

Boyar Prince Captain Miroslav Nikitin

Male half-orc arcanist 1/aristocrat 1/barbarian (urban barbarian) 1/unchained rogue 5 - CL8 - CR 7
 True Neutral Humanoid (Human, Orc); Deity: **Besmara**;
 Age: **17**; Height: **6'**; Weight: **248 lb.**; Eyes: **Blue**; Hair:
Dirty blond; Skin: **Greenish**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	20/22	+5/+6	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	14	+2	
WIS WISDOM	10	0	
CHA CHARISMA	10	0	

Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6	=	+3	+2	+1		

Endurance: +4 vs. hot or cold environments and to resist damage from suffocation

REFLEX (DEXTERITY)	+11	=	+4	+6	+1		
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Danger Sense: +1 bonus vs. traps

WILL (WISDOM)	+6	=	+5		+1		
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Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	=			+6		+1		

Touch AC 16	Flat-Footed AC 11
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Danger Sense: +1 bonus vs. traps, **Crowd Control:** +1 dodge bonus when adjacent to two or more enemies

CM Bonus	BAB	Strength	Size	Misc
+4	=	+4	+0	-

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	BAB	Strength	Dexterity	Size
20	=	10	+4	+0

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

Base Attack	+4	HP	65
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Crowd Control: +1 when adjacent to two or more enemies

Initiative	+8
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Speed	30 ft
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Damage / Current HP

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Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+17	DEX (6)	8	
Appraise	+2	INT (2)	-	
Bluff	+13	CHA (0)	8	
Climb	+4	STR (0)	1	
Diplomacy	+13	CHA (0)	8	
Disable Device	+19	DEX (6)	8	
Disguise	+0	CHA (0)	-	
Escape Artist	+10	DEX (6)	1	
Fly	+6	DEX (6)	-	
Heal	+0	WIS (0)	-	
Intimidate	+2	CHA (0)	-	
Knowledge (arcana)	+6	INT (2)	1	
Knowledge (nobility)	+9	INT (2)	4	
Perception	+12	WIS (0)	8	
Trapfinding: +2 to locate traps, Danger Sense: +1 bonus to avoid being surprised by a foe				
Profession (sailor)	+12	WIS (0)	8	
Ride	+6	DEX (6)	-	
Sense Motive	+0	WIS (0)	-	
Sleight of Hand	+10	DEX (6)	1	
Spellcraft	+6	INT (2)	1	
Stealth	+17	DEX (6)	8	
Survival	+0	WIS (0)	-	
Swim	+4	STR (0)	1	

Endurance: +4 to resist nonlethal damage from exhaustion

Activated Abilities & Adjustments

Controlled Rage (Ex): Control your Rage

Feats

Accomplished Sneak Attacker

Your strikes against a foe's vital spots are extra deadly.

Prerequisite: Sneak attack class feature.

Additional Traits

You have more traits than normal.

Benefit: You gain two character traits of your choice. These traits must be chosen

Armor Proficiency (Heavy)

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

Armor Proficiency (Light)

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

Armor Proficiency (Medium)

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

Endurance

+4 to a variety of fort saves, skill and ability checks. Sleep in L/M armor with no fatigue.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Rogue Weapon Proficiencies

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

Sap Adept

Gain bonus damage on nonlethal attacks,

Sap Master

Deal twice your sneak attack damage when dealing nonlethal damage

Shield Proficiency

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

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Tower Shield Proficiency

You can use a tower shield and suffer only the standard penalties.

Two-Weapon Fighting

Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

Weapon Finesse

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

Traits

Besmara's Blessing (1/week)

Reroll a Profession (sailor) check and take the higher result.

Magical Knack (Arcanist)

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

Reactionary

+2 Initiative

Tusked

Huge, sharp tusks bulge from your mouth, and you receive a bite attack (1d4 damage for Medium characters). If used as part of a full attack action, the bite attack is made at your full base attack bonus -5.

+1 silk sack filled with gold and platinum dust

Main hand: **+11, 1d6+7**

nonlethal

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

nonlethal

Main w/ light off: **+9, 1d6+7**

nonlethal

Offhand: **+9, 1d6+4 nonlethal**

Crowd Control: +1 when adjacent to two or more enemies

Experience & Wealth

Experience Points: **51000/75,000**

Current Cash: **287 pp, 4 gp**

+1 silk sack filled with gold and platinum dust

Main hand: **+11, 1d6+7**

nonlethal

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

nonlethal

Main w/ light off: **+9, 1d6+7**

nonlethal

Offhand: **+9, 1d6+4 nonlethal**

Crowd Control: +1 when adjacent to two or more enemies

Bite (Tusked)

Main hand: **+5, 1d4**

nonlethal

Crowd Control: +1 when adjacent to two or more enemies

Masterwork cold iron dagger

Main hand: **+11, 1d4**

Main w/ offhand: **+7, 1d4**

Main w/ light off: **+9, 1d4**

Offhand: **+9, 1d4**

Ranged: **+11, 1d4**

Ranged w/ offhand: **+7, 1d4**

Ranged w/ light off: **+9, 1d4**

Ranged offhand: **+9, 1d4**

Crowd Control: +1 when adjacent to two or more enemies

Sap

Main hand: **+10, 1d6+6**

nonlethal

Main w/ offhand: **+6, 1d6+6**

nonlethal

Main w/ light off: **+8, 1d6+6**

nonlethal

Offhand: **+8, 1d6+3 nonlethal**

Crowd Control: +1 when adjacent to two or more enemies

Sap

Main hand: **+10, 1d6+6**

nonlethal

Main w/ offhand: **+6, 1d6+6**

nonlethal

Main w/ light off: **+8, 1d6+6**

nonlethal

Offhand: **+8, 1d6+3 nonlethal**

Crowd Control: +1 when adjacent to two or more enemies

Boyar Prince Captain Miroslav Nikitin – Abilities & Gear

Accomplished Sneak Attacker **Feat**

Your strikes against a foe's vital spots are extra deadly.

Prerequisite: Sneak attack class feature.

Benefit: Your sneak attack damage increases by 1d6. Your number of sneak attack dice cannot exceed half your character level (rounded up).

Appears In : Dirty Tactics Toolbox

Additional Traits **Feat**

You have more traits than normal.

Benefit: You gain two character traits of your choice. These traits must be chosen from different lists, and cannot be chosen from lists from which you have already selected a character trait. You must meet any additional qualifications for the character traits you choose.

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

Endurance **Feat**

Harsh conditions or long exertions do not easily tire you.

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation.

You may sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium or heavier armor is fatigued the next day.

Sap Adept **Feat**

You know just where to hit to knock the sense out of your foe.

Prerequisite: Sneak attack +1d6.

Benefit: Whenever you use a bludgeoning weapon to deal nonlethal sneak attack damage, you gain a bonus on your damage roll equal to the number of sneak attack damage dice you rolled.

Appears In : Ultimate Combat

Sap Master **Feat**

You knock the sense out of foes with a well-timed surprise attack.

Prerequisites: Sneak attack +3d6, Sap Adept.

Benefit: Whenever you use a bludgeoning weapon to deal nonlethal sneak attack damage to a flat-footed opponent, roll your sneak attack dice twice, totaling the results as your nonlethal sneak attack damage for that attack.

Appears In : Ultimate Combat

Two-Weapon Fighting **Feat**

You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.

Prerequisite: Dex 15.

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Combat.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

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.

Besmara's Blessing (1/week) **Trait**

You were born aboard a ship at sea or down by the docks in a port city on an auspicious day. Old salts and sea dogs nod knowingly and say that Besmara the Pirate Queen, goddess of piracy, sea monsters, and strife, has marked you for a greater destiny. You don't know anything about that, but you've always felt more at home on the sea than on land, and your keen eyes can easily pick out a sail on the distant horizon. You gain a +1 trait bonus on Perception and Profession (sailor) checks. In addition, once per week you can reroll a Profession (sailor) check and take the higher result (you must announce that you are using this ability before the results of the check are known).

You came to a tavern in Port Peril called the Formidably Maid in search of your fate. You're not sure how many drinks you had, but they quickly went to your head and you passed out on the table before you found your destiny—unless it lay in the bottom of a bottle. Then again, maybe you found your destiny after all...

Appears In : Skull & Shackles

Magical Knack (Arcanist) **Trait**

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

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

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

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Reactionary

Trait

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus to Initiative checks.

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

Tusked

Trait

Huge, sharp tusks bulge from your mouth, and you receive a bite attack (1d4 damage for Medium characters). If used as part of a full attack action, the bite attack is made at your full base attack bonus -5.

Appears In : Orcs of Golarion

Darkvision (60 feet)

Racial Ability, Senses (Half-Orc)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Orc Blood

Racial Ability (Half-Orc)

Half-orcs count as both humans and orcs for any effect related to race.

Poison Minion (DC 16)

Unknown

Drow sometimes augment their slaves and frontline warriors by making them toxic, causing their bodies to internally produce mawbane poison (see below). The resulting poisonous creature makes a potent weapon in the effort to discourage neighboring monsters. Any creature that hits such a character with a bite attack is immediately exposed to its poison. The save DC for this poison is equal to 10 + 1/2 the character's Hit Dice + the character's Constitution modifier.

Mawbane Poison—ingested; *save* Fortitude as above; *frequency* 1/round for 4 rounds; *effect* 1d2 Constitution damage; *cure* 1 save.

Half-orcs can take this trait in place of orc ferocity and weapon familiarity.

Appears In : Blood of Shadows

Sandkin

Racial Ability

These half-orcs face the world with a self-assurance that's unusual for their kind—the result of a confluence of fortunate factors.

The beneficiaries of several unusual circumstances desert half-orcs move in both human and orc societies with an unusual confidence. These half-orcs have parlayed their ability to tolerate the burning desert sun into an unusual degree of power within orc tribes. The desert orc traditions of children serving as lookouts during the day and youths proving their determination by staring into the sun often leave full orcs' vision damaged, but desert half-orcs, who lack orcs' light sensitivity, get through these challenges relatively unscathed, giving them a clear advantage in tribal power struggles. Unsurprisingly, half-orcs rule or are the chief warriors of a disproportionate number of desert orc tribes. (Some whisper these trials were originally devised by half-orcs for just this purpose.) The confidence resulting from their higher status benefits those who move from orc tribes to human societies as well, as it often is interpreted as openness.

In human societies, desert half-orcs (and half-orcs who travel to these regions from other lands) benefit from another fortunate pair of circumstances. First, orcs haven't been the primary threat in the deserts of northern Garund and Qadira since before the Age of Destiny, so their half-breed progeny aren't a reminder of some constant looming threat or ancient racial foe, even when born in unchosen circumstances. Second, Sarenrae's church has a powerful influence in all of these lands save Rahadoum, and its focus on redemption encourages humans to give half-orcs a fair chance. Indeed, many half-orcs find the Dawnflower a welcome source of balance in their lives, reminding them of the importance of mercy, while the practice of eliminating the unrepentant allows them to release their aggression in a productive manner.

Appears In : Bastards of Golarion

Arcane Reservoir +1 DC or CL (4/day) (Su) Class Ability (Arcanist)

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

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

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

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Bleeding Attack +4 (Ex) Class Ability (Rogue,Rogue (U

A rogue with this ability can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of the rogue's sneak attack (e.g., 4d6 equals 4 points of bleed). Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a successful DC 15 Heal check or the application of any effect that heals hit point damage. Bleed damage from this ability does not stack with itself. Bleed damage bypasses any damage reduction the creature might possess.

Special: This talent adds an effect to the rogue's sneak attack. Only one such talent can be applied to an individual attack and the decision must be made before the attack is rolled.

Careful Disarm (Ex) Class Ability (Rogue (Unchain

At 4th level, whenever a burglar/trapsmith attempts to disarm a trap using Disable Device, she does not spring the trap unless she fails by 10 or more. If she does set off a trap she was attempting to disarm, she adds double her trap sense bonus to avoid the trap. This ability replaces uncanny dodge.

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

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

Controlled Rage (Ex) Class Ability (Barbarian)

When an urban barbarian rages, instead of making a normal rage she applies a +4 morale bonus to her Strength, Dexterity, or Constitution. This bonus increases to +6 when she gains greater rage and +8 when she gains mighty rage. She may apply the full bonus to one ability score or may split the bonus between several scores in increments of +2. When using a controlled rage, an urban barbarian gains no bonus on Will saves, takes no penalties to AC, and can still use Intelligence-, Dexterity-, and Charisma-based skills. This ability otherwise follows the normal rules for rage. This ability alters rage.

Note: To implement this ability, use the activated abilities on the In-Play tab, dividing up the bonus as desired. As you increase the other statistics, the Strength bonus will decrease. If you want a controlled rage with only a strength bonus, and no Dexterity or Constitution modifiers (and no AC penalty or Will save bonus), activate this ability on the In-Play tab, then activate Rage.

Crowd Control (Ex) Class Ability (Barbarian)

At 1st level, an urban barbarian gains a +1 bonus on attack rolls and a +1 dodge bonus to AC when adjacent to two or more enemies. In addition, her movement is not impeded by crowds, and she gains a bonus equal to 1/2 her barbarian level on Intimidate checks to influence crowds (*Core Rulebook* 436). This ability replaces fast movement.

Danger Sense +1 (Ex) Class Ability (Rogue (Unchain

At 3rd level, this class gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks by traps. In addition, she gains a +1 bonus on Perception checks to avoid being surprised by a foe. These bonuses increase by 1 every 3 levels thereafter (to a maximum of +6 at 18th level). This ability counts as trap sense for any feat or class prerequisite, and can be replaced by any archetype class feature that replaces trap sense. The bonuses gained from this ability stack with those gained from trap sense (if the character has trap sense from another class).

Debilitating Injury: Bewildered -2/-4 (Ex) Class Ability (Rogue (Unchain

At 4th level, whenever a rogue deals sneak attack damage to a foe, she can also debilitate the target of her attack, causing it to take a penalty for 1 round (this is in addition to any penalty caused by a rogue talent or other special ability).

These penalties do not stack with themselves, but additional attacks that deal sneak attack damage extend the duration by 1 round. A creature cannot suffer from more than one penalty from this ability at a time. If a new penalty is applied, the old penalty immediately ends. Any form of healing applied to a target suffering from one of these penalties also removes the penalty.

Bewildered: The target becomes bewildered, taking a –2 penalty to AC. The target takes an additional –2 penalty to AC against all attacks made by the rogue. At 10th level and 16th level, the penalty to AC against attacks made by the rogue increases by –2 (to a total maximum of –8).

Debilitating Injury: Disoriented -2/-4 (Ex) Class Ability (Rogue (Unchain

At 4th level, whenever a rogue deals sneak attack damage to a foe, she can also debilitate the target of her attack, causing it to take a penalty for 1 round (this is in addition to any penalty caused by a rogue talent or other special ability).

These penalties do not stack with themselves, but additional attacks that deal sneak attack damage extend the duration by 1 round. A creature cannot suffer from more than one penalty from this ability at a time. If a new penalty is applied, the old penalty immediately ends. Any form of healing applied to a target suffering from one of these penalties also removes the penalty.

Disoriented: The target takes a –2 penalty on attack rolls. In addition, the target takes an additional –2 penalty on all attack rolls it makes against the rogue. At 10th level and 16th level, the penalty on attack rolls made against the rogue increases by –2 (to a total maximum of –8).

Debilitating Injury: Hampered (Ex) Class Ability (Rogue (Unchain

At 4th level, whenever a rogue deals sneak attack damage to a foe, she can also debilitate the target of her attack, causing it to take a penalty for 1 round (this is in addition to any penalty caused by a rogue talent or other special ability).

These penalties do not stack with themselves, but additional attacks that deal sneak attack damage extend the duration by 1 round. A creature cannot suffer from more than one penalty from this ability at a time. If a new penalty is applied, the old penalty immediately ends. Any form of healing applied to a target suffering from one of these penalties also removes the penalty.

Hampered: All of the target's speeds are reduced by half (to a minimum of 5 feet). In addition, the target cannot take a 5-foot step.

Dimensional Slide (10 feet) (Su) Class Ability (Arcanist)

The arcanist can expend 1 point from her arcane reservoir to create a dimensional crack that she can step through to reach another location. This ability is used as part of a move action or withdraw action, allowing her to move up to 10 feet per arcanist level to any location she can see. This counts as 5 feet of movement. She can only use this ability once per round. She does not provoke attacks of opportunity when moving in this way, but any other movement she attempts as part of her move action provokes as normal.

Appears In : Advanced Class Guide

Evasion (Ex) Class Ability (Rogue (Unchain

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

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Rage (6 rounds/day) (Ex) **Class Ability (Barbarian)**

Fly into a rage, giving you +4 Str, +4 Con, +2 to Will saves and -2 to Armor Class. Many skills and abilities cannot be used while the character is enraged. At the end of the rage, the barbarian becomes fatigued (-2 Str, -2 Dex, can't charge or run) for a number of rounds equal to twice the number of rounds spent raging.

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

If a rogue 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 rogue'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 rogue flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every 2 rogue levels thereafter. Ranged attacks can count as sneak attacks only if the target is within 30 feet. This additional damage is precision damage and is not multiplied on a critical hit.

With a weapon that deals nonlethal damage (such as a sap, unarmed strike, or whip), a rogue 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 rogue 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 rogue cannot sneak attack while striking a creature with total concealment.

Trapfinding +2 **Class Ability (Rogue (Unchain**

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

Wondrous Whippersnap **Gear**

This light ale, a rarity among dwarven beers, extends the range of your darkvision by 1d3x5 feet (varying from batch to batch, and even from person to person) for 1 hour, making it a favorite among warriors who stand watch in the deepest, darkest halls of the Sky Citadel.

Appears In : Dwarves of Golarion

Ring of eloquence (Aquan, Giant, Kelish, Polyglot) **Ring**

Fine etchings spell out the alphabets of four languages around the inside of this finely crafted silver band. The wearer gains the ability to speak and understand the four languages whose alphabets are inscribed on the ring. Normally the languages are Common, Dwarven, Elven, and Gnome. Less often, such rings are attuned to Giant, Goblin, Orc, and Undercommon, and rings with different sets of languages might also exist. The wearer retains the ability to speak in these languages even if she assumes a form normally unable to do so (such as a druid wild shaped into a wolf).

The ring also makes it easier for the wearer to find the correct words to express herself, granting a +2 competence bonus on Bluff, Diplomacy, Intimidate, and Perform (oratory) checks. Also, if the wearer is deafened and attempts to cast a spell with a verbal component, the chance of spell failure is reduced to 10%.

Construction

Requirements: Forge Ring, *comprehend languages* **Cost** 1,750 GP

Appears In : Advanced Class Guide

Wand of mage armor (40 charges) **Wand**

Mage Armor

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.

Wand of mirror image (20 charges) **Wand**

Mirror Image

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

Wand of shield (48 charges) **Wand**

Shield

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

Amulet of natural armor +1 **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 +1.

Construction

Requirements: Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 1,000 gp

Belt of incredible dexterity +2 **Wondrous Item (Belt)**

This belt has a large silver buckle, usually depicting the image of a tiger. The belt grants the wearer an enhancement bonus to Dexterity of +2. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction

Requirements: Craft Wondrous Item, *cat's grace*; **Cost** 2,000 gp

Boyar Prince Captain Miroslav Nikitin – Abilities & Gear

Besmara's tricorne (1/day) Wondrous Item (Head)

This black leather tricorne hat is weather-beaten and salt-stained. It grants its wearer a +2 competence bonus on Profession (sailor) and Swim checks.

If Besmara is your patron, once per day you can speak a command word to transform the hat into a small ship's boat such as a cutter, jolly boat, or longboat (see the *Skull & Shackles Player's Guide*). The boat is 20 feet long, has two pairs of oars and a single mast with a square sail, and can carry up to 12 passengers and crew. Upon command, or after 8 hours, the boat returns to hat form, dumping out any occupants.

Construction

Requirements Craft Wondrous Item, *guidance*, *shrink item*, creator must have 5 ranks in Profession (sailor); **Cost** 1,300 gp

Appears In : Skull & Shackles, Inner Sea Gods

Cloak of resistance +1 Wondrous Item (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction

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

Grappler's mask Wondrous Item (Head)

This mask, fashioned from dark leather, also covers the back of the wearer's head and neck and drapes over his shoulders and upper arms, leaving only his mouth, nose, and eyes uncovered. The wearer may attempt bull rushes and grapples without provoking attacks of opportunity.

Construction

Requirements Craft Wondrous Item, *bull's strength*, *cat's grace*, *expeditious retreat*; **Cost** 2,500 gp

Appears In : Advanced Player's Guide, Ultimate Equipment

Hat of disguise Wondrous Item (Head)

This apparently normal hat allows its wearer to alter her appearance as with a *disguise self* spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, or other headwear.

Construction

Requirements: Craft Wondrous Item, *disguise self*; **Cost** 900 gp

Runestone of power (1st, 1/day) Wondrous Item

A *runestone of power* is a small chip of polished stone etched with a rune. These objects are potent aids to all spellcasters who cast spontaneously (but not to spellcasters like clerics who have the option to spontaneously cast certain spells). Once per day, a spontaneous caster can draw upon a *runestone of power* to cast a spell - doing so is part of the spellcasting action, and expends that runestone's power for the day rather than one of the spellcaster's actual spell slots for the day. An expended *runestone of power* recharges its capacity after 24 hours. The spell must be of a particular level, depending on the runestone.

Construction

Requirements: Craft Wondrous Items, creator must be able to spontaneously cast 1st-level spells **Cost** 1,000 GP

Appears In : Advanced Class Guide, Pathfinder Society Field Guide

Sleeves of many garments Wondrous Item (Wrist)

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

Construction

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

Appears In : Ultimate Equipment

Slippers of spider climbing (10 minutes/day) Wondrous Item (Feet)

When worn, a pair of these slippers enables movement on vertical surfaces or even upside down along ceilings, leaving the wearer's hands free. Her climb speed is 20 feet. Severely slippery surfaces—icy, oiled, or greased surfaces—make these slippers useless. The slippers can be used for 10 minutes per day, split up as the wearer chooses (minimum 1 minute per use).

Construction

Requirements: Craft Wondrous Item, *spider climb*; **Cost** 2,400 gp

Sap

Main hand: **+10, 1d6+6** Crit: x2
nonlethal Light, B, Nonlethal

Main w/ offhand: **+6, 1d6+6**
nonlethal

Main w/ light off: **+8, 1d6+6**
nonlethal

Offhand: **+8, 1d6+3 nonlethal**

Crowd Control: +1 when adjacent to two or more enemies

Shortspear

Main hand: **+4, 1d6** Crit: x2

Both hands: **+4, 1d6** Rng: 20'
 1-hand, P

Main w/ offhand: **+0, 1d6**

Main w/ light off: **+2, 1d6**

Offhand: **+0, 1d6**

Ranged: **+10, 1d6**

Ranged, both hands: **+10, 1d6**

Ranged w/ offhand: **+6, 1d6**

Ranged w/ light off: **+8, 1d6**

Ranged offhand: **+6, 1d6**

Crowd Control: +1 when adjacent to two or more enemies

Silversheen dagger

Main hand: **+11, 1d4** Crit: 19-20/x2

Main w/ offhand: **+7, 1d4** Rng: 10'

Main w/ light off: **+9, 1d4** Light, P/S

Offhand: **+9, 1d4**

Ranged: **+11, 1d4**

Ranged w/ offhand: **+7, 1d4**

Ranged w/ light off: **+9, 1d4**

Ranged offhand: **+9, 1d4**

Crowd Control: +1 when adjacent to two or more enemies

Sling

Ranged: **+10, 1d4** Crit: x2

Ranged, both hands: **+10, 1d4** Rng: 50'

Ranged w/ offhand: **+6, 1d4** 1-hand, B

Ranged w/ light off: **+8, 1d4**

Ranged offhand: **+6, 1d4**

Crowd Control: +1 when adjacent to two or more enemies

Sling bullets

Crit: N/A
 Ammo

Crowd Control: +1 when adjacent to two or more enemies

Unarmed strike

Main hand: **+10, 1d3 nonlethal** Crit: x2

Main w/ offhand: **+6, 1d3** Light, B, Nonlethal

nonlethal

Main w/ light off: **+8, 1d3**

nonlethal

Offhand: **+8, 1d3 nonlethal**

Crowd Control: +1 when adjacent to two or more enemies

Gear

Total Weight Carried: 47.5/100 lbs,
Encumbrance Ignored
(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)

+1 silk sack filled with gold and platinum dust	2 lbs
+1 silk sack filled with gold and platinum dust	2 lbs
Amulet of natural armor +1	-
Backpack (2 @ 0.5 lbs)	2 lbs
Bandolier (29 @ 17 lbs)	-
Belt of incredible dexterity +2	1 lb
Belt pouch (empty) <In: Backpack (2 @ 0.5 lbs)>	0.5 lbs
Besmara's tricorne (1/day)	1 lb
Cloak of resistance +1	1 lb
Courtier's outfit <In: Dropped to ground (2 @ 12	6 lbs
Courtier's outfit <In: Dropped to ground (2 @ 12	6 lbs
Explorer's outfit (Free) <In: Backpack (2 @ 0.5 lbs)>	-
Golden amulet, with Niktin family symbol	-
Golden Brooch, with Niktin family symbol	-
Golden Clips	-
Golden ring, with Niktin family motto "?????? ??,	-
Grappler's mask	2 lbs
Hat of disguise	-
Hip flask	0.5 lbs
Holy symbol, wooden (Besmara)	-
Masterwork cold iron dagger	1 lb
Money	-
Noble's outfit	10 lbs
Notes on Thaumaturgy (Mix: Draconic, Orc, Skald,	3 lbs
Ring of eloquence (Aquan, Giant, Kelish, Polyglot)	-
Runestone of power (1st, 1/day) x2 <In: Bandolier (29 @	-
Sap <In: Bandolier (29 @ 17 lbs)>	2 lbs
Sap <In: Bandolier (29 @ 17 lbs)>	2 lbs
Sap <In: Bandolier (29 @ 17 lbs)>	2 lbs
Shortspear x50 <In: Ship: Otmscheniye Ghorza (34	3 lbs
Silk handkerchief, monogram MN x4	-
Silversheen dagger	1 lb
Sleeves of many garments	1 lb
Sling	-
Sling bullets x20 <In: Bandolier (29 @ 17 lbs)>	0.5 lbs
Slippers of spider climbing (10 minutes/day)	0.5 lbs
Spell component pouch	2 lbs
Thieves' tools <In: Bandolier (29 @ 17 lbs)>	1 lb
Wand of mage armor (40 charges) <In: Bandolier (29 @	-
Wand of mirror image (20 charges) <In: Bandolier (29 @	-
Wand of shield (48 charges) <In: Bandolier (29 @ 17	-
Wondrous Whippersnap x2	-

Special Abilities

Arcane Reservoir +1 DC or CL (4/day) (Su)

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

Bleeding Attack +4 (Ex)

A rogue with this ability can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of the rogue's sneak attack (e.g., 4d6 equals 4

Careful Disarm (Ex)

At 4th level, whenever a burglar/trapsmith attempts to disarm a trap using Disable Device, she does not spring the trap unless she fails by 10 or more. If she does set off a trap she was attempting to disarm, she adds double her trap

Consume Spells (1/day) (Su)

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

Special Abilities

Controlled Rage (Ex)

When an urban barbarian rages, instead of making a normal rage she applies a +4 morale bonus to her Strength, Dexterity, or Constitution. This bonus increases to +6 when she gains greater rage and +8 when she gains mighty

Crowd Control (Ex)

At 1st level, an urban barbarian gains a +1 bonus on attack rolls and a +1 dodge bonus to AC when adjacent to two or more enemies. In addition, her movement is not impeded by crowds, and she gains a bonus equal to 1/2 her barbarian

Danger Sense +1 (Ex)

At 3rd level, this class gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks by traps. In addition, she gains a +1 bonus on Perception checks to avoid being surprised by a foe. These bonuses increase

Darkvision (60 feet)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but

Debilitating Injury: Bewildered -2/-4 (Ex)

At 4th level, whenever a rogue deals sneak attack damage to a foe, she can also debilitate the target of her attack, causing it to take a penalty for 1 round (this is in addition to any penalty caused by a rogue talent or other special

Debilitating Injury: Disoriented -2/-4 (Ex)

At 4th level, whenever a rogue deals sneak attack damage to a foe, she can also debilitate the target of her attack, causing it to take a penalty for 1 round (this is in addition to any penalty caused by a rogue talent or other special

Debilitating Injury: Hampered (Ex)

At 4th level, whenever a rogue deals sneak attack damage to a foe, she can also debilitate the target of her attack, causing it to take a penalty for 1 round (this is in addition to any penalty caused by a rogue talent or other special

Dimensional Slide (10 feet) (Su)

The arcanist can expend 1 point from her arcane reservoir to create a dimensional crack that she can step through to reach another location. This ability is used as part of a move action or withdraw action, allowing her to move

Evasion (Ex)

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

Orc Blood

Half-orcs count as both humans and orcs for any effect related to race.

Poison Minion (DC 16)

Drow sometimes augment their slaves and frontline warriors by making them toxic, causing their bodies to internally produce mawbane poison (see below). The resulting poisonous creature makes a potent weapon in the effort to

Rage (6 rounds/day) (Ex)

A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level

Sandkin

These half-orcs face the world with a self-assurance that's unusual for their kind—the result of a confluence of fortunate factors.

Sneak Attack (Unchained) +4d6

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

Trapfinding +2

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

Tracked Resources

Arcane Reservoir +1 DC or CL (4/day) (Su)

Besmara's Blessing (1/week)

Consume Spells (1/day) (Su)

Masterwork cold iron dagger

Rage (6 rounds/day) (Ex)

Runestone of power (1st, 1/day)

Tracked Resources

Shortspear

Silversheen dagger

Sling bullets

Slippers of spider climbing (10 minutes/day)

Wand of mage armor (40 charges)

Wand of mirror image (20 charges)

Wand of shield (48 charges)

Languages

Common

Draconic

Orc

Skald

Undercommon

Spells & Powers

Arcanist spells memorized (CL 3rd; concentration +5)

Melee Touch +10 Ranged Touch +10

1st (3/day)—*alter winds*^{APG} (DC 13), *vanish*^{APG} (DC 13)

0th (at will)—*mage hand*, *open/close* (DC 12), *prestidigitation*, *read magic*

Situational Modifiers

Constitution Check

Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Fortitude Save

Endurance: +4 vs. hot or cold environments and to resist damage from suffocation

Perception

Trapfinding: +2 to locate traps, **Danger Sense:** +1 bonus to avoid being surprised by a foe

Reflex Save

Danger Sense: +1 bonus vs. traps

Swim

Endurance: +4 to resist nonlethal damage from exhaustion

Background

Miroslav is of several different worlds. His father, Victor Nikitin, is a Boyar noble from Ustalav, living the softest life in the harshest land, and sometime merchant (bringing goods down-river to the sea before the harsh winter, and returning with supplies in the Spring). His mother was an Orc maid in the Shackles, Ghorza, easily lured into the Boyar's bed, living the harshest life in the most welcoming climate.

As Miroslav understands it, Ghorza realized that she was with child, and began a long sojourn to the city of Karcau, to find Prince Victor, on the ship Valeria. Before the Valeria could even make port in Triela, to off-load cargo onto the river-boat Sophia, Miroslav was born in the midst of a storm and Ghorza died from complications of the birth.

Captain Ezren felt some pity for the infant, so took it on himself to care for the infant and present him to Victor. Victor, whose wife Alyona has as yet not borne him children, readily recognized the half-orc infant.

Perhaps from some tenderness, or perhaps to capitalize politically on the "common" origins of Miroslav, Nikitin continuously told stories of Ghorza, and how she had demonstrated ideal feminine virtue, taking on the world for the sake of her son; even bringing in tutors from Oppara who could instruct Miroslav in Taldan etiquette and in the worship of Besmara. Miroslav still carries th and the faith of Besmarkarcaa; Miroslav still treasures the wooden icon of Besmara, which had belonged to his mother.

One day, when the prince's hunting party was riding near the Keldenwood, 11-year-old Miroslav's horse spooked, and he was separated from the band. In that brief moment of separation, he was captured by Drow slavers.

The slavers impressed Miroslav into service as a military slave. By learning the drow language and being a good soldier he proved his worth, and rose to be a sergeant. One day, leading a small hunting band down an unfamiliar tunnel, they found themselves at the surface; a fight broke out between the cowards too frightened to proceed, and those who wanted to gain their freedom; the slaughter was quick, and this was the first time Miroslav had taken the life of another sentient creature.

He had been gone for five years, by the time he arrived back at Karcau. After his experience as a slave, all in the household agreed that he should seek "easier climate" for a while.

So Miroslav has been in the shackles for several months, resting, spending time with the island women and exotic alcoholic beverages, and half-heartedly asking about for anyone who remembers his mother (none do).

Nikitin family motto: Ubeyte ikh, teper' "Kill them, now."

Sourcebooks Used

- **Advanced Class Guide** - Arcanist (class); Dimensional Slide (special ability); Memorize Page (spell); Monkey Fish (spell); Refine Improvised Weapon (spell); Ring of eloquence (equipment)
- **Advanced Class Guide / Pathfinder Society Field Guide** - Runestone of power (1st) (equipment)
- **Advanced Player's Guide** - Alter Winds (spell); Burglar (archetype); Vanish (spell)
- **Advanced Player's Guide / Ultimate Equipment** - Grappler's mask (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Additional Traits (feat); Reactionary (trait)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Magical Knack (trait)
- **Advanced Race Guide** - Shaman's Apprentice (alternate racial trait)
- **Bastards of Golarion** - Sandkin (race option)
- **Blood of Shadows** - Poison Minion (alternate racial trait)
- **Dirty Tactics Toolbox** - Accomplished Sneak Attacker (feat)
- **Dwarves of Golarion** - Wondrous Whippersnap (equipment)
- **Heroes of the Streets** - Speak Local Language (spell)
- **Inner Sea Gods / Skull & Shackles** - Besmara's tricorne (equipment)
- **Inner Sea Races / Inner Sea World Guide** - Skald (language)
- **Orcs of Golarion** - Tusked (trait)
- **Pathfinder Society Primer** - Kreighton's Perusal (spell)
- **Skull & Shackles** - Besmara's Blessing (trait)
- **Ultimate Combat** - Air Bubble (spell); Sap Adept (feat); Sap Master (feat); Urban Barbarian (archetype)
- **Ultimate Equipment** - Bandolier (equipment); Hip flask (equipment); Sleeves of many garments (equipment)
- **Unchained Classes** - Rogue (Unchained) (class)

Boyar Prince Captain Miroslav Nikitin, Arcanist 1 – Spells in Spellbook

Acid Splash 0

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Inquisitor, Magus, Sorcerer, Summoner, Summoner (Unchained), Underterror Evolution, Wizard

School conjuration / earth elemental (creation) [acid]

Casting Time 1 action

Components V, S

Range close (25 + 5 ft./2 levels)

Effect one missile of acid

Duration instantaneous

Saving Throw none; **Spell 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 0

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Magus, Psychic, Shadowsworn, Shaman, Sorcerer, Summoner, Summoner (Unchained), White Necromancer, Witch, Wizard

School universal

Casting Time 1 action

Components V, S

Range touch

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

Duration permanent

Saving Throw none; **Spell Resistance** no

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

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

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

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

Bleed 0

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Cleric, Inquisitor, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, White Necromancer, Witch, Wizard

School necromancy

Casting Time 1 action

Components V, S

Range close (25 + 5 ft./2 levels)

Target one living creature

Duration instantaneous

Saving Throw DC 12 Will negates; **Spell Resistance** yes

You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

Dancing Lights 0

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Bard, Magus, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Underterror Evolution, White Necromancer, Witch, Wizard

School evocation [light]

Casting Time 1 action

Components V, S

Range medium (100 + 10 ft./level)

Effect up to four lights, all within a 10-ft.-radius area

Duration 1 minute (D)

Saving Throw none; **Spell 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.

Daze 0

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Bard, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Underterror Evolution, White Necromancer, Witch, Wizard

School enchantment (compulsion) [mind-affecting]

Casting Time 1 action

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

Range close (25 + 5 ft./2 levels)

Target one humanoid creature of 4 HD or less

Duration 1 round

Saving Throw DC 12 Will negates; **Spell Resistance** yes

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

Boyar Prince Captain Miroslav Nikitin, Arcanist 1 – Spells in Spellbook

Detect Magic 0

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Adept, Bard, Cleric, Druid, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spellchymist, Spiritualist, Summoner, Summoner (Unchained), Underterror Evolution, White Necromancer, Witch, Wizard

School divination

Casting Time 1 action

Components V, S

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 min./level (D)

Saving Throw none; **Spell 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 0

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Cleric, Druid, Inquisitor, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, White Necromancer, Witch, Wizard

School divination

Casting Time 1 action

Components V, S

Range close (25 + 5 ft./2 levels)

Target one creature, one object, or a 5-ft. cube

Duration instantaneous

Saving Throw none; **Spell Resistance** no

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

Disrupt Undead 0

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Inquisitor, Magus, Sorcerer, White Necromancer, Wizard

School necromancy

Casting Time 1 action

Components V, S

Range close (25 + 5 ft./2 levels)

Effect ray

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

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

Flare 0

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Bard, Druid, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Underterror Evolution, Wizard

School evocation [light]

Casting Time 1 action

Components V

Range close (25 + 5 ft./2 levels)

Effect burst of light

Duration instantaneous

Saving Throw DC 12 Fortitude negates; **Spell 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.

Boyar Prince Captain Miroslav Nikitin, Arcanist 1 – Spells in Spellbook

Ghost Sound 0

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Adept, Bard, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Underterror Evolution, Wizard

School illusion (figment)

Casting Time 1 action

Components V, S, M (a bit of wool or a small lump of wax)

Range close (25 + 5 ft./2 levels)

Effect illusory sounds

Duration 1 round/level (D)

Saving Throw DC 12 Will disbelief; **Spell Resistance** no

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

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

Ghost sound can be made permanent with a permanency spell.

Light 0

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Adept, Bard, Cleric, Druid, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Underterror Evolution, White Necromancer, Witch, Wizard

School evocation / wood elemental [light]

Casting Time 1 action

Components V, M/DF (a firefly)

Range touch

Target object touched

Duration 10 min./level

Saving Throw none; **Spell 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 0

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Bard, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Spellchymist, Spiritualist, Summoner, Summoner (Unchained), Underterror Evolution, Wizard

School transmutation

Casting Time 1 action

Components V, S

Range close (25 + 5 ft./2 levels)

Target one nonmagical, unattended object weighing up to 5 lbs.

Duration concentration

Saving Throw none; **Spell 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 0

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Adept, Bard, Cleric, Druid, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), White Necromancer, Witch, Wizard

School transmutation / metal elemental

Casting Time 10 minutes

Components V, S

Range 10 ft.

Target one object of up to 1 lb./level

Duration instantaneous

Saving Throw Will negates (harmless, object); **Spell 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.

Boyar Prince Captain Miroslav Nikitin, Arcanist 1 – Spells in Spellbook

Message 0

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Bard, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Spellchymist, Spiritualist, Summoner, Summoner (Unchained), White Necromancer, Witch, Wizard

School transmutation / air elemental [language-dependent]

Casting Time 1 action

Components V, S, F (a piece of copper wire)

Range medium (100 + 10 ft./level)

Target one creature/level

Duration 10 min./level

Saving Throw none; **Spell 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 0

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Bard, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard

School transmutation

Casting Time 1 action

Components V, S, F (a brass key)

Range close (25 + 5 ft./2 levels)

Target object weighing up to 30 lbs. or portal that can be opened or closed

Duration instantaneous

Saving Throw DC 12 Will negates (object); **Spell 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 0

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Bard, Magus, Medium, Mesmerist, Psychic, Shadowsworn, Sorcerer, Wizard

School universal

Casting Time 1 action

Components V, S

Range 10 ft.

Target see text

Effect see text

Area see text

Duration 1 hour

Saving Throw see text; **Spell Resistance** no

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

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

Ray of Frost 0

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Magus, Sorcerer, Underterror Evolution, White Necromancer, Wizard, fShadeUsk

School evocation / water elemental [cold]

Casting Time 1 action

Components V, S

Range close (25 + 5 ft./2 levels)

Effect ray

Duration instantaneous

Saving Throw none; **Spell 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.

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Read Magic 0

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Adept, Bard, Cleric, Druid, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), White Necromancer, Witch, Wizard

School divination

Casting Time 1 action

Components V, S, F (a clear crystal or mineral prism)

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 0

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Bard, Cleric, Druid, Inquisitor, Medium, Occultist, Psychic, Shaman, Sorcerer, Spellchymist, Spiritualist, Summoner, Summoner (Unchained), White Necromancer, Witch, Wizard

School abjuration

Casting Time 1 action

Components V, S, M/DF (a miniature cloak)

Range touch

Target creature touched

Duration 1 minute

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

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

Resistance can be made permanent with a permanency spell.

Touch of Fatigue 0

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Adept, Mesmerist, Occultist, Shaman, Sorcerer, Underterror Evolution, White Necromancer, Witch, Wizard

School necromancy

Casting Time 1 action

Components V, S, M (a drop of sweat)

Range touch

Target creature touched

Duration 1 round/level

Saving Throw DC 12 Fortitude negates; **Spell Resistance** yes

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration.

This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Air Bubble 1

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Cleric, Druid, Elven Archer, Psychic, Ranger, Sorcerer, Witch, Wizard

School conjuration / air elemental (creation)

Casting Time 1 action

Components S, M/DF (a small bladder filled with air)

Range touch

Target one creature or one object no larger than a Large twohanded weapon

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

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

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

Appears in : Ultimate Combat

Alter Winds 1

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Druid, Occultist, Sorcerer, Spiritualist, Wizard

School transmutation / air elemental / wood elemental [air]

Casting Time 1 minute

Components V, S

Range touch

Area immobile 10-ft.-radius emanation

Duration 1 hour/level

Saving Throw DC 13 Will negates; **Spell Resistance** yes

You subtly enhance or diminish the effects of natural winds within the spell's area, which is an immobile emanation around a point touched by you as the spell is cast. Within the area, natural (but not magical) wind effects are either increased or decreased by one step in intensity (Core Rulebook 439). The maximum wind force you can affect with this spell is based on your caster level, as shown on the table below. Alter winds has no effect on magical wind effects.

Caster Level - Wind Force

1st-3rd - Light

4th-9th - Moderate

10th-15th - Strong

16th or higher - Severe

Appears in : Advanced Player's Guide

Comprehend Languages 1

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Adept, Alchemist, Bard, Cleric, Inquisitor, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Underterror Evolution, Witch, Wizard

School divination

Casting Time 1 action

Components V, S, M/DF (pinch of soot and salt)

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.

Kreighton's Perusal 1

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Bard, Cleric, Magus, Sorcerer, Wizard

School divination

Casting Time 1 action

Components V, S

Range touch

Target book touched

Duration instantaneous

Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You gain a brief but incomplete understanding of one book's contents, equivalent to having skimmed its pages for 1 hour. This insight is not sufficient to translate unknown languages, decipher codes, or memorize text, but it does allow the caster to learn what topics the book discusses—invaluable to a Pathfinder who must make a snap decision when performing research or deciding whether or not to abscond with a volume. In addition, you instantly benefit from any bonuses or effects the book would normally grant to anyone who reads it for 1 hour (such as the bonuses gained from reading volumes of the *Pathfinder Chronicles*; see pages 26–27).

Appears in : Pathfinder Society Primer

Mage Armor 1

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Bloodrager, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), White Necromancer, Witch, Wizard

School conjuration (creation) [force]

Casting Time 1 action

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

Range touch

Target creature touched

Duration 1 hour/level (D)

Saving Throw Will negates (harmless); **Spell 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.

Memorize Page 1

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Bard, Mesmerist, Occultist, Psychic, Sorcerer, Witch, Wizard

School enchantment [mind-affecting]

Casting Time 10 minutes

Components V, S, F (the page to be memorized)

Range touch

Target one living creature

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target gains a perfect memory of the page you used as a focus component. The target can visualize this page as easily as looking at it in person, including minute details visible to close scrutiny by the naked eye. The memory of the page includes text and images, such as a drawing or a map. Someone unfamiliar with the language on the page (or even an illiterate person) could relay what is written simply by copying the shapes of the letters so another person can read them.

The maximum number of pages that a particular target can memorize through repeated castings of this spell is equal to the target's Intelligence modifier (minimum 1); any attempts beyond this limit have no effect, although the target's memory of a page could be erased (using *modify memory* or a similar effect) to effectively make room for a different one.

A creature that memorizes magical writing (such as a scroll or a page from a spellbook) cannot borrow, duplicate, or retain any of the magic in the writing. However, this would allow a wizard to copy a spell into his spellbook so he could prepare the spell from his book (assuming the spell takes up only one page in a spellbook).

Appears in : Advanced Class Guide

Monkey Fish 1

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Alchemist, Druid, Magus, Psychic, Shaman, Sorcerer, Wizard

School transmutation
Casting Time 1 action

Components V, S
Range personal

Target you
Duration 1 minute/level (D)

Your hands and feet alter to make you better at climbing and swimming. You gain a 10 foot climb speed and swim speed. This spell has no effect if you are wearing medium or heavy armor or carrying a medium or heavy load.

Appears in : Advanced Class Guide

Mount 1

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Bloodrager, Magus, Occultist, Sorcerer, Summoner, Summoner (Unchained), Witch, Wizard

School conjuration (summoning)
Casting Time 1 round

Components V, S, M (a bit of horse hair)
Range close (25 + 5 ft./2 levels)

Effect one mount
Duration 2 hours/level (D)

Saving Throw none; **Spell Resistance** no

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

Refine Improvised Weapon 1

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Cleric, Inquisitor, Occultist, Ranger, Sorcerer, Wizard

School transmutation
Casting Time 1 action

Components V, S, DF
Range touch

Target one improvised weapon
Duration 1 hour/level (D)

Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You transform an improvised weapon into an equivalent simple or martial weapon of masterwork quality. This effect does not alter the weapon's shape or appearance in any way. For example, if this spell is cast on a chair leg, a butter knife, or a pitchfork, the items function as a masterwork club, a masterwork dagger, or a masterwork trident, respectively, but the items look no different than they did before the spell was cast.

Appears in : Advanced Class Guide

Shield 1

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Alchemist, Bloodrager, Magus, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard

School abjuration / void elemental [force]
Casting Time 1 action

Components V, S
Range personal

Target you
Duration 1 min./level (D)

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

Speak Local Language 1

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Bard, Cleric, Inquisitor, Ranger, Sorcerer, Witch, Wizard

School divination / wood elemental
Casting Time 1 action

Components V, M/DF (a worn-out coin)
Range touch

Target creature touched
Duration 10 min./level

Saving Throw Will negates (harmless); **Spell Resistance** no

This spell functions as *tongues*, except the creature touched gains only the ability to speak and understand a regional human language, such as Varisian or Common (Taldane in the Inner Sea region or Tien in Tian Xia), and the language granted must be one you know. You must select the language at the time of casting.

The language can't be a dead language, such as Ancient Osiriani or Jistka. The target speaks the language with a native accent, but the spell doesn't impart knowledge about any culture associated with the language, nor does it change the target's appearance.

Tongues

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

Tongues can be made permanent with a permanency spell.

Appears in : Heroes of the Streets

True Strike **1**

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Alchemist, Assassin, Bloodrager, Inquisitor, Magus, Medium, Psychic, Sorcerer, Wizard

School divination / void elemental

Casting Time 1 action

Components V, F (small wooden replica of an archery target)

Range personal

Target you

Duration see text

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

Vanish **1**

Pages in Spellbook : 1 (Notes on Thaumaturgy (Mix: Draconic, Orc, Skald, Undercommon))

Classes that cast this spell at this level : Bard, Magus, Mesmerist, Occultist, Psychic, Sorcerer, Underterror Evolution, Wizard

School illusion (glamer)

Casting Time 1 action

Components V, S

Range touch

Target creature touched

Duration 1 round/level (up to 5 rounds) (D)

Saving Throw DC 13 Will negates (harmless); **Spell Resistance** yes (harmless)

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

Invisibility

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

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

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

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

Appears in : Advanced Player's Guide