

## Runihura Kak

Player: Scott David Gray

Male tiefling arcane trickster 5/gunslinger (pistolero)  
1/rogue 3/transmuter 3, Retired Osirion faction, Silver  
Crusade faction - CL12 - CR 11

True Neutral Outsider (Native); Deity: **Irori**; Age: **70**; Height:  
**6' 4"**; Weight: **210lb.**; Eyes: **Black w/o Sclera**; Hair:  
**Hairless**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	12	+1	
<b>DEX</b> DEXTERITY	21/22	+5/+6	
<b>CON</b> CONSTITUTION	12	+1	
<b>INT</b> INTELLIGENCE	16	+3	
<b>WIS</b> WISDOM	14/18	+2/+4	
<b>CHA</b> CHARISMA	5	-3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+12 =	+6	+1	+5			
Trapspringer's gloves: +1 Luck bonus vs. traps							

<b>REFLEX</b> (DEXTERITY)	+20 =	+9	+6	+5			
Trap Sense: +1 bonus vs. traps, Trapspringer's gloves: +1 Luck bonus vs. traps							

<b>WILL</b> (WISDOM)	+16 =	+7	+4	+5			
Trapspringer's gloves: +1 Luck bonus vs. traps							

<b>Energy Resistance, Cold (5)</b>	<b>Energy Resistance, Fire (5)</b>
<b>Energy Resistance, Electricity (5)</b>	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 26 = 10	+6		+6		+2	+2		

<b>Touch AC</b> 18	<b>Flat-Footed AC</b> 20
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Trap Sense: +1 bonus vs. traps

CM Bonus	BAB	Strength	Size	Misc
+7 =	+6	+1	-	-

CM Defense	BAB	Strength	Dexterity	Size
25 = 10	+6	+1	+6	-

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

<b>Base Attack</b> +6	<b>HP</b> 69
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Initiative	Damage / Current HP
+6	

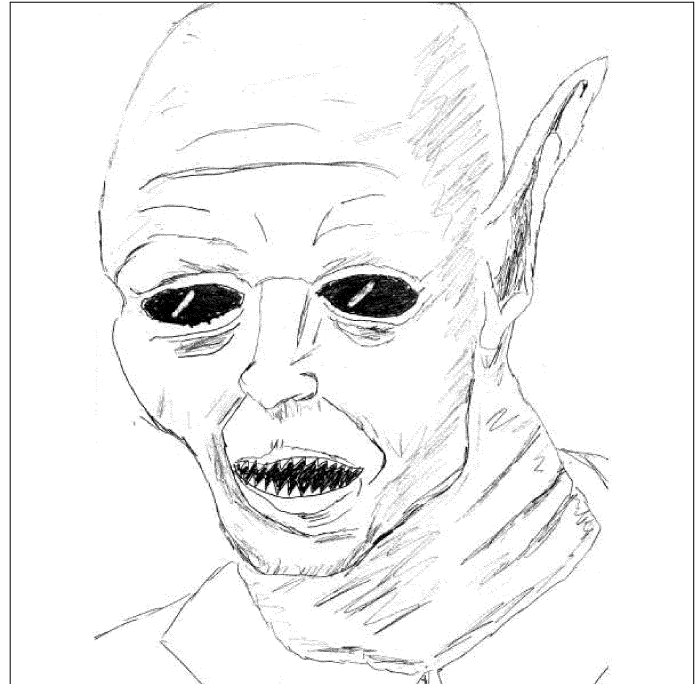
<b>Speed</b> 30 ft
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**+4 leather armor**

**+6**

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

Character Number: 14034 - 12



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+19</b>	DEX (6)	10	
<b>Appraise</b>	<b>+7</b>	INT (3)	1	
<b>Bluff</b>	<b>-1</b>	CHA (-3)	-	
<b>Climb</b>	<b>+9</b>	STR (1)	5	
<b>Diplomacy</b>	<b>-3</b>	CHA (-3)	-	
<b>Disable Device</b>	<b>+24</b>	DEX (6)	12	
Trapspringer's gloves: +5 Competence bonus to disarm traps				
<b>Disguise</b>	<b>-3</b>	CHA (-3)	-	
<b>Escape Artist</b>	<b>+14</b>	DEX (6)	5	
<b>Fly</b>	<b>+6</b>	DEX (6)	-	
<b>Heal</b>	<b>+4</b>	WIS (4)	-	
<b>Intimidate</b>	<b>+1</b>	CHA (-3)	1	
<b>Knowledge (arcana)</b>	<b>+11</b>	INT (3)	5	
<b>Knowledge (local)</b>	<b>+7</b>	INT (3)	1	
<b>Knowledge (planes)</b>	<b>+7</b>	INT (3)	1	
<b>Knowledge (religion)</b>	<b>+7</b>	INT (3)	1	
<b>Perception</b>	<b>+21</b>	WIS (4)	10	
Trapfinding: +1 to locate traps				
<b>Ride</b>	<b>+10</b>	DEX (6)	1	
<b>Sense Motive</b>	<b>+6</b>	WIS (4)	-	
<b>Sleight of Hand</b>	<b>+21</b>	DEX (6)	12	
Thieves' Guild (membership): +2 circumstance bonus to steal items without being noticed				
<b>Spellcraft</b>	<b>+16</b>	INT (3)	10	
<b>Stealth</b>	<b>+26</b>	DEX (6)	12	
<b>Survival</b>	<b>+12</b>	WIS (4)	5	
<b>Swim</b>	<b>+5</b>	STR (1)	1	

## Feats

### Alertness

You get a +2 bonus on all Perception checks and Sense Motive checks.

### Arcane Armor Training

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

### Arcane Strike

As a swift action, add +1 damage, +1 per 5 caster levels and your weapons are treated as magic for the purpose of overcoming damage reduction.

### Armor Proficiency (Light)

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

### Exotic Weapon Proficiency (One-Handed Firearms)

You make attack rolls with the weapon normally.

### Extra Grit

You gain 2 extra grit points at the start of each day and your maximum grit increases by 2.

### Gunsmithing

You can use a gunsmithing kit to craft/repair firearms and ammo.

### Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

### Point-Blank Shot

+1 to attack and damage rolls with ranged weapons at up to 30 feet.

### Precise Shot

You don't get -4 to hit when shooting or throwing into melee.

### Rogue Weapon Proficiencies

You are proficient with the Hand Crossbow, Rapier, Sap, Shortbow and Shortsword.

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

### Spell Focus (Transmutation)

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

### Weapon Finesse

Can use Dex to attack with light and certain other weapons. Shields give ACP penalty to attack rolls.

### Wizard Weapon Proficiencies

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

## Traits

### Killer

Add weapon's critical modifier to its critical bonus damage.

### Magical Knack (Transmuter)

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

### +1 conductive holy pepperbox

Ranged: **+14/+9, 1d8+5 plus 2d6 vs. evil** Crit: x4  
Rng: 20'  
1-hand, B/P

Ranged, both hands: **+14/+9, 1d8+5 plus 2d6 vs. evil**

Ranged w/ offhand: **+8/+3, 1d8+5 plus 2d6 vs. evil**

Ranged w/ light off.: **+10/+5, 1d8+5 plus 2d6 vs. evil**

Ranged offhand: **+4, 1d8+5 plus 2d6 vs. evil**

### Black powder

Crit: N/A  
Ammo

### Burrowing bullet

Crit: N/A  
Ammo

## Experience & Wealth

Experience Points: **34/36**

Current Cash: **288 pp, 2 gp**

Retired Osirion: **Fame: 58, PP: 14**

Silver Crusade: **Fame: 4, PP: 4**

## Firearm bullet

Crit: N/A  
Ammo

## Masterwork rapier

Main hand: **+13/+8, 1d6+4** Crit: 18-20/x2

Both hands: **+13/+8, 1d6+4** 1-hand, P

Main w/ offhand: **+7/+2, 1d6+4**

Main w/ light off.: **+9/+4, 1d6+4**

Offhand: **+3, 1d6+3**

## Pistol

Ranged: **+13/+8, 1d8+4** Crit: x4

Ranged, both hands: **+13/+8, 1d8+4** Rng: 20'

Ranged w/ offhand: **+7/+2, 1d8+4** 1-hand, B/P

Ranged w/ light off.: **+9/+4, 1d8+4**

Ranged offhand: **+3, 1d8+4**

## Gear

**Total Weight Carried: 39/130 lbs, Light Load (Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)**

+1 conductive holy pepperbox 5 lbs

+4 leather armor 15 lbs

Amulet of natural armor +2 -

Artisan's outfit (Free) -

Bell <In: Handy haversack (23 @ 86.8 lbs)> -

Black powder x12 <In: Powder horn (12 @ 0 lbs)> -

Burrowing bullet 0.0167 lbs

Cloak of resistance +5 1 lb

Courtier's outfit <In: Handy haversack (23 @ 86.8 6 lbs

Firearm bullet x12 0.0167 lbs

Gold Ring -

Gunsmith's kit <In: Handy haversack (23 @ 86.8 2 lbs

Handy haversack (23 @ 86.8 lbs) 5 lbs

Headband of inspired wisdom +4 1 lb

Masterwork rapier 2 lbs

Mnemonic Enhancer focus <In: Handy haversack (23 @ -

Money <In: Handy haversack (23 @ 86.8 lbs)> 5.8 lbs

Pet Ferret, Nancy <In: Dropped to ground (2 @ 1 0.5 lbs

Pet Ferret, Sid <In: Dropped to ground (2 @ 1 lbs)> 0.5 lbs

Pistol 4 lbs

Potion of cure serious wounds x2 <In: Handy haversack -

Powder horn (12 @ 0 lbs) <In: Handy haversack (23 1 lb

Ring of protection +2 -

Scroll of dispel magic <In: Handy haversack (23 @ 86.8 -

Silk rope <In: Handy haversack (23 @ 86.8 lbs)> 5 lbs

Spell component pouch <In: Handy haversack (23 @ 2 lbs

Tent, pavilion <In: Handy haversack (23 @ 86.8 50 lbs

Thieves' Guild -

Thieves' tools, masterwork <In: Handy haversack (232 lbs

Trail rations x5 <In: Handy haversack (23 @ 86.8 1 lb

## Gear

**Total Weight Carried: 39/130 lbs, Light Load (Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)**

Trapspringer's gloves	1 lb
Traveler's outfit	5 lbs
Travelling spellbook x4 <In: Handy haversack (23 @	1 lb
Wand of abundant ammunition (40 charges)	-
Wand of cure light wounds (35 charges)	-
Wand of true strike (44 charges)	-
Waterskin <In: Handy haversack (23 @ 86.8 lbs)>	4 lbs

## Special Abilities

### Conductive

A *conductive* weapon is able to channel the energy of a spell-like or supernatural ability that relies on a melee or ranged touch attack to hit its target (such as from a cleric's domain granted power, sorcerer's bloodline power, oracle's mystery

### Darkvision (60 feet)

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

### Deed: Gunslinger's Dodge (+2 AC) (Ex)

At 1st level, the gunslinger gains an uncanny knack for getting out of the way of ranged attacks. When a ranged attack is made against the gunslinger, she can spend 1 grit point to move 5 feet as an immediate action; doing so grants the

### Deed: Quick Clear (Ex)

At 1st level, as a standard action, the gunslinger can remove the broken condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire. The gunslinger must have at least 1 grit point to perform this

### Deliver Touch Spells Through Familiar (Su)

If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher". The familiar can then deliver the touch

### Empathic Link with Familiar (Su)

The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional

### Enchantment

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

### Evasion (Ex)

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw.

### Familiar Bonus: +3 to Stealth checks

If you are within arm's reach of your familiar, you gain the benefits of the Alertness feat.

### Fast Stealth (Ex)

This ability allows a rogue to move at full speed using the Stealth skill without penalty.

### Grit (Ex)

A gunslinger makes her mark upon the world with daring deeds. Some gunslingers claim they belong to a mystical way of the gun, but it's more likely that the volatile nature of firearms simply prunes the unlucky and careless from their ranks.

### Impromptu Sneak Attack (1/day) (Ex)

Beginning at 3rd level, once per day an arcane trickster can declare one melee or ranged attack she makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack). The target of an

### Necromancy

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

### Physical Enhancement +1 (Dexterity) (Su)

You gain a +1 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus increases by +1 for every five wizard levels you possess to a maximum of +5 at 20th level. You can change this bonus to a new

### Ranged Legerdemain (Su)

An arcane trickster can use Disable Device and Sleight of Hand at a range of 30 feet. Working at a distance increases the normal skill check DC by 5, and an arcane trickster cannot take 10 on this check. Any object to be manipulated must

### Share Spells with Familiar

The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

## Special Abilities

### Sneak Attack +4d6

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

### Transmutation

Transmuters use magic to change the world around them.

### Trap Sense +1 (Ex)

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character

### Trapfinding +1

A rogue adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

### Tricky Spells (3/day) (Su)

Starting at 5th level, an arcane trickster can cast her spells without their somatic or verbal components, as if using the Still Spell and Silent Spell feats. Spells cast using this ability do not increase in spell level or casting time. She can use this

### Up Close and Deadly +1d6 (Ex)

At 1st level, when the pistolero hits a target with a one-handed firearm that is not making a scatter shot, she can spend 1 grit point to deal 1d6 points of extra damage on a hit. If she misses with the attack, she grazes the target, dealing half

## Spell-Like Abilities

Darkness (1/day)

Telekinetic Fist (1d4+1 bludgeoning, 6/day) (Sp)

## Tracked Resources

Black powder

Burrowing bullet

Firearm bullet

Grit Pool (6/day)

Impromptu Sneak Attack (1/day) (Ex)

Potion of cure serious wounds

Trail rations

Tricky Spells (3/day) (Su)

Wand of abundant ammunition (40 charges)

Wand of cure light wounds (35 charges)

Wand of true strike (44 charges)

## Languages

Abyssal  
Celestial  
Common

Draconic  
Infernal  
Orc

## Spells & Powers

**Transmuter spells memorized** (CL 10th; concentration +13)

**Melee Touch +12 Ranged Touch +13**

**4th**—*mnemonic enhancer*, *named bullet*<sup>UC</sup>, *named bullet*<sup>UC</sup>

**3rd**—*communal darkvision*<sup>UC</sup>, *fly*, *haste*, *keen edge*, *major image* (DC 16)

**2nd**—*glitterdust* (DC 15), *invisibility*, *see invisibility*, *stabilize powder*<sup>UC</sup>, *stabilize powder*<sup>UC</sup>

**1st**—*abundant ammunition*<sup>UC</sup>, *ant haul*<sup>APG</sup> (DC 15), *comprehend languages*, *longshot*<sup>UC</sup>, *magic missile*, *vanish*<sup>APG</sup> (DC 14)

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

## Companions

**Issa (Arcane Familiar), Female cat - CL1 - CR 1/4**

STR 3 (-4), DEX 15 (+2), CON 8 (-1), INT 7 (-2), WIS 12 (+1), CHA 7 (-2); Fortitude +5, Reflex +11, Will +8

HP: 34/34; Init: +2; Speed: 30 feet

Attack Bonus: ; Armor Class: 16 / 14Tch / 14Fl

Acrobatics +15, Appraise -1, Climb +14, Disable Device +12, Escape Artist +7, Intimidate -1, Perception +14, Ride +3, Sleight of Hand +14, Spellcraft +8, Stealth +29, Survival +6, Swim +6

Bite (Cat) **Melee +10, 1d3-4**, ×2

Claw x2 (Cat) **Melee +10 x2, 1d2-4**, ×2

Special: Come [Trick], Fetch [Trick], Heel [Trick], Improved Evasion (Ex), Low-Light Vision, Perform [Trick], Scent (Ex), Seek [Trick], Stay [Trick]

## Background

Pointy eared, hairless, with sharp teeth, and black eyes without Sclera. 6'4" 256 pounds. A little mean, very gruff, but seems to have a very active conscience pulling him back from the brink. On the other hand, his terrible throaty voice does not add to first impressions any more than his slimy scaly skin does.

Runihura never met his natural father (probably a good thing) or birth mother (potentially better). Brother Fadil of Irori prevented Runihura's mother or the midwife from killing the mis-shapen infant when he was born. Fadil gave him the name Runihura Kak and paid the orphanage to keep the child alive. Fadil made occasional visits, and gifts of bread. Runihura took to sneaking about the streets with a heavy cloak, thieving. He became fascinated with guns, and worked with bits of discarded pieces until he could put together a semi- functioning weapon himself. He hates his own impulsiveness and cruelty, and curbs it though careful rules and order (count backwards from 10 before starting a fight, follow the doctrine of necessary force when in a fight, consider the rules of justice). Being a big fan of 'organizations' -- and counting on the discipline of a large private club with an armed presence checking his own worst qualities -- he went to join the Pathfinders. The Silver Crusade won't have him, so he reluctantly joined the Osiriani.

Sid and Nancy (Ferrets)

N Tiny animal

Init +2; Senses low-light vision, scent; Perception +1

**DEFENSE**

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size) hp 4 (1d8)

Fort +2, Ref +4, Will +1

**OFFENSE**

Speed 20 ft., climb 20 ft.

Melee bite +4 (1d3-4 plus attach)

Space 2-1/2 ft.; Reach 0 ft.

**STATISTICS**

Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5

Base Atk +0; CMB +0; CMD 6 (10 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +10, Climb +10, Escape Artist +3, Stealth +14; Racial Modifiers +4 Stealth, +8 Acrobatics

**SPECIAL ABILITIES**

Attach (Ex)

When a ferret hits with a bite attack, it automatically grapples its foe, inflicting automatic bite damage each round.

## Runihura Kak – Abilities & Gear

### Alertness Feat

You often notice things that others might miss.

**Benefit:** You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

### Arcane Armor Training Feat

You have learned how to cast spells while wearing armor.

**Prerequisites:** Light Armor Proficiency, caster level 3rd.

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

### Arcane Strike Feat

You draw upon your arcane power to enhance your weapons with magical energy.

**Prerequisite:** Ability to cast arcane spells.

**Benefit:** As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, your weapons deal +1 damage and are treated as magic for the purpose of overcoming damage reduction. For every five caster levels you possess, this bonus increases by +1, to a maximum of +5 at 20th level.

### Extra Grit Feat

You have more grit than the ordinary gunslinger.

**Prerequisites:** Grit class feature or the Amateur Gunslinger feat.

**Benefit:** You gain 2 extra grit points at the start of each day, and your maximum grit increases by 2.

**Normal:** If you are a gunslinger, you gain your Wisdom modifier in grit points at the start of each day, which is also your maximum grit. If you have the Amateur Gunslinger feat, you gain 1 grit point at the start of each day, and your maximum grit is equal to your Wisdom modifier.

**Special:** If you possess levels in the gunslinger class, you can take this feat multiple times.

**Appears In:** Ultimate Combat

### Gunsmithing Feat

You know the secrets of repairing and restoring firearms.

**Benefit:** If you have access to a gunsmith's kit, you can create and restore firearms, craft bullets, and mix black powder for all types of firearms. You do not need to make a Craft check to create firearms and ammunition or to restore firearms.

*Crafting Firearms:* You can craft any early firearm for a cost in raw materials equal to half the price of the firearm. At your GM's discretion, you can craft advanced firearms for a cost in raw materials equal to half the price of the firearm. Crafting a firearm in this way takes 1 day of work for every 1,000 gp of the firearm's price (minimum 1 day).

*Crafting Ammunition:* You can craft bullets, pellets, and black powder for a cost in raw materials equal to 10% of the price. If you have at least 1 rank in Craft (alchemy), you can craft alchemical cartridges for a cost in raw materials equal to half the price of the cartridge. At your GM's discretion, you can craft metal cartridges for a cost in raw materials equal to half the cost of the cartridge. Crafting bullets, black powder, or cartridges takes 1 day of work for every 1,000 gp of ammunition (minimum 1 day).

*Restoring a Broken Firearm:* Each day, with an hour's worth of work, you can use this feat to repair a single firearm with the broken condition. You can take time during a rest period to restore a broken firearm with this feat.

**Special:** If you are a gunslinger, this feat grants the following additional benefit. You can use this feat to repair and restore your initial, battered weapon. It costs 300 gp and 1 day of work to upgrade it to a masterwork firearm of its type.

**Modification for Pathfinder Society Play:** Gunsmithing does not grant the ability to craft firearms, ammunition, or black powder. Rather, it allows the purchase of bullets, pellets, black powder, and alchemical cartridges (with 1 rank in Craft [alchemy]) at the listed reduced price, but does not grant a discount on the purchase of any firearm. Resold items gained through this feat are worth half the actual cost paid, not half the regular market value for the item. No PC can purchase a gun without this feat, even if they possess the Amateur Gunslinger or Exotic Weapon Proficiency (firearm) feats.

**Appears In:** Ultimate Combat

### Point-Blank Shot Feat

You are especially accurate when making ranged attacks against close targets.

**Benefit:** You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

### Precise Shot Feat

You are adept at firing ranged attacks into melee.

**Prerequisite:** Point-Blank Shot.

**Benefit:** You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

**Appears In:** Not New Paths Option: Use Scaling Feats

### Spell Focus (Transmutation) Feat

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

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

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

**Weapon Finesse** **Feat**

You are trained in using your agility in melee combat, as opposed to brute strength.

**Benefit:** With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

**Special:** Natural weapons are considered light weapons.

**Killer** **Trait**

You made your first kill at a very young age and found the task of war or murder to your liking. You either take particular pride in a well-placed blow, or vile pleasure in such a strike as you twist the blade to maximize the pain. You deal additional damage equal to your weapon's critical hit modifier when you score a successful critical hit with a weapon; this additional damage is added to the final total, and is not multiplied by the critical hit multiple itself. This extra damage is a trait bonus.

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

**Magical Knack (Transmuter)** **Trait**

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

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

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

**Darkvision (60 feet)** **Racial Ability, Senses (Outsider)**

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

**Energy Resistance, Cold (5)** **Unknown**

You have the specified Energy Resistance against Cold attacks.

**Energy Resistance, Electricity (5)** **Unknown**

You have the specified Energy Resistance against Electricity attacks.

**Energy Resistance, Fire (5)** **Unknown**

You have the specified Energy Resistance against Fire attacks.

**Deed: Gunslinger's Dodge (+2 AC) (Ex) Class Ability (Gunslinger)**

At 1st level, the gunslinger gains an uncanny knack for getting out of the way of ranged attacks. When a ranged attack is made against the gunslinger, she can spend 1 grit point to move 5 feet as an immediate action; doing so grants the gunslinger a +2 bonus to AC against the triggering attack. This movement is not a 5-foot step, and provokes attacks of opportunity. Alternatively, the gunslinger can drop prone to gain a +4 bonus to AC against the triggering attack. The gunslinger can only perform this deed while wearing medium or light armor, and while carrying no more than a light load.

**Deed: Quick Clear (Ex) Class Ability (Gunslinger)**

At 1st level, as a standard action, the gunslinger can remove the broken condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire. The gunslinger must have at least 1 grit point to perform this deed. Alternatively, if the gunslinger spends 1 grit point to perform this deed, she can perform quick clear as a move-equivalent action instead of a standard action.

**Deliver Touch Spells Through Familiar (Su) Class Ability (Wizard)**

If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the 'toucher'. The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

**Empathic Link with Familiar (Su) Class Ability (Wizard)**

The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

**Enchantment Class Ability (Wizard)**

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

**Evasion (Ex) Class Ability (Rogue)**

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you take no damage with a successful saving throw.

**Familiar Bonus: +3 to Stealth checks Class Ability (Wizard)**

If you are within arm's reach of your familiar, you gain the benefits of the Alertness feat.

If you are within 1 mile of your familiar, you may gain other benefits.

**Fast Stealth (Ex) Class Ability (Investigator, Rogue)**

This ability allows a rogue to move at full speed using the Stealth skill without penalty.

**Grit (Ex)****Class Ability (Gunslinger)**

A gunslinger makes her mark upon the world with daring deeds. Some gunslingers claim they belong to a mystical way of the gun, but it's more likely that the volatile nature of firearms simply prunes the unlucky and careless from their ranks. Whatever the reason, all gunslingers have grit. In game terms, grit is a fluctuating measure of a gunslinger's ability to perform amazing actions in combat. At the start of each day, a gunslinger gains a number of grit points equal to her Wisdom modifier (minimum 1). Her grit goes up or down throughout the day, but usually cannot go higher than her Wisdom modifier (minimum 1), though some feats and magic items may affect this maximum. A gunslinger spends grit to accomplish deeds (see below), and regains grit in the following ways.

*Critical Hit with a Firearm:* Each time the gunslinger confirms a critical hit with a firearm attack while in the heat of combat, she regains 1 grit point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the gunslinger's character level does not restore grit.

*Killing Blow with a Firearm:* When the gunslinger reduces a creature to 0 or fewer hit points with a firearm attack while in the heat of combat, she regains 1 grit point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the gunslinger's character level to 0 or fewer hit points does not restore any grit.

**Optional Rule: Daring Act**

The following method for regaining grit points requires a measure of GM judgment, so it is an optional rule.

**Daring Act:** Each time a gunslinger performs a daring act, she can regain grit. As a general guideline, a daring act should be risky and dramatic. It should take a good deal of guts, and its outcome should have a low probability of success. If it is successful, the gunslinger regains 1 grit point.

Before attempting a daring act, the player should ask the GM whether the act qualifies. The GM is the final arbiter of what's considered a daring act, and can grant a regained grit point for a daring act even if the player does not ask beforehand whether the act qualifies.

**Impromptu Sneak Attack (1/day) (Ex) Class Ability (Arcane Trickster)**

Beginning at 3rd level, once per day an arcane trickster can declare one melee or ranged attack she makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack). The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures that are not subject to critical hits take no extra damage (though they still lose any Dexterity bonus to AC against the attack).

At 7th level, an arcane trickster can use this ability twice per day.

**Necromancy****Class Ability (Wizard)**

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

**Physical Enhancement +1 (Dexterity) (Su) Class Ability (Wizard)**

You gain a +1 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus increases by +1 for every five wizard levels you possess to a maximum of +5 at 20th level. You can change this bonus to a new ability score when you prepare spells. At 20th level, this bonus applies to two physical ability scores of your choice.

**Ranged Legerdemain (Su)****Class Ability (Arcane Trickster)**

An arcane trickster can use Disable Device and Sleight of Hand at a range of 30 feet. Working at a distance increases the normal skill check DC by 5, and an arcane trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less. She can only use this ability if she has at least 1 rank in the skill being used.

**Share Spells with Familiar****Class Ability (Wizard)**

The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

**Sneak Attack +4d6****Class Ability (Rogue)**

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The character's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the character flanks her target. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a character can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A character cannot sneak attack while striking a creature with concealment.

**Telekinetic Fist (1d4+1 bludgeoning, 6/day) Class Ability (Wizard)**

As a standard action you can strike with a telekinetic fist, targeting any foe within 30 feet as a ranged touch attack. The telekinetic fist deals 1d4 points of bludgeoning damage + 1 for every two wizard levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Transmutation****Class Ability (Wizard)**

Transmuters use magic to change the world around them.

**Trap Sense +1 (Ex)****Class Ability (Rogue)**

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

**Trapfinding +1****Class Ability (Rogue)**

A rogue adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

**Tricky Spells (3/day) (Su)****Class Ability (Arcane Trickster)**

Starting at 5th level, an arcane trickster can cast her spells without their somatic or verbal components, as if using the Still Spell and Silent Spell feats. Spells cast using this ability do not increase in spell level or casting time. She can use this ability 3 times per day at 5th level and one additional time per every two levels thereafter, to a maximum of 5 times per day at 9th level. The arcane trickster decides to use this ability at the time of casting.

**Up Close and Deadly +1d6 (Ex) Class Ability (Gunslinger)**

At 1st level, when the pistolero hits a target with a one-handed firearm that is not making a scatter shot, she can spend 1 grit point to deal 1d6 points of extra damage on a hit. If she misses with the attack, she grazes the target, dealing half the extra damage anyway. This is precision damage and is not multiplied if the attack is a critical hit. This precision damage increases to 2d6 at 5th level, to 3d6 at 10th level, to 4d6 at 15th level, and to 5d6 at 20th level. This precision damage stacks with sneak attack and other forms of precision damage. This deed replaces the deadeye deed.

**Appears In:** Ultimate Combat

**Conductive (+1 conductive holy pepperbox) Weapon Power**

A *conductive* weapon is able to channel the energy of a spell-like or supernatural ability that relies on a melee or ranged touch attack to hit its target (such as from a cleric's domain granted power, sorcerer's bloodline power, oracle's mystery revelation, or wizard's arcane school power). When the wielder makes a successful attack of the appropriate type, he may choose to expend two uses of his magical ability to channel it through the weapon to the struck opponent, who takes the effects of the weapon attack and the special ability. (If the wielder has unlimited uses of a special ability, he may channel through the weapon every round.) For example, a paladin who strikes an undead opponent with her *conductive greatsword* can expend two uses of lay on hands ability (a supernatural melee touch attack) to deal greatsword damage and damage from one use of her lay on hands. This weapon property can only be used once per round, and only works with magical abilities of the same type as the weapon (melee or ranged).

**Construction**

**Requirements:** Craft Magic Arms and Armor, *spectral hand*; **Cost** +1 Bonus

**Appears In:** Advanced Player's Guide, Ultimate Equipment

**Thieves' Guild Vanity**

Nearly every community, from the smallest village to the teeming metropolis, has a criminal underground, and most have one or more thieves' guilds to look out for the interests of those on the opposite side of the law. As a member of one such thieves' guild, you gain a +2 circumstance bonus on Sleight of Hand checks to steal items without being noticed. You can use Sleight of Hand to make Day Job rolls.

**Appears In:** Pathfinder Society Field Guide

**Scroll of dispel magic****Scroll****Dispel Magic**

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

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

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

**Ring of protection +2****Ring**

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

**Construction**

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



**Wand of abundant ammunition (40 charges) Wand****Abundant Ammunition**

When cast on a container such as a quiver or a pouch that contains nonmagical ammunition or shuriken (including masterwork ammunition or shuriken), at the start of each round this spell replaces any ammunition taken from the container the round before. The ammunition taken from the container the round before vanishes. If, after casting this spell, you cast a spell that enhances projectiles, such as *align weapon* or *greater magic weapon*, on the same container, all projectiles this spell conjures are affected by that spell.

**Wand of cure light wounds (35 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 true strike (44 charges) Wand****True Strike**

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

**Amulet of natural armor +2 Wondrous Item (Neck)**

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

**Construction**

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

**Cloak of resistance +5 Wondrous Item (Shoulders)**

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

**Construction**

**Requirements:** Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 12,500 gp

**Handy haversack (23 @ 86.8 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 inspired wisdom +4 Wondrous Item (Headband)**

This simple bronze headband is decorated with an intricate pattern of fine green etchings. The headband grants the wearer an enhancement bonus to Wisdom of +4. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

**Construction**

**Requirements:** Craft Wondrous Item, *owl's wisdom*; **Cost** 8,000 gp

**Trapspringer's gloves Wondrous Item (Hands)**

These studded leather gloves are reinforced with numerous metal strips that the user can extend or retract as she wills, turning the tip of each finger into a customizable tool useful in examining and disarming traps. While worn, these gloves grant a +5 competence bonus on all Disable Device checks made to disarm traps. In addition, the gloves grant the user a +1 luck bonus on all saving throws made against traps.

**Construction**

**Requirements** Craft Wondrous Item, *find traps*; **Cost** 2,000 gp

**Appears In:** Pathfinder Society Field Guide, Ultimate Equipment

## Runihura Kak, Transmuter 3 – Spells in Spellbook

### Acid Splash Wizard 0

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

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

### Arcane Mark Wizard 0

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

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

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

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

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

### Dancing Lights Wizard 0

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

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

Dancing lights can be made permanent with a permanency spell.

### Detect Magic Wizard 0

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

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

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

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

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

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

#### Original Strength - Duration of Lingering Aura

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

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

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

### Detect Poison Wizard 0

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

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

## Runihura Kak, Transmuter 3 – Spells in Spellbook

### Flare

Wizard 0

**School:** Evocation [Light]  
**Components:** V  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Effect:** burst of light  
**Duration:** Instantaneous  
**Save:** DC 13 Fortitude negates  
**Resistance:** Yes

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

### Ghost Sound

Wizard 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 13 Will disbelief  
**Resistance:** No

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

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

Ghost sound can be made permanent with a permanency spell.

### Haunted Fey Aspect

Wizard 0

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

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

**Appears In:** Ultimate Combat

### Light

Wizard 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

Wizard 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

Wizard 0

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

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

## Runihura Kak, Transmuter 3 – Spells in Spellbook

### Message Wizard 0

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

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

### Open/Close Wizard 0

**School:** Transmutation  
**Components:** V, S, F (a brass key)  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** Object weighing up to 30 lbs. or portal that can be opened or closed  
**Duration:** Instantaneous  
**Save:** DC 14 Will negates (object)  
**Resistance:** Yes (object)

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

### Prestidigitation Wizard 0

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

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

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

### Ray of Frost Wizard 0

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

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

### Read Magic Wizard 0

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

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

Read magic can be made permanent with a permanency spell.

### Resistance Wizard 0

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

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

Resistance can be made permanent with a permanency spell.

### Spark Wizard 0

**School:** Evocation / Fire Elemental [Fire]  
**Components:** (V or S)  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** one Fine object  
**Duration:** Instantaneous  
**Save:** DC 13 Fortitude negates (object)  
**Resistance:** Yes (object)

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

**Appears In:** Advanced Player's Guide

## Runihura Kak, Transmuter 3 – Spells in Spellbook

### Abundant Ammunition

**Wizard 1**

**School:** Conjuration (Summoning)  
**Components:** V, S, M/DF (a single piece of ammunition)  
**Casting Time:** 1 action  
**Target:** One container touched  
**Duration:** 1 minute/level  
**Save:** None  
**Resistance:** No

When cast on a container such as a quiver or a pouch that contains nonmagical ammunition or shuriken (including masterwork ammunition or shuriken), at the start of each round this spell replaces any ammunition taken from the container the round before. The ammunition taken from the container the round before vanishes. If, after casting this spell, you cast a spell that enhances projectiles, such as *align weapon* or *greater magic weapon*, on the same container, all projectiles this spell conjures are affected by that spell.

**Appears In:** Ultimate Combat

### Alarm

**Wizard 1**

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

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

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

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

Alarm can be made permanent with a permanency spell.

### Ant Haul

**Wizard 1**

**School:** Transmutation  
**Components:** V, S, M/DF (a small pulley)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** creature touched  
**Duration:** 2 hours/level  
**Save:** DC 15 Fortitude negates (harmless)  
**Resistance:** Yes (harmless)

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

**Appears In:** Advanced Player's Guide

### Break

**Wizard 1**

**School:** Transmutation  
**Components:** V, S, M (a twig)  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One Medium or smaller object  
**Duration:** Instantaneous  
**Save:** DC 15 Fortitude negates (object)  
**Resistance:** Yes (object)

You can attempt to break or at least damage any one Medium or smaller object within range. If the target fails its Fortitude saving throw, it gains the broken condition. If cast on a broken item, that item is destroyed on a failed save.

**Appears In:** Advanced Player's Guide

### Burning Hands

**Wizard 1**

**School:** Evocation / Fire Elemental [Fire]  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** 15 ft.  
**Area:** Cone-shaped burst  
**Duration:** Instantaneous  
**Save:** DC 14 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.

### Charm Person

**Wizard 1**

**School:** Enchantment / Wood Elemental (Charm) [Mind-Affecting]  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One humanoid creature  
**Duration:** 1 hour/level  
**Save:** DC 14 Will negates  
**Resistance:** Yes

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

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

## Runihura Kak, Transmuter 3 – Spells in Spellbook

### Comprehend Languages Wizard 1

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

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

Comprehend languages can be made permanent with a permanency spell.

### Expeditious Retreat Wizard 1

**School:** Transmutation  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 min./level (D)

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

### Grease Wizard 1

**School:** Conjuration / Earth Elemental (Creation)  
**Components:** V, S, M (butter)  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One object or 10-ft. square  
**Duration:** 1 min./level (D)  
**Save:** See text  
**Resistance:** No

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

### Jury-Rig Wizard 1

**School:** Transmutation  
**Components:** V, S, M (a pinch of tree resin)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** One broken object of up to 2 lbs./level  
**Duration:** 1 round/level  
**Save:** Will negates (harmless, object)  
**Resistance:** Yes (harmless, object)

When you cast this spell, a spectral force binds a broken weapon together, relieving the broken condition for a short time. While under the effects of this spell, an item with the broken condition suffers no adverse effects from that condition, and is treated as if it is not broken. The object regains no hit points, and damage can still destroy the object.

**Appears In:** Ultimate Combat

### Longshot Wizard 1

**School:** Transmutation  
**Components:** V, S, M/DF (a piece of fletching)  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute/level

This spell reduces the effect of range, granting a +10-foot bonus to the range increment of any weapon used by the subject.

**Appears In:** Ultimate Combat

### Mage Armor Wizard 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.

### Magic Missile Wizard 1

**School:** Evocation [Force]  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Medium (100 + 10 ft./level)  
**Target:** Up to five creatures, no two of which can be more than 15 ft. apart  
**Duration:** Instantaneous  
**Save:** None  
**Resistance:** Yes

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

## Runihura Kak, Transmuter 3 – Spells in Spellbook

<p><b>Mount</b> <span style="float: right;"><b>Wizard 1</b></span></p> <p><b>School:</b> Conjuration (Summoning)  <b>Components:</b> V, S, M (a bit of horse hair)  <b>Casting Time:</b> 1 round  <b>Range:</b> Close (25 + 5 ft./2 levels)  <b>Effect:</b> One mount  <b>Duration:</b> 2 hours/level (D)  <b>Save:</b> None  <b>Resistance:</b> No</p> <p>You summon a light horse or a pony (your choice) to serve you as a mount (see the Pathfinder RPG Bestiary). The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.</p>	<p><b>Shocking Grasp</b> <span style="float: right;"><b>Wizard 1</b></span></p> <p><b>School:</b> Evocation / Air Elemental / Metal Elemental [Electricity]  <b>Components:</b> V, S  <b>Casting Time:</b> 1 action  <b>Range:</b> Touch  <b>Target:</b> Creature or object touched  <b>Duration:</b> Instantaneous  <b>Save:</b> None  <b>Resistance:</b> Yes</p> <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><b>Protection from Evil</b> <span style="float: right;"><b>Wizard 1</b></span></p> <p><b>School:</b> Abjuration [Good]  <b>Components:</b> V, S, M/DF  <b>Casting Time:</b> 1 action  <b>Range:</b> Touch  <b>Target:</b> Creature touched  <b>Duration:</b> 1 min./level (D)  <b>Save:</b> Will negates (harmless)  <b>Resistance:</b> No; see text</p> <p>This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.</p> <p>First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.</p>	<p><b>True Strike</b> <span style="float: right;"><b>Wizard 1</b></span></p> <p><b>School:</b> Divination / Void Elemental  <b>Components:</b> V, F (small wooden replica of an archery target)  <b>Casting Time:</b> 1 action  <b>Range:</b> Personal  <b>Target:</b> You  <b>Duration:</b> See text</p> <p>You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.</p>
<p>Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects, such as <i>charm person</i>, <i>command</i>, and <i>dominate person</i>). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using <i>magic jar</i>), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.</p> <p>Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.</p>	
<p><b>Shield</b> <span style="float: right;"><b>Wizard 1</b></span></p> <p><b>School:</b> Abjuration / Void Elemental [Force]  <b>Components:</b> V, S  <b>Casting Time:</b> 1 action  <b>Range:</b> Personal  <b>Target:</b> You  <b>Duration:</b> 1 min./level (D)</p> <p>Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance.</p>	

## Runihura Kak, Transmuter 3 – Spells in Spellbook

### Vanish

### Wizard 1

**School:** Illusion (Glamer)  
**Components:** V, S (an eyelash encased in gum arabic)  
**Casting Time:** 1 action  
**Range:** personal or touch  
**Target:** creature touched  
**Duration:** 1 round/level (up to 5 rounds) (D)  
**Save:** DC 14 Will negates (harmless)  
**Resistance:** Yes (harmless)

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

#### Invisibility

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

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

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

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

**Appears In:** Advanced Player's Guide

### Blur

### Wizard 2

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

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

### Darkness

### Wizard 2

**School:** Evocation [Darkness]  
**Components:** V, M/DF (bat fur and a piece of coal)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Object touched  
**Duration:** 1 min./level (D)  
**Save:** None  
**Resistance:** No

This spell causes an object to radiate darkness out to a 20-foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (20% miss chance) in dim light. All creatures gain total concealment (50% miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than darkness. If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. This spell does not stack with itself. Darkness can be used to counter or dispel any light spell of equal or lower spell level.

### Glitterdust

### Wizard 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 15 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.



## Runihura Kak, Transmuter 3 – Spells in Spellbook

### Gust of Wind

Wizard 2

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

**Components:** V, S

**Casting Time:** 1 action

**Range:** 60 ft.

**Effect:** line-shaped gust of severe wind emanating out from you to the extreme of the range

**Duration:** 1 round

**Save:** DC 15 Fortitude negates

**Resistance:** Yes

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path. All flying creatures in this area take a -4 penalty on Fly skill checks. Tiny or smaller flying creatures must make a DC 25 Fly skill check or be blown back 2d6 x 10 feet and take 2d6 points of damage. Small or smaller flying creatures must make a DC 20 Fly skill check to move against the force of the wind. A Tiny or smaller creature on the ground is knocked down and rolled 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet. Small creatures are knocked prone by the force of the wind. Medium or smaller creatures are unable to move forward against the force of the wind unless they succeed at a DC 15 Strength check. Large or larger creatures may move normally within a gust of wind effect. This spell can't move a creature beyond the limit of its range. Any creature, regardless of size, takes a -4 penalty on ranged attacks and Perception checks in the area of a gust of wind. The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those in lanterns, to dance wildly and has a 50% chance to extinguish those lights. In addition to the effects noted, a gust of wind can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Gust of wind can be made permanent with a permanency spell.

### Invisibility

Wizard 2

**School:** Illusion / Void Elemental (Glamer)

**Components:** V, S, M/DF (an eyelash encased in gum arabic)

**Casting Time:** 1 action

**Range:** Personal or touch

**Target:** You or a creature or object weighing no more than 100 lbs./level

**Duration:** 1 min./level (D)

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

**Resistance:** Yes (harmless) or yes (harmless, object)

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

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

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

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

### Minor Image

Wizard 2

**School:** Illusion (Figment)

**Components:** V, S, F (a bit of fleece)

**Casting Time:** 1 action

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

**Effect:** Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

**Duration:** Concentration + 2 rounds

**Save:** DC 15 Will disbelief (if interacted with)

**Resistance:** No

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

#### Silent Image

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

## Runihura Kak, Transmuter 3 – Spells in Spellbook

### Owl's Wisdom Wizard 2

**School:** Transmutation  
**Components:** V, S, M/DF (feathers or droppings from an owl)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 min./level  
**Save:** Will negates (harmless)  
**Resistance:** Yes

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, and rangers (and other Wisdom-based spellcasters) who receive owl's wisdom do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

### Scorching Ray Wizard 2

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

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

### See Invisibility Wizard 2

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

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

See invisibility can be made permanent with a permanency spell.

### Stabilize Powder Wizard 2

**School:** Transmutation  
**Components:** V, S, M (a few drops of liquor)  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** 1 loaded firearm  
**Duration:** Instantaneous  
**Save:** Will negates (harmless, object)  
**Resistance:** Yes (harmless, object)

Ammunition currently loaded in the target firearm is less prone to misfire. Decrease the misfire range by 1 + 1 per five caster levels (maximum +5, minimum misfire 0) for the ammunition currently loaded into that firearm.

**Appears In:** Ultimate Combat

### Web Wizard 2

**School:** Conjuration / Wood Elemental (Creation)  
**Components:** V, S, M (spider web)  
**Casting Time:** 1 action  
**Range:** Medium (100 + 10 ft./level)  
**Effect:** Webs in a 20-ft.-radius spread  
**Duration:** 10 min./level (D)  
**Save:** DC 15 Reflex negates; see text  
**Resistance:** No

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

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

### Darkvision, Communal Wizard 3

**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)

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

#### Darkvision

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

Darkvision can be made permanent with a permanency spell.

**Appears In:** Ultimate Combat

## Runihura Kak, Transmuter 3 – Spells in Spellbook

### Dispel Magic

Wizard 3

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

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

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

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

### Displacement

Wizard 3

**School:** Illusion (Glamour)  
**Components:** V, M (a small loop of leather)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 round/level (D)  
**Save:** Will negates (harmless)  
**Resistance:** Yes (harmless)

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, *displacement* does not prevent enemies from targeting the creature normally. *True seeing* reveals its true location and negates the miss chance.

### Fly

Wizard 3

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

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

## Runihura Kak, Transmuter 3 – Spells in Spellbook

### Haste

### Wizard 3

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

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

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

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

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

### Keen Edge

### Wizard 3

**School:** Transmutation / Metal Elemental  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One weapon or 50 projectiles, all of which must be together at the time of casting  
**Duration:** 10 min./level  
**Save:** Will negates (harmless, object)  
**Resistance:** Yes (harmless, object)

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19-20, a threat range of 19-20 becomes 17-20, and a threat range of 18-20 becomes 15-20. The spell can be cast only on piercing or slashing weapons. If cast on arrows or crossbow bolts, the keen edge on a particular projectile ends after one use, whether or not the missile strikes its intended target. Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell. Multiple effects that increase a weapon's threat range (such as the keen special weapon property and the Improved Critical feat) don't stack. You can't cast this spell on a natural weapon, such as a claw.

### Lightning Bolt

### Wizard 3

**School:** Evocation / Air Elemental / Metal Elemental [Electricity]  
**Components:** V, S, M (fur and a glass rod)  
**Casting Time:** 1 action  
**Range:** 120 ft.  
**Area:** 120-ft. line  
**Duration:** Instantaneous  
**Save:** DC 16 Reflex half  
**Resistance:** Yes

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

**Magic Circle against Evil****Wizard 3**

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

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

**Protection from Evil**

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

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

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**Major Image****Wizard 3**

**School:** Illusion (Figment)  
**Components:** V, S, F (a bit of fleece)  
**Casting Time:** 1 action  
**Range:** Long (400 + 40 ft./level)  
**Effect:** Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)  
**Duration:** Concentration + 3 rounds  
**Save:** DC 16 Will disbelief (if interacted with)  
**Resistance:** No

This spell functions like *silent image*, except that sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range. The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

**Silent Image**

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

**Slow****Wizard 3**

**School:** Transmutation  
**Components:** V, S, M (a drop of molasses)  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One creature/level, no two of which can be more than 30 ft. apart  
**Duration:** 1 round/level  
**Save:** DC 17 Will negates  
**Resistance:** Yes

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

**Versatile Weapon****Wizard 3**

**School:** Transmutation / Metal Elemental  
**Components:** V, S, M (iron filings)  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** one weapon or 50 projectiles, all of which must be together at the time of casting  
**Duration:** 1 minute/level  
**Save:** DC 17 Will negates (harmless, object)  
**Resistance:** Yes (harmless, object)

You transform the physical makeup of a weapon as you desire. This spell functions like *greater magic weapon*, except that it subtly alters the physical properties of a weapon, enabling it to bypass damage reduction of one the following types: bludgeoning, cold iron, piercing, silver, or slashing. The affected weapon still inflicts damage of its normal type and its hardness and hit points are unchanged. This spell can be cast on a natural weapon or unarmed strike.

**Magic Weapon, Greater**

This spell functions like *magic weapon*, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5). This bonus does not allow a weapon to bypass damage reduction aside from magic. Alternatively, you can affect as many as 50 arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation after they are used. Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.

**Appears In:** Advanced Player's Guide

**Wind Wall****Wizard 3**

**School:** Evocation / Air Elemental / Wood Elemental [Air]  
**Components:** V, S, M/DF (a tiny fan and an exotic feather)  
**Casting Time:** 1 action  
**Range:** Medium (100 + 10 ft./level)  
**Effect:** Wall up to 10 ft./level long and 5 ft./level high (S)  
**Duration:** 1 round/level  
**Save:** None; see text  
**Resistance:** Yes

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

**Black Tentacles****Wizard 4**

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

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

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

**Dimension Door****Wizard 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.

## Runihura Kak, Transmuter 3 – Spells in Spellbook

### Ice Storm

Wizard 4

**School:** Evocation / Water Elemental [Cold]  
**Components:** V, S, M/DF (dust and water)  
**Casting Time:** 1 action  
**Range:** Long (400 + 40 ft./level)  
**Area:** Cylinder (20-ft. radius, 40 ft. high)  
**Duration:** 1 round/level (D)  
**Save:** None  
**Resistance:** Yes

Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area take a -4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no aftereffects (other than the damage dealt).

### Mnemonic Enhancer

Wizard 4

**School:** Transmutation  
**Components:** V, S, M, F (a piece of string, and ink consisting of squid secretion mixed with black dragon's blood, an ivory plaque worth 50 gp)  
**Casting Time:** 10 minutes  
**Range:** Personal  
**Target:** You  
**Duration:** Instantaneous

Casting this spell allows you to prepare additional spells or retain spells recently cast. Pick one of these two versions when the spell is cast.

**Prepare:** You prepare up to three additional levels of spells. A cantrip counts as 1/2 level for this purpose. You prepare and cast these spells normally.

**Retain:** You retain any spell of 3rd level or lower that you had cast up to 1 round before you started casting the mnemonic enhancer. This restores the previously cast spell to your mind. In either event, the spell or spells prepared or retained fade after 24 hours (if not cast).

### Named Bullet

Wizard 4

**School:** Divination  
**Components:** V, S, M/DF (an item from the selected creature or creature type)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** One piece of ammunition or one thrown weapon  
**Duration:** 10 minutes/level or until discharged  
**Save:** Will negates (harmless, object)  
**Resistance:** Yes (harmless, object)

You imbue the target with deadly accuracy against a selected creature type (and subtype for humanoids or outsiders) or a specific creature you know and can name. When used against the selected creature, the ammunition never misfires and is unaffected by concealment (but not total concealment), and at a range of 30 feet or less, the attack targets the selected creature's touch AC. When the target hits the selected creature, you must overcome that creature's spell resistance, or this spell has no effect. A normal hit scored using the target against the selected creature is considered to be a critical threat and deals 1 extra point of damage per caster level (maximum 20), which is not multiplied on a critical hit. A natural critical hit deals the same extra damage, but that damage is multiplied due to the critical.

Once the target is used to attack the selected creature, successfully or not, this spell is discharged.

**Appears In:** Ultimate Combat

### Remove Curse

Wizard 4

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

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

Remove curse counters and dispels bestow curse.

### Shadow Conjunction

Wizard 4

**School:** Illusion (Shadow)  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** See text  
**Effect:** See text  
**Duration:** See text  
**Save:** Will disbelief (if interacted with); varies; see text;  
**Resistance:** Yes; see text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. Shadow conjunction can mimic any sorcerer or wizard conjunction (summoning) or conjunction (creation) spell of 3rd level or lower.

Shadow conjunctions are only one-fifth (20%) as strong as the real things, though creatures who believe the shadow conjunctions to be real are affected by them at full strength. Any creature that interacts with the spell can make a Will save to recognize its true nature. Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to shadow conjunction's level (4th) rather than the spell's normal level. In addition, any effect created by shadow conjunction allows spell resistance, even if the spell it is simulating does not. Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are 20% likely to work. A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are just one-fifth as large. A creature that succeeds on its save sees the shadow conjunctions as transparent images superimposed on vague, shadowy forms. Objects automatically succeed on their Will saves against this spell.

## Runihura Kak, Transmuter 3 – Spells in Spellbook

### Shout

### Wizard 4

**School:** Evocation / Air Elemental / Metal Elemental [Sonic]  
**Components:** V  
**Casting Time:** 1 action  
**Range:** 30 ft.  
**Area:** Cone-shaped burst  
**Duration:** Instantaneous  
**Save:** Fortitude partial or Reflex negates (object); see text;  
**Resistance:** Yes (object)

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 15d6). An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save. A shout spell cannot penetrate a silence spell.

### Wall of Fire

### Wizard 4

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

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

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

### Wall of Ice

### Wizard 4

**School:** Evocation / Water Elemental [Cold]  
**Components:** V, S, M (a piece of quartz or rock crystal)  
**Casting Time:** 1 action  
**Range:** Medium (100 + 10 ft./level)  
**Effect:** Anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level  
**Duration:** 1 min./level  
**Save:** DC 17 Reflex negates; see text  
**Resistance:** Yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a wall of ice, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a wall of ice creates a great cloud of steamy fog that lasts for 10 minutes.

**Ice Plane:** A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or any other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides. Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level. Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage + 1 point per caster level (no save).

**Hemisphere:** The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The hemisphere is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.