wounds <In: Handy haversack (90	-
Scroll of inflict light wounds, mass <In: Handy	-
Scroll of kiss of the first world <In: Handy haversack	-
Scroll of make whole <In: Handy haversack (90 @ 78	-
Scroll of masterwork transformation <In: Handy	-
Scroll of murderous command <In: Handy haversack	-
Scroll of nap stack <In: Handy haversack (90 @ 78	-
Scroll of neutralize poison <In: Handy haversack (90 @	-
Scroll of plane shift <In: Handy haversack (90 @ 78	-
Scroll of purify food and drink <In: Handy haversack (90	-
Scroll of raise dead <In: Handy haversack (90 @ 78	-
Scroll of reincarnate <In: Handy haversack (90 @ 78	-
Scroll of remove blindness/deafness <In: Handy	-
Scroll of restoration <In: Handy haversack (90 @ 78	-
Scroll of restoration, lesser <In: Handy haversack (90	-
Scroll of restore corpse <In: Handy haversack (90 @	-
Scroll of sanctuary <In: Handy haversack (90 @ 78	-
Scroll of shield of faith <In: Handy haversack (90 @ 78	-
Scroll of unbreakable heart <In: Handy haversack (90	-
Scroll of word of recall	-
Sealord wine (per bottle) x3 <In: Handy haversack	0.5 lbs
Silent metamagic rod (lesser, 3/day) <In: Handy	5 lbs
Sleeves of many garments	1 lb
Soap <In: Handy haversack (90 @ 78 lbs)>	0.5 lbs
Spectacles of understanding	-
Tent, large <In: Handy haversack (90 @ 78 lbs)>	40 lbs

Gear

Total Weight Carried: 11.2/130lbs, Light Load (Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

Wand of cure light wounds (50 charges) <In: Handy -
Wand of inflict light wounds (50 charges) <In: Handy -
Wine, fine (per bottle) <In: Handy haversack (90 @ 1.5 lbs

Special Abilities

Bloodline Arcana: Draconic (Ex)

Whenever you cast a spell with an energy descriptor that matches your draconic bloodline's energy type, that spell deals +1 point of damage per die rolled.

Cold Claws (12 rounds/day) (Su)

Starting at 1st level, you can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack action using your full base attack bonus. Each of these attacks deals 1d4

False Piety +7 (Ex)

At 1st level, a Razmiran priest gains Knowledge (religion) and Perform as class skills, but loses Appraise and Fly as class skills. He adds half his sorcerer level to Use Magic Device checks to activate spell trigger and spell completion items

Razmiran Channel (Su)

At 9th level, the Razmiran priest can use his own magic to power spell completion and spell trigger items that use divine spells. He expends a sorcerer spell slot that is at least 1 level higher than the level of the spell he's trying to

Tracked Resources

Absinthe (per bottle) ☐

Cold Claws (12 rounds/day) (Su) ☐☐☐☐☐☐☐☐☐☐
☐☐

Extend metamagic rod (lesser, 3/day) ☐☐☐

Maximize metamagic rod (lesser, 3/day) ☐☐☐

Quick runner's shirt (1/day) ☐

Sealord wine (per bottle) ☐☐☐

Silent metamagic rod (lesser, 3/day) ☐☐☐

Wand of cure light wounds (50 charges) ☐☐☐☐☐☐☐☐☐☐
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Wand of inflict light wounds (50 charges) ☐☐☐☐☐☐☐☐☐☐
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Languages

Aklo	Draconic
Aquan	Gnome
Auran	Hallit
Common	Sylvan

Spells & Powers

Sorcerer (Razmiran Priest) spells known (CL 14th; concentration +23)

Melee Touch +8 Ranged Touch +8

7th (4/day)—summon monster vii

6th (6/day)—acid fog, chain lightning (DC 25), form of the dragon i

5th (8/day)—communal stonewall, khain's army (DC 24), spell resistance, summon monster v

4th (8/day)—dimension door, enervation, fear (DC 23), fleshworm infestation (DC 24), greater false life

3rd (8/day)—communal darkvision, fly, pellet blast (DC 23), remove disease, summon monster iii, vampiric touch

2nd (8/day)—aid, flaming sphere (DC 21), glitterdust (DC 22), invisibility, pyrotechnics (DC 21), touch of idiocy

1st (9/day)—burning hands (DC 20), mage armor, shocking grasp, snowball (DC 21), unseen servant

0th (at will)—detect magic, ghost sound (DC 19), light, mage hand, mending, message, prestidigitation, read magic, scrivener's chant

Situational Modifiers

Charisma Check

Circlet of persuasion : +3 Competence bonus on Ability Checks

Linguistics

Spectacles of understanding : +5 to Linguistics checks to identify forgeries

Background

===== Notes =====

Restoration scroll made with 1000gp component
Animate Dead scroll made with 450gp component
Masterwork Transformation scroll made with 300gp component

===== Recent =====

Just a few days ago, Vasyl began to feel pangs and pains. Divination spells revealed he was under a powerful geas (no, doctor -- my heart pains are not 'just gas,' they are a geas). Commune spells, interspersed with research and other spells, revealed that Radko had been holder of Baba Yaga's black mantle and had died and been raised as undead. Vasyl was puzzled as to why a thing so incompetent as Radko ended up working for Baba Yaga; but one way or another it appeared that after Radko died the mantle passed by blood to Vasyl (probably bypassing Nonna and others, because Vasyl has such mystical strength).

Vasyl arranged a plane shift to the location of Radko's body. He will take on this quest, rather than dispelling the geas, because the Shykas likely have an interest in one of their own being in on rescuing the great old grandmother.

===== Background =====

The Konstantinoviches are a respectable, moneyed family in Irrisen. Through the years, life came easy to Vasyl. Studies came easily to him, and Vasyl was frequently called upon to give toasts and speeches.

As a boy, Vasyl frequently saw visions of the first world in his dreams. In the first world, he entered into service to Shyka. In his dreams, some of the Shykas trained him to "awaken the dragon within him," and he began to exhibit sorcery of the white dragon bloodline; they hinted that if Shyka's dominion could be extended in the material plane that Vasyl could become one of Shyka himself.

Vasyl has been twice married, and has had his marriages annulled both times. His first wife, Honaria, had twin girls (Ava and Quinn); Vasyl's father counseled him to get the marriage annulled, from fear that Honaria could not bear a son after the difficult birthing of the twins. Vasyl's second wife, Glyss, bore a son (Leopold), but nagged Vasyl about his romances and affairs until Vasyl could take it no longer, and had the marriage annulled.

Annulling a marriage is not cheap. Having annulled two, Vasyl saw the family's financial future dependent on getting a good match for his younger half-sister, Nonna. When Nonna was violated by an orc, and she was impregnated, Vasyl lost the possibility of marrying Nonna into the Taldan Karthis family. He still resents Radko, his nephew and the son of that union, for it.

Augment Summoning Feat

Your summoned creatures are more powerful and robust.

Prerequisite: Spell Focus (conjuration).

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

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.

False Focus Feat

You can use a divine focus to cast arcane spells.

Prerequisites: Knowledge (religion) 1 rank, ability to cast arcane spells.

Benefit: By using a divine focus as part of casting, you can cast any spell with a material component costing the value of that divine focus (maximum 100 gp) or less without needing that component. For example, if you use a silver holy symbol worth 25 gp, you do not have to provide material components for an arcane spell if its components are worth 25 gp or less. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than the value of the divine focus, you must have the material component on hand to cast the spell, as normal.

Normal: A divine focus has no effect when used as a component in arcane spells.

Appears In: Inner Sea Magic

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 23) 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.

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

Spell Focus (Conjuration) Feat

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

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

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

Spontaneous Metafocus (Snowball) Feat

You can focus to combine one of your known spells and metamagic feats.

Prerequisites: Cha 13, one metamagic feat, able to spontaneously cast spells.

Benefit: Pick a single spell that you are able to cast spontaneously. When you apply metamagic feats to that spell, you can cast the spell using the normal casting time instead of at the slower casting time.

Special: You can take this feat multiple times. Each time you select this feat, choose a new spell that you can cast spontaneously; the feat applies to that spell.

Appears In: Ultimate Magic

Spontaneous Metafocus (Vampiric Touch) **Feat**

You can focus to combine one of your known spells and metamagic feats.

Prerequisites: Cha 13, one metamagic feat, able to spontaneously cast spells.

Benefit: Pick a single spell that you are able to cast spontaneously. When you apply metamagic feats to that spell, you can cast the spell using the normal casting time instead of at the slower casting time.

Special: You can take this feat multiple times. Each time you select this feat, choose a new spell that you can cast spontaneously; the feat applies to that spell.

Appears In: Ultimate Magic

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).

Devotee of the Green (Knowledge [nature]) **Trait**

Your faith in the natural world or one of the gods of nature makes it easy for you to pick up on related concepts. You gain a +1 trait bonus on Knowledge (geography) and Knowledge (nature) checks, and one of these skills (your choice) is always a class skill for you.

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

Magical Lineage (Snowball) **Trait**

One of your parents was a gifted spellcaster who not only used metamagic often, but developed many magical items and perhaps even a new spell or two—and you have inherited a fragment of this greatness.

Benefit: Pick one spell when you choose this trait. When you apply metamagic feats to this spell, treat its actual level as 1 lower for determining the spell's final adjusted level.

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

Energy Resistance, Cold (10) **Unknown**

You have the specified Energy Resistance against Cold attacks.

Bloodline Arcana: Draconic (Ex) **Class Ability (Sorcerer)**

Whenever you cast a spell with an energy descriptor that matches your draconic bloodline's energy type, that spell deals +1 point of damage per die rolled.

Cold Claws (12 rounds/day) (Su) **Class Ability (Sorcerer)**

Starting at 1st level, you can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack action using your full base attack bonus. Each of these attacks deals 1d4 points of damage plus your Strength modifier (1d3 if you are Small). At 5th level, these claws are considered magic weapons for the purpose of overcoming DR. At 7th level, the damage increases by one step to 1d6 points of damage (1d4 if you are Small). At 11th level, these claws deal an additional 1d6 points of damage of your energy type on a successful hit. This is a supernatural ability. You can use your claws for a number of rounds per day equal to 3 + your Charisma modifier. These rounds do not need to be consecutive.

False Piety +7 (Ex) **Class Ability (Sorcerer)**

At 1st level, a Razmiran priest gains Knowledge (religion) and Perform as class skills, but loses Appraise and Fly as class skills. He adds half his sorcerer level to Use Magic Device checks to activate spell trigger and spell completion items that use divine spells. He gains False Focus as a bonus feat (see page 10). In addition to replacing Appraise and Fly as class skills, this ability replaces the priest's Eschew Materials bonus feat.

Appears In: Inner Sea Magic

Razmiran Channel (Su) **Class Ability (Sorcerer)**

At 9th level, the Razmiran priest can use his own magic to power spell completion and spell trigger items that use divine spells. He expends a sorcerer spell slot that is at least 1 level higher than the level of the spell he's trying to activate, then makes a Use Magic Device check. If he succeeds, the item's spell occurs and the item or charge is not expended. If he fails, nothing happens. Whether he succeeds or fail, his spell slot is expended. This ability replaces the bloodline power gained at 9th level.

Appears In: Inner Sea Magic

Scroll of air bubble **Scroll**

Air Bubble

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

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

Scroll of air walk

Scroll

Air Walk

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

Scroll of animate dead (CL 9th)

Scroll

Animate Dead

This spell turns corpses into undead skeletons or zombies (see the *Pathfinder RPG Bestiary*) that obey your spoken commands.

The undead can be made to follow you, or they can be made to remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. A destroyed skeleton or zombie can't be animated again.

Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of *animate dead*. The *desecrate* spell doubles this limit.

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. You choose which creatures are released. Undead you control through the Command Undead feat do not count toward this limit.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.

Zombies: A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a physical anatomy.

Scroll of ant haul, communal

Scroll

Ant Haul, Communal

This spell functions like *ant haul* (see page 202 of the *Pathfinder RPG Advanced Player's Guide*), except you may divide the duration in 2-hour intervals among the creatures touched.

Scroll of augury

Scroll

Augury

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

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

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

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

Scroll of bless

Scroll

Bless

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

Bless counters and dispels bane.

Scroll of bless water

Scroll

Bless Water, Will Negates (DC 11)

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water (see page 160).

Scroll of breath of life

Scroll

Breath of Life, See Text or Will Half (DC 18)

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

Scroll of commune

Scroll

Commune

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

Scroll of consecrate Scroll

Consecrate

This spell blesses an area with positive energy. The DC to resist positive channeled energy within this area gains a +3 sacred bonus. Every undead creature entering a consecrated area suffers minor disruption, suffering a -1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a consecrated area. If the consecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+6 sacred bonus to positive channeled energy DCs, -2 penalties for undead in the area). You cannot consecrate an area with a similar fixture of a deity other than your own patron. Instead, the consecrate spell curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Consecrate counters and dispels desecrate.

Scroll of create food and water Scroll

Create Food and Water

The food that this spell creates is simple fare of your choice - highly nourishing, if rather bland. Food so created decays and becomes inedible after 24 hours, although it can be kept fresh for another 24 hours by casting a purify food and water spell on it. The water created by this spell is just like clean rain water, and it doesn't go bad as the food does.

Scroll of cure critical wounds Scroll

Cure Critical Wounds

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

Scroll of cure light wounds Scroll

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.

Scroll of cure moderate wounds Scroll

Cure Moderate Wounds

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

Scroll of cure serious wounds Scroll

Cure Serious Wounds

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

Scroll of daylight Scroll

Daylight

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

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

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

Scroll of death ward Scroll

Death Ward

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

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

Scroll of desecrate Scroll

Desecrate

This spell imbues an area with negative energy. The DC to resist negative channeled energy within this area gains a +3 profane bonus. Every undead creature entering a desecrated area gains a +1 profane bonus on all attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HD.

If the desecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power, the modifiers given above are doubled (+6 profane bonus to negative channeled energy DCs, +2 profane bonus and +2 hit points per HD for undead created in the area). Furthermore, anyone who casts animate dead within this area may create as many as double the normal amount of undead (that is, 4 HD per caster level rather than 2 HD per caster level). If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the desecrate spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Desecrate counters and dispels consecrate.

Scroll of detect evil

Scroll

Detect Evil

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

1st Round: Presence or absence of evil.

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

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

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

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

Original Strength Duration of Lingering Aura

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

Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Creatures with actively evil intents count as evil creatures for the purpose of this spell. Each round, you can turn to detect evil in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Scroll of dispel magic, greater

Scroll

Dispel Magic, Greater

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.

Scroll of divination

Scroll

Divination

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

Scroll of divine favor

Scroll

Divine Favor

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

Scroll of eagle's splendor

Scroll

Eagle's Splendor

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Bards, paladins, and sorcerers (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase.

Scroll of enthrall

Scroll

Enthrall, See Text or Will Negates (DC 13)

If you have the attention of a group of creatures, you can use this spell to hold them enthralled. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw. A target with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes. The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing. If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist. The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell. If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

Scroll of freedom of movement

Scroll

Freedom of Movement

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

Scroll of glyph of warding

Scroll

Glyph of Warding

This powerful inscription harms those who enter, pass, or open the warded area or object. A glyph of warding can guard a bridge or passage, ward a portal, trap a chest or box, and so on. You set all of the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a password trigger, glyphs can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. Glyphs can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, HD, or level. Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple glyphs cannot be cast on the same area. However, if a cabinet has three different drawers, each can be separately warded. When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. A glyph can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the glyph and tracery become nearly invisible. Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Mislead, polymorph, and nondetection (and similar magical effects) can fool a glyph, though nonmagical disguises and the like can't. Read magic allows you to identify a glyph of warding with a DC 13 Knowledge (arcana) check. Identifying the glyph does not discharge it and allows you to know the basic nature of the glyph (version, type of damage caused, what spell is stored).

Note: Magic traps such as glyph of warding are hard to detect and disable. A rogue (only) can use the Perception skill to find the glyph and Disable Device to thwart it. The DC in each case is 25 + spell level, or 28 for glyph of warding. Depending on the version selected, a glyph either blasts the intruder or activates a spell.

Blast Glyph: A blast glyph deals 1d8 points of damage per two caster levels (maximum 5d8) to the intruder and to all within 5 feet of him or her. This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Each creature affected can attempt a Reflex save to take half damage. Spell resistance applies against this effect.

Spell Glyph: You can store any harmful spell of 3rd level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the glyph. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect, the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal, except that the DC is based on the level of the spell stored in the glyph.

Scroll of heal

Scroll

Heal

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feeble-minded, insanity, nauseated, poisoned, sickened, and stunned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level.

Heal does not remove negative levels or restore permanently drained ability score points. If used against an undead creature, heal instead acts like harm.

Scroll of holy smite

Scroll

Holy Smite, See Text or Will Partial (DC 16)

You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected. The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to each evil creature in the area (or 1d6 points of damage per caster level, maximum 10d6, to an evil outsider) and causes it to become blinded for 1 round. A successful Will saving throw reduces damage to half and negates the blinded effect. The spell deals only half damage to creatures who are neither good nor evil, and they are not blinded. Such a creature can reduce that damage by half (down to one-quarter of the roll) with a successful Will save.

Scroll of inflict light wounds

Scroll

Inflict Light Wounds, Will Half (DC 11)

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

Scroll of inflict light wounds, mass

Scroll

Inflict Light Wounds, Mass, Will Half (DC 17)

Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage + 1 point per caster level (maximum +25) to nearby living enemies. Like other inflict spells, mass inflict light wounds cures undead in its area rather than damaging them. A cleric capable of spontaneously casting inflict spells can also spontaneously cast mass inflict spells.

Scroll of kiss of the first world

Scroll

Kiss of the First World, Will Negates (DC 16)

This spell - a favorite of fey spellcasters - is traditionally bestowed with a kiss, though all that's really required to gift someone with a *kiss of the First World* is a touch. This spell infuses a living creature with a surge of positive energy from the First World, filling the target with the raw energies of life. The exact effects of this spell vary, depending on the nature of the creature touched. Constructs are immune to the effects of this spell.

Living Creature: A living creature gains a 20-foot increase to his base land speed and a +2 insight bonus on all Charisma-based skill checks. In addition, the creature gains fast healing 2. Fire, acid, and negative energy cause this fast healing to stop functioning on the round following the attack.

Undead Creature: An undead creature targeted by this spell is staggered for the duration of this spell. It does not gain the benefits of any channel resistance it might normally enjoy, and the save DCs for any of its special attacks (but not spell-like abilities or spells) are reduced by 2.

Scroll of make whole

Scroll

Make Whole

This spell functions as *mending*, except that it repairs 1d6 points of damage per level when cast on a construct creature (maximum 5d6).

Make whole can fix destroyed magic items (at 0 hit points or less), and restores the magic properties of the item if your caster level is at least twice that of the item. Items with charges (such as wands) and single-use items (such as potions and scrolls) cannot be repaired in this way. When *make whole* is used on a construct creature, the spell bypasses any immunity to magic as if the spell did not allow spell resistance.

Scroll of masterwork transformation

Scroll

Masterwork Transformation

You convert a non-masterwork item into its masterwork equivalent. A normal sword becomes a masterwork sword, a suit of leather armor becomes a masterwork suit of leather armor, a set of thieves' tools becomes masterwork thieves' tools, and so on. If the target object has no masterwork equivalent, the spell has no effect. You can affect 50 pieces of ammunition as if they were one weapon. You decide if the object's appearance changes to reflect this improved quality. The material component for the spell is magical reagents worth the cost difference between a normal item and the equivalent masterwork item (typically 300 gp for a weapon, 150 gp for armor, or 50 gp for a tool). If an object has multiple masterwork options (such as a double weapon, or a spiked shield that could be made masterwork as a weapon or armor), you choose one option of the object to affect (though you can cast the spell again to affect another option).

Scroll of murderous command

Scroll

Murderous Command, Will Negates (DC 11)

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

Scroll of nap stack

Scroll

Nap Stack, Will Negates (DC 14)

You reduce the amount of uninterrupted sleep or rest creatures within the spell's area need in order to recover from injuries, regain spells, or other special abilities to 2 hours instead of the normal eight. In addition, if creatures continue to sleep or rest beyond the initial 2 hours, every additional 2 hours counts as a day of rest for the purpose of recovering hit points, ability damage, as well as for enduring diseases, poisons, or other afflictions. This means 8 total hours of sleep counts as 4 days for natural healing and for saving throws as diseases or similar afflictions run their course. When suffering from diseases, poison, or other afflictions, sleepers experience vivid dreams that help them track their recovery. If things go poorly they can, at any time, wake themselves up in order to seek a better alternative. If awoken or otherwise disturbed during this 8-hour period, creatures may return to sleep but they no longer enjoy the benefits of the accelerated recovery time. Creatures can only enjoy the benefits of this spell once in any 1-week period.

Scroll of neutralize poison

Scroll

Neutralize Poison

You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

This spell can instead neutralize the poison in a poisonous creature or object for 10 minutes per level, at the caster's option. If cast on a creature, the creature receives a Will save to negate the effect.

Scroll of plane shift

Scroll

Plane Shift, Will Negates (DC 18)

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).

Scroll of purify food and drink Scroll

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.

Scroll of raise dead Scroll

Raise Dead

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than 1 day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw. Coming back from the dead is an ordeal. The subject of the spell gains two permanent negative levels when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be raised). A character who died with spells prepared has a 50% chance of losing any given spell upon being raised. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell. A raised creature has a number of hit points equal to its current HD. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell. A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

Scroll of reincarnate Scroll

Reincarnate

With this spell, you bring back a dead creature in another body, provided that its death occurred no more than 1 week before the casting of the spell and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw. Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the subject is reincarnated. A reincarnated creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonus, base save bonuses, and hit points are unchanged. Strength, Dexterity, and Constitution scores depend partly on the new body. First eliminate the subject's racial adjustments (since it is no longer necessarily of his previous race) and then apply the adjustments found below to its remaining ability scores. The subject of the spell gains two permanent negative levels when it is reincarnated. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be reincarnated). A character who died with spells prepared has a 50% chance of losing any given spell upon being reincarnated. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell. It's possible for the change in the subject's ability scores to make it difficult for it to pursue its previous character class. If this is the case, the subject is advised to become a multiclass character. For a humanoid creature, the new incarnation is determined using the table on the next page. For nonhumanoid creatures, a similar table of creatures of the same type should be created. A creature that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell. Constructs, elementals, outsiders, and undead creatures can't be reincarnated. The spell can bring back a creature that has died of old age.

d% - Incarnation - Str Dex Con

01 - Bugbear - +4 +2 +2

02-13 - Dwarf - +0 +0 +2

14-25 - Elf - +0 +2 -2

26 - Gnome - +4 +0 +2

27-38 - Gnome - -2 +0 +2

39-42 - Goblin - -2 +2 +0

43-52 - Half-elf - +0 +2 +0

53-62 - Half-orc - +2 +0 +0

63-74 - Halfling - -2 +2 +0

75-89 - Human - +0 +0 +2

90-93 - Kobold - -4 +2 -2

94 - Lizardfolk - +2 +0 +2

95-98 - Orc - +4 +0 +0

99 - Troglodyte - +0 -2 +4

100 - Other (GM's choice) - ? ? ?

The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it doesn't automatically speak the language of the new form. A wish or a miracle spell can restore a reincarnated character to his or her original form.

Scroll of remove blindness/deafness Scroll

Remove Blindness/Deafness

Remove blindness/deafness cures blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

Remove blindness/deafness counters and dispels blindness/deafness.

Scroll of restoration

Scroll

Restoration

This spell functions like *lesser restoration*, except that it also dispels temporary negative levels or one permanent negative level. If this spell is used to dispel a permanent negative level, it has a material component of diamond dust worth 1,000 gp. This spell cannot be used to dispel more than one permanent negative level possessed by a target in a 1-week period.

Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target.

Scroll of restoration, lesser

Scroll

Restoration, Lesser

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

Scroll of restore corpse

Scroll

Restore Corpse

You grow flesh on a decomposed or skeletonized corpse of a Medium or smaller creature, providing it with sufficient flesh that it can be animated as a zombie rather than a skeleton. The corpse looks as it did when the creature died. The new flesh is somewhat rotted and not fit for eating.

Scroll of sanctuary

Scroll

Sanctuary, Will Negates (DC 11)

Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.

Scroll of shield of faith

Scroll

Shield of Faith

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

Scroll of unbreakable heart

Scroll

Unbreakable Heart

The target creature gains a +4 morale bonus on saving throws against mind-affecting effects that rely on negative emotions (such as *crushing despair*, *rage*, or fear effects) or that would force him to harm an ally (such as *confusion*). If the target is already under such an effect when receiving this spell, that effect is suppressed for the duration of this spell. It does not affect mind-affecting effects based on positive emotions (such as *good hope* or the inspire courage bard ability). A creature can still be charmed or otherwise magically controlled while under this spell's effects, but if such a creature ever receives a new saving throw against that effect as a result of being ordered to attempt to harm or otherwise oppose a true ally, he can roll that saving throw twice and take the better result as his actual roll. *Calm emotions* counters and dispels *unbreakable heart*.

Scroll of word of recall

Scroll

Word of Recall

Word of recall teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, 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 two Large 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. Exceeding this limit causes the spell to fail.

An unwilling creature can't be teleported by *word of recall*. Likewise, a creature's Will save (or spell resistance) prevents items in its possession from being teleported. Unattended, nonmagical objects receive no saving throw.

Ring of protection +2

Ring

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

Construction

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

Extend metamagic rod (lesser, 3/day)

Rod

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

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

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

Construction

Requirements: Craft Rod, Extend Spell feat; **Cost** 1,500 gp

Maximize metamagic rod (lesser, 3/day) Rod

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

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

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

Construction

Requirements: Craft Rod, Maximize Spell feat; **Cost** 7,000 gp

Silent metamagic rod (lesser, 3/day) Rod

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

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

The wielder can cast up to three spells per day without verbal components as though using the Silent Spell feat. Lesser metamagic rods can be used with spells of 3rd level or lower.

Construction

Requirements: Craft Rod, Silent Spell feat; **Cost** 1,500 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 inflict light wounds (50 charges) Wand

Inflict Light Wounds, Will Half (DC 11)

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

Belt of physical perfection +2 Wondrous Item (Belt)

This belt has a large platinum buckle, usually depicting the image of a titan. The belt grants the wearer an enhancement bonus to all physical ability scores (Strength, Dexterity, and 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*, *bull's strength*, *cat's grace*; **Cost** 8,000 gp

Circlet of persuasion Wondrous Item (Head)

This delicately engraved silver headband grants its wearer a +3 competence bonus on Charisma based checks.

Construction

Requirements: Craft Wondrous Item, *eagle's splendor*; **Cost** 2,250 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 (90 @ 78 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 alluring charisma +4 Wondrous Item (Headband)

This attractive silver headband is decorated with a number of small red and orange gemstones. The headband grants the wearer an enhancement bonus to Charisma of +4. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

Construction

Requirements: Craft Wondrous Item, *eagle's splendor*; **Cost** 8,000 gp

Quick runner's shirt (1/day) Wondrous Item (Chest)

This shirt is made of light, gossamer-thin fabric embroidered with arrangements of winged feet. Once per day as a swift action, the wearer can take an additional move action to move on his turn.

Construction

Requirements Craft Wondrous Item, *haste*; **Cost** 500 gp

Appears In: Ultimate Equipment

Sleeves of many garments **Wondrous Item** (Wrist)

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

Construction

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

Appears In: Ultimate Equipment

Spectacles of understanding **Wondrous Item** (Eyes)

When worn, these innocent-looking spectacles convert any written language to one known by the wearer, as the *comprehend languages* spell. The glasses are also good at detecting falsified documents, granting their wearer a +5 bonus to Linguistics checks to identify forgeries and the ability make such checks untrained.

Construction

Requirements Craft Wondrous Item, *comprehend languages*; **Cost** 1,500 gp

Appears In: Ultimate Equipment

Vasyl Konstantinovich, Sorcerer (Razmiran Priest) 14 – Spells

Detect Magic Sorcerer 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.

Ghost Sound Sorcerer 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 19 Will disbelief
Resistance: No

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve.

Ghost sound can enhance the effectiveness of a silent image spell.

Ghost sound can be made permanent with a *permanency* spell.

Light Sorcerer 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 Sorcerer 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	Sorcerer 0	Read Magic	Sorcerer 0
<p>School: Transmutation / Metal Elemental</p> <p>Components: V, S</p> <p>Casting Time: 10 minutes</p> <p>Range: 10 ft.</p> <p>Target: One object of up to 1 lb./level</p> <p>Duration: Instantaneous</p> <p>Save: Will negates (harmless, object)</p> <p>Resistance: Yes (harmless, object)</p> <p>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.</p>		<p>School: Divination</p> <p>Components: V, S, F (a clear crystal or mineral prism)</p> <p>Casting Time: 1 action</p> <p>Range: Personal</p> <p>Target: You</p> <p>Duration: 10 min./level</p> <p>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).</p> <p>Read magic can be made permanent with a permanency spell.</p>	
Message	Sorcerer 0	Scrivener's Chant	Sorcerer 0
<p>School: Transmutation / Air Elemental [language-dependent]</p> <p>Components: V, S, F (a piece of copper wire)</p> <p>Casting Time: 1 action</p> <p>Range: Medium (100 + 10 ft./level)</p> <p>Target: One creature/level</p> <p>Duration: 10 min./level</p> <p>Save: None</p> <p>Resistance: No</p> <p>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.</p>		<p>School: Transmutation</p> <p>Components: V, S, M (fine sand and a vial of ink.)</p> <p>Casting Time: 1 action</p> <p>Range: 5 ft.</p> <p>Duration: Concentration, up to 1 minute/level</p> <p>Save: Will negates (harmless, object)</p> <p>Resistance: Yes (object)</p> <p>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 <i>scrivener's chant</i> requires blank paper and a quill or other writing materials, in addition to the material components.</p> <p>This spell cannot duplicate magical writing (including spells and magical scrolls), though it can duplicate non-magical writing from a magical source.</p>	
Prestidigitation	Sorcerer 0	Appears In:	Seekers of Secrets
<p>School: Universal</p> <p>Components: V, S</p> <p>Casting Time: 1 action</p> <p>Range: 10 ft.</p> <p>Target: See text</p> <p>Effect: See text</p> <p>Area: See text</p> <p>Duration: 1 hour</p> <p>Save: See text</p> <p>Resistance: No</p> <p>Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters.</p> <p>Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.</p>		<p>Burning Hands</p> <p>School: Evocation / Fire Elemental [Fire]</p> <p>Components: V, S</p> <p>Casting Time: 1 action</p> <p>Range: 15 ft.</p> <p>Area: Cone-shaped burst</p> <p>Duration: Instantaneous</p> <p>Save: DC 20 Reflex half</p> <p>Resistance: Yes</p> <p>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.</p>	

Vasyl Konstantinovich, Sorcerer (Razmiran Priest) 14 – Spells

Inten snowball Sorcerer 1

School: Conjuration (Creation) [Cold, Water]
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: One ball of ice and snow
Duration: Instantaneous
Save: DC 20 Fortitude partial (see text)
Resistance: No

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

Intensified Spell: The spell's damage dice cap is raised by 5.

Snowball

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

Mage Armor Sorcerer 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.

Reach snowball Sorcerer 1

School: Conjuration (Creation) [Cold, Water]
Components: V, S
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Effect: One ball of ice and snow
Duration: Instantaneous
Save: DC 20 Fortitude partial (see text)
Resistance: No

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

Reach Spell: Increase the range category 1 step/extra level.

Snowball

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

Shocking Grasp Sorcerer 1

School: Evocation / Air Elemental / Metal Elemental [Electricity]
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature or object touched
Duration: Instantaneous
Save: None
Resistance: Yes

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

Snowball Sorcerer 1

School: Conjuration (Creation) [Cold, Water]
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: One ball of ice and snow
Duration: Instantaneous
Save: DC 21 Fortitude partial (see text)
Resistance: No

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

Appears In: People of the North, Reign of Winter

Unseen Servant Sorcerer 1

School: Conjuration (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.

Vasyl Konstantinovich, Sorcerer (Razmiran Priest) 14 – Spells

Aid	Sorcerer 2	Invisibility	Sorcerer 2
School: Enchantment (Compulsion) [Mind-Affecting] Components: V, S, DF Casting Time: 1 action Range: Touch Target: Living creature touched Duration: 1 min./level Save: None Resistance: Yes (harmless)		School: Illusion / Void Elemental (Glamer) Components: V, S, M/DF (an eyelash encased in gum arabic) Casting Time: 1 action Range: Personal or touch Target: You or a creature or object weighing no more than 100 lbs./level Duration: 1 min./level (D) Save: Will negates (harmless) or Will negates (harmless, object) Resistance: Yes (harmless) or yes (harmless, object)	
<p>Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+10 temporary hit points at caster level 10th).</p>		<p>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.</p>	
Flaming Sphere	Sorcerer 2		
School: Evocation / Fire Elemental [Fire] Components: V, S, M/DF (tallow, brimstone, and powdered iron) Casting Time: 1 action Range: Medium (100 + 10 ft./level) Effect: 5-ft.-diameter sphere Duration: 1 round/level Save: DC 21 Reflex negates Resistance: Yes		<p>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.</p>	
<p>A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 3d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A flaming sphere rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would. The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A flaming sphere winks out if it exceeds the spell's range.</p>		<p>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 <i>bleed</i> that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.</p>	
Glitterdust	Sorcerer 2		
School: Conjuration / Earth Elemental / Metal Elemental (Creation) Components: V, S, M (ground mica) Casting Time: 1 action Range: Medium (100 + 10 ft./level) Area: Creatures and objects within 10-ft.-radius spread Duration: 1 round/level Save: DC 22 Will negates (blinding only) Resistance: No		<p><i>Invisibility</i> can be made permanent (on objects only) with a <i>permanency</i> spell.</p>	
<p>A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect. Any creature covered by the dust takes a -40 penalty on Stealth checks.</p>			

Vasyl Konstantinovich, Sorcerer (Razmiran Priest) 14 – Spells

Pyrotechnics	Sorcerer 2	Darkvision, Communal	Sorcerer 3
School: Transmutation / Fire Elemental Components: V, S, M (one fire source) Casting Time: 1 action Range: Long (400 + 40 ft./level) Target: One fire source, up to a 20-ft. cube Duration: 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text Save: DC 21 Will negates or Fortitude negates; see text Resistance: Yes or no; see text		School: Transmutation Components: V, S, M (either a pinch of dried carrot or an agate) Casting Time: 1 action Range: Touch Target: Creatures touched Duration: 1 hour/level split among the recipients Save: Will negates (harmless) Resistance: Yes (harmless)	
<p>Pyrotechnics turns a fire into a burst of blinding fireworks or a thick cloud of choking smoke, depending on your choice. The spell uses one fire source, which is immediately extinguished. A fire so large that it exceeds a 20-foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per caster level.</p> <p>Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120 feet of the fire source to become blinded for 1d4+1 rounds (Will negates). These creatures must have line of sight to the fire to be affected. Spell resistance can prevent blindness.</p> <p>Smoke Cloud: A stream of smoke billows out from the fire, forming a choking cloud that spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud take -4 penalties to Strength and Dexterity (Fortitude negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Spell resistance does not apply.</p>		<p>This spell functions like <i>darkvision</i>, except you may divide the duration in 1-hour intervals among the creatures touched.</p> <p>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.</p> <p>Darkvision can be made permanent with a permanency spell.</p> <p>Appears In: Ultimate Combat</p>	
Reach shocking grasp	Sorcerer 2	Empow Inten snowball	Sorcerer 3
School: Evocation / Air Elemental / Metal Elemental [Electricity] Components: V, S Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Target: Creature or object touched Duration: Instantaneous Save: None Resistance: Yes		School: Conjuration (Creation) [Cold, Water] Components: V, S Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Effect: One ball of ice and snow Duration: Instantaneous Save: DC 20 Fortitude partial (see text) Resistance: No	
<p>Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or is carrying a metal weapon or is made of metal).</p> <p>Reach Spell: Increase the range category 1 step/extra level.</p> <p>Shocking Grasp Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or is carrying a metal weapon or is made of metal).</p>		<p>You conjure a ball of packed ice and snow that you can throw at a single target as a ranged touch attack. The snowball deals 1d6 points of cold damage per caster level (maximum 5d6) on a successful hit, and the target must make a successful Fortitude saving throw or be staggered for 1 round.</p> <p>Empower Spell: All variable numeric effects increased by 50%. Intensified Spell: The spell's damage dice cap is raised by 5.</p> <p>Snowball You conjure a ball of packed ice and snow that you can throw at a single target as a ranged touch attack. The snowball deals 1d6 points of cold damage per caster level (maximum 5d6) on a successful hit, and the target must make a successful Fortitude saving throw or be staggered for 1 round.</p>	
Touch of Idiocy	Sorcerer 2	Fly	Sorcerer 3
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		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)	
<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>		<p>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.</p>	

Pellet Blast

Sorcerer 3

School: Conjunction (Creation)

Components: V, S, M (a handful of metal pellets or handful of cold iron, silver, or adamantite pellets; see descriptions for cost)

Casting Time: 1 action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Save: DC 23 Reflex half

Resistance: No

This spell creates an explosion of conjured metal pellets, striking everything within its area and dealing 1d8 points of piercing damage per two caster levels, maximum 5d8. This damage is subject to damage reduction. If the material component is made of cold iron (costing 50 gp), silver (costing 20 gp), or adamantite (costing 100 gp), the resulting blast can overcome damage reduction of the appropriate type. The pellets disappear after the spell is cast and the damage is dealt.

Appears In: Ultimate Combat

Remove Disease

Sorcerer 3

School: Conjunction (Healing)

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Save: Fortitude negates (harmless)

Resistance: Yes (harmless)

Remove disease can cure all diseases from which the subject is suffering. You must make a caster level check (1d20 + caster level) against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills some hazards and parasites, including green slime and others. Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Summon Monster III

Sorcerer 3

School: Conjunction (Summoning)

Components: V, S, F/DF (a tiny bag and a small candle)

Casting Time: 1 round

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

Effect: One summoned creature

Duration: 1 round/level (D)

Save: None

Resistance: No

This spell functions like *summon monster I*, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

Summon Monster Tables

3rd Level: Ant, giant (soldier)*, Ape*, Aurochs (herd animal)*, Boar*, Cheetah*, Constrictor snake*, Crocodile*, Dire bat*, Dretch (demon) [Chaotic, Evil subtypes], Electric eel*, Giant lizard*, Lantern archon [Good, Lawful subtypes], Leopard (cat)*, Shark*, Wolverine*

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

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

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

Summon Monster I

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

Summon Monster Tables

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

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

Vasyl Konstantinovich, Sorcerer (Razmiran Priest) 14 – Spells

Vampiric Touch Sorcerer 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.

Dimension Door Sorcerer 4

School: Conjuration (Teleport)
Components: V
Casting Time: 1 action
Range: Long (400 + 40 ft./level)
Target: You and touched objects or other touched willing creatures
Duration: Instantaneous
Save: None and Will negates (object)
Resistance: No and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired - whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. 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 two Large 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. If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

Empow Inten Reach snowball Sorcerer 4

School: Conjuration (Creation) [Cold, Water]
Components: V, S
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Effect: One ball of ice and snow
Duration: Instantaneous
Save: DC 20 Fortitude partial (see text)
Resistance: No

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

Empower Spell: All variable numeric effects increased by 50%.

Intensified Spell: The spell's damage dice cap is raised by 5.

Reach Spell: Increase the range category 1 step/extra level.

Snowball

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

Enervation Sorcerer 4

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

You point your finger and fire a black ray of negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If you hit, the subject gains 1d4 temporary negative levels (see Appendix 1). Negative levels stack. Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of becoming permanent, but the negative levels from enervation don't last long enough to do so. An undead creature struck by the ray gains 1d4 x 5 temporary hit points for 1 hour.

False Life, Greater Sorcerer 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

Vasyl Konstantinovich, Sorcerer (Razmiran Priest) 14 – Spells

Fear

Sorcerer 4

School: Necromancy [Fear, Mind-Affecting]
Components: V, S, M (the heart of a hen or a white feather)
Casting Time: 1 action
Range: 30 ft.
Area: Cone-shaped burst
Duration: 1 round/level or 1 round; see text
Save: DC 23 Will partial
Resistance: Yes

An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round.

Fleshworm Infestation

Sorcerer 4

School: Conjuration (Summoning) [Evil]
Components: V, S
Casting Time: 1 action
Range: Touch
Target: creature touched
Duration: 1 round/level (D)
Save: DC 24 Fortitude partial (see text)
Resistance: Yes

With a touch, you cause an infestation of ravenous worms to manifest in the target's flesh. The target must make a Fortitude save every round. Failure means it takes 1d6 hit points of damage and 2 points of Dexterity damage, and is staggered for 1 round. If it makes the save, it takes no hit point or Dexterity damage and is only sickened for 1 round rather than staggered. Fleshworm infestation cannot be ended early by remove disease or heal, as the infestation starts anew if the current worms are slain. Protection from evil negates this spell's effects for as long as the two durations overlap.

Dispel evil automatically ends a fleshworm infestation.

Appears In: Ultimate Magic

Reach vampiric touch

Sorcerer 4

School: Necromancy
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
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.

Reach Spell: Increase the range category 1 step/extra level.

Vampiric Touch

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.

Empow Inten Reach shocking grasp

Sorcerer 5

School: Evocation / Air Elemental / Metal Elemental [Electricity]
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: Creature or object touched
Duration: Instantaneous
Save: None
Resistance: Yes

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

Empower Spell: All variable numeric effects increased by 50%.

Intensified Spell: The spell's damage dice cap is raised by 5.

Reach Spell: Increase the range category 1 step/extra level.

Shocking Grasp

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

Empow pellet blast

Sorcerer 5

School: Conjuration (Creation)
Components: V, S, M
Casting Time: 1 action
Range: 30 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Save: DC 23 Reflex half
Resistance: No

This spell creates an explosion of conjured metal pellets, striking everything within its area and dealing 1d8 points of piercing damage per two caster levels, maximum 5d8. This damage is subject to damage reduction. If the material component is made of cold iron (costing 50 gp), silver (costing 20 gp), or adamantine (costing 100 gp), the resulting blast can overcome damage reduction of the appropriate type. The pellets disappear after the spell is cast and the damage is dealt.

Empower Spell: All variable numeric effects increased by 50%.

Pellet Blast

This spell creates an explosion of conjured metal pellets, striking everything within its area and dealing 1d8 points of piercing damage per two caster levels, maximum 5d8. This damage is subject to damage reduction. If the material component is made of cold iron (costing 50 gp), silver (costing 20 gp), or adamantine (costing 100 gp), the resulting blast can overcome damage reduction of the appropriate type. The pellets disappear after the spell is cast and the damage is dealt.

Vasyl Konstantinovich, Sorcerer (Razmiran Priest) 14 – Spells

Inten Quick snowball Sorcerer 5

School: Conjuration (Creation) [Cold, Water]
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: One ball of ice and snow
Duration: Instantaneous
Save: DC 20 Fortitude partial (see text)
Resistance: No

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

Intensified Spell: The spell's damage dice cap is raised by 5.

Quicken Spell: Spell casts as a free action.

Snowball

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

Khain's Army Sorcerer 5

School: Necromancy [Evil]
Components: V, S, M/DF (a handful of ghouls' teeth)
Casting Time: 1 action
Range: 5 feet
Effect: 1d4+1 ghouls and 1 ghast
Duration: 1 round/level
Save: DC 24 Fortitude half (see text)
Resistance: No

Originally created by the priest-king of Nemret Noktoria, the ghoul Kortash Khain, for use by his minions to bolster their forces in battles against their enemies, Khain's army has become a favorite of many necromancers throughout Osirion and beyond. By scattering a handful of ghoul's teeth across the ground, you cause 1d4+1 ghouls led by a single ghast to rise up from the ground around you. The ghouls and their ghast leader must appear in squares adjacent to you, but after that they follow your spoken commands unerringly.

If one of the ghouls is destroyed while the spell's duration is still in effect, it bursts into a spray of rotten flesh and necromantic energy that deals 1d6 points of negative energy damage to all adjacent targets - this energy heals undead targets as typical for negative energy damage. If the ghast is destroyed in this manner, it deals twice as much negative energy damage as a ghoul. A successful Fortitude save halves the negative energy damage dealt. When this spell's duration expires, any remaining undead created by this spell crumble apart into dust and blow away without dealing any additional negative energy damage.

Appears In: Inner Sea Magic

Quick burning hands Sorcerer 5

School: Evocation / Fire Elemental [Fire]
Components: V, S
Casting Time: 1 action
Range: 15 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Save: DC 20 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.

Quicken Spell: Spell casts as a free action.

Burning Hands

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.

Reach fleshworm infestation Sorcerer 5

School: Conjuration (Summoning) [Evil]
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: creature touched
Duration: 1 round/level (D)
Save: DC 24 Fortitude partial (see text)
Resistance: Yes

With a touch, you cause an infestation of ravenous worms to manifest in the target's flesh. The target must make a Fortitude save every round. Failure means it takes 1d6 hit points of damage and 2 points of Dexterity damage, and is staggered for 1 round. If it makes the save, it takes no hit point or Dexterity damage and is only sickened for 1 round rather than staggered. Fleshworm infestation cannot be ended early by remove disease or heal, as the infestation starts anew if the current worms are slain. Protection from evil negates this spell's effects for as long as the two durations overlap.

Dispel evil automatically ends a fleshworm infestation.

Reach Spell: Increase the range category 1 step/extra level.

Fleshworm Infestation

With a touch, you cause an infestation of ravenous worms to manifest in the target's flesh. The target must make a Fortitude save every round. Failure means it takes 1d6 hit points of damage and 2 points of Dexterity damage, and is staggered for 1 round. If it makes the save, it takes no hit point or Dexterity damage and is only sickened for 1 round rather than staggered. Fleshworm infestation cannot be ended early by remove disease or heal, as the infestation starts anew if the current worms are slain. Protection from evil negates this spell's effects for as long as the two durations overlap.

Dispel evil automatically ends a fleshworm infestation.

Spell Resistance Sorcerer 5

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

The target gains spell resistance equal to 12 + your caster level.

Stoneskin, Communal
Sorcerer 5
School: Abjuration / Earth Elemental / Metal Elemental

Components: V, S, M (granite and diamond dust worth 100 gp per creature affected)

Casting Time: 1 action

Range: Touch

Target: Creatures touched

Duration: 10 min./level or until discharged split among the recipients

Save: Will negates (harmless)

Resistance: Yes (harmless)

This spell functions like *stoneskin*, except you divide the duration in 10 minute intervals among the creatures touched. Once the spell has prevented 10 points of damage per caster level (maximum 150 points) for a subject, the spell's effects end for that subject.

Stoneskin

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.

Appears In: Ultimate Combat

Summon Monster V
Sorcerer 5
School: Conjuration / All Elements (Summoning)

Components: V, S, F/DF (a tiny bag and a small candle)

Casting Time: 1 round

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

Effect: One summoned creature

Duration: 1 round/level (D)

Save: None

Resistance: No

This spell functions like *summon monster I*, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster Tables

5th Level: Ankylosaurus (dinosaur)*, Babau (demon) [Chaotic, Evil subtypes], Bearded devil [Evil, Lawful subtypes], Bralani azata [Chaotic, Good subtypes], Dolphin (orca)*, Dire lion*, Elemental (Large) [Elemental subtype], Giant moray eel*, Kytton [Evil, Lawful subtypes], Salamander [Evil subtype], Woolly rhinoceros*, Xill [Evil, Lawful subtypes]

4th Level: Ant, giant (drone)*, Bison (herd animal)*, Deinonychus (dinosaur)*, Dire ape*, Dire boar*, Dire wolf*, Elemental (Medium) [Elemental subtype], Giant scorpion*, Giant wasp*, Grizzly bear*, Hell hound [Evil, Lawful subtypes], Hound archon [Good, Lawful subtypes], Lion*, Mephitis (any) [Elemental subtype], Pteranodon (dinosaur)*, Rhinoceros*

3rd Level: Ant, giant (soldier)*, Ape*, Aurochs (herd animal)*, Boar*, Cheetah*, Constrictor snake*, Crocodile*, Dire bat*, Dretch (demon) [Chaotic, Evil subtypes], Electric eel*, Giant lizard*, Lantern archon [Good, Lawful subtypes], Leopard (cat)*, Shark*, Wolverine*

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

Summon Monster I

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

Summon Monster Tables

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

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

Acid Fog

Sorcerer 6

School: Conjuraton / Earth Elemental (Creation) [Acid]
Components: V, S, M (powdered peas and an animal hoof)
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Effect: Fog spreads in 20-ft. radius, 20 ft. high
Duration: 1 round/level
Save: None
Resistance: No

Acid fog creates a billowing mass of misty vapors like the solid fog spell. In addition to slowing down creatures and obscuring sight, this spell's vapors are highly acidic. Each round on your turn, starting when you cast the spell, the fog deals 2d6 points of acid damage to each creature and object within it.

Chain Lightning

Sorcerer 6

School: Evocation / Air Elemental / Metal Elemental [Electricity]
Components: V, S, F (a bit of fur; a piece of amber, glass, or a crystal rod; plus one silver pin per caster level)
Casting Time: 1 action
Range: Long (400 + 40 ft./level)
Target: One primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)
Duration: Instantaneous
Save: DC 25 Reflex half
Resistance: Yes

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike lightning bolt, chain lightning strikes one object or creature initially, then arcs to other targets. The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal as much damage as the primary bolt. Each target can attempt a Reflex saving throw for half damage. The Reflex DC to halve the damage of the secondary bolts is 2 lower than the DC to halve the damage of the primary bolt. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Empow enervation

Sorcerer 6

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

You point your finger and fire a black ray of negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If you hit, the subject gains 1d4 temporary negative levels (see Appendix 1). Negative levels stack. Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of becoming permanent, but the negative levels from enervation don't last long enough to do so. An undead creature struck by the ray gains 1d4 x 5 temporary hit points for 1 hour.

Empower Spell: All variable numeric effects increased by 50%.

Enervation

You point your finger and fire a black ray of negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If you hit, the subject gains 1d4 temporary negative levels (see Appendix 1). Negative levels stack. Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of becoming permanent, but the negative levels from enervation don't last long enough to do so. An undead creature struck by the ray gains 1d4 x 5 temporary hit points for 1 hour.

Empow Inten pellet blast

Sorcerer 6

School: Conjuraton (Creation)
Components: V, S, M
Casting Time: 1 action
Range: 30 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Save: DC 23 Reflex half
Resistance: No

This spell creates an explosion of conjured metal pellets, striking everything within its area and dealing 1d8 points of piercing damage per two caster levels, maximum 5d8. This damage is subject to damage reduction. If the material component is made of cold iron (costing 50 gp), silver (costing 20 gp), or adamantine (costing 100 gp), the resulting blast can overcome damage reduction of the appropriate type. The pellets disappear after the spell is cast and the damage is dealt.

Empower Spell: All variable numeric effects increased by 50%.

Intensified Spell: The spell's damage dice cap is raised by 5.

Pellet Blast

This spell creates an explosion of conjured metal pellets, striking everything within its area and dealing 1d8 points of piercing damage per two caster levels, maximum 5d8. This damage is subject to damage reduction. If the material component is made of cold iron (costing 50 gp), silver (costing 20 gp), or adamantine (costing 100 gp), the resulting blast can overcome damage reduction of the appropriate type. The pellets disappear after the spell is cast and the damage is dealt.

Vasyl Konstantinovich, Sorcerer (Razmiran Priest) 14 – Spells

Empow Reach vampiric touch Sorcerer 6

School: Necromancy
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
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.

Empower Spell: All variable numeric effects increased by 50%.
 Reach Spell: Increase the range category 1 step/extra level.

Vampiric Touch

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.

Form of the Dragon I Sorcerer 6

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

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

Inten Quick burning hands Sorcerer 6

School: Evocation / Fire Elemental [Fire]
Components: V, S
Casting Time: 1 action
Range: 15 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Save: DC 20 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.

Intensified Spell: The spell's damage dice cap is raised by 5.

Quicken Spell: Spell casts as a free action.

Burning Hands

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.

Inten Quick Reach snowball Sorcerer 6

School: Conjuration (Creation) [Cold, Water]
Components: V, S
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Effect: One ball of ice and snow
Duration: Instantaneous
Save: DC 20 Fortitude partial (see text)
Resistance: No

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

Intensified Spell: The spell's damage dice cap is raised by 5.

Quicken Spell: Spell casts as a free action.

Reach Spell: Increase the range category 1 step/extra level.

Snowball

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

Quick flaming sphere

Sorcerer 6

School: Evocation / Fire Elemental [Fire]

Components: V, S, M/DF

Casting Time: 1 action

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

Effect: 5-ft.-diameter sphere

Duration: 1 round/level

Save: DC 21 Reflex negates

Resistance: Yes

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

Quickened Spell: Spell casts as a free action.

Flaming Sphere

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

Quick glitterdust

Sorcerer 6

School: Conjuration / Earth Elemental / Metal Elemental (Creation)

Components: V, S, M

Casting Time: 1 action

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

Area: Creatures and objects within 10-ft.-radius spread

Duration: 1 round/level

Save: DC 22 Will negates (blinding only)

Resistance: No

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

Quickened Spell: Spell casts as a free action.

Glitterdust

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

Quick pyrotechnics

Sorcerer 6

School: Transmutation / Fire Elemental

Components: V, S, M

Casting Time: 1 action

Range: Long (400 + 40 ft./level)

Target: One fire source, up to a 20-ft. cube

Duration: 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text

Save: DC 21 Will negates or Fortitude negates; see text

Resistance: Yes or no; see text

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

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

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

Quickened Spell: Spell casts as a free action.

Pyrotechnics

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

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

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

Quick pellet blast

Sorcerer 7

School: Conjuration (Creation)
Components: V, S, M
Casting Time: 1 action
Range: 30 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Save: DC 23 Reflex half
Resistance: No

This spell creates an explosion of conjured metal pellets, striking everything within its area and dealing 1d8 points of piercing damage per two caster levels, maximum 5d8. This damage is subject to damage reduction. If the material component is made of cold iron (costing 50 gp), silver (costing 20 gp), or adamantine (costing 100 gp), the resulting blast can overcome damage reduction of the appropriate type. The pellets disappear after the spell is cast and the damage is dealt.

Quickened Spell: Spell casts as a free action.

Pellet Blast

This spell creates an explosion of conjured metal pellets, striking everything within its area and dealing 1d8 points of piercing damage per two caster levels, maximum 5d8. This damage is subject to damage reduction. If the material component is made of cold iron (costing 50 gp), silver (costing 20 gp), or adamantine (costing 100 gp), the resulting blast can overcome damage reduction of the appropriate type. The pellets disappear after the spell is cast and the damage is dealt.

Quick Reach touch of idiocy

Sorcerer 7

School: Enchantment (Compulsion) [Mind-Affecting]
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: Living creature touched
Duration: 10 min./level
Save: No
Resistance: Yes

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

Quickened Spell: Spell casts as a free action.

Reach Spell: Increase the range category 1 step/extra level.

Touch of Idiocy

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.

Summon Monster VII

Sorcerer 7

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

This spell functions like *summon monster I*, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster Tables

7th Level: Bebilith [Chaotic, Evil subtypes], Bone devil [Evil, Lawful subtypes], Brachiosaurus (dinosaur)*, Dire crocodile*, Dire shark*, Elemental (greater) [Elemental subtype], Giant squid*, Mastodon (elephant)*, Roc*, Tyrannosaurus (dinosaur)*, Vrock (demon) [Chaotic, Evil subtypes]

6th Level: Dire bear*, Dire tiger*, Elasmosaurus (dinosaur)*, Elemental (Huge) [Elemental subtype], Elephant*, Erinyes (devil) [Evil, Lawful subtypes], Giant octopus*, Invisible stalker [Air subtype], Lillend azata [Chaotic, Good subtypes], Shadow demon [Chaotic, Evil subtypes], Succubus (demon) [Chaotic, Evil subtypes], Triceratops (dinosaur)*

5th Level: Ankylosaurus (dinosaur)*, Babau (demon) [Chaotic, Evil subtypes], Bearded devil [Evil, Lawful subtypes], Bralani azata [Chaotic, Good subtypes], Dolphin (orca)*, Dire lion*, Elemental (Large) [Elemental subtype], Giant moray eel*, Kytton [Evil, Lawful subtypes], Salamander [Evil subtype], Woolly rhinoceros*, Xill [Evil, Lawful subtypes]

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

Summon Monster I

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

Summon Monster Tables

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

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