Don Luis Maria Blakros y Tesla y Feérica

Player: Scott David Gray

Male human (Taldan) pathfinder savant 7/sorcerer (razmiran priest) 10, Retired Sczarni faction, The Exchange faction - CL17 - CR 16

True Neutral Humanoid (Human); Deity: **The Prophecies of Kalistrade**; Age: **28**; Height: **6' 1"**; Weight: **195 lb.**; Eyes: **Light blue**; Hair: **Midlength dark drown, with trimmed beard**; Skin: **bronze**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	14/18	+2/+4	
CON CONSTITUTION	12/16	+1/+3	
INT INTELLIGENCE	14/20	+2/+5	
WIS WISDOM	8	-1	
CHA CHARISMA	26/32	+8/+11	

Circlet of persuasion: +3 competence bonus on ability checks

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+13 =	+5	+3	+5			

Aegis of recovery: +2 resistance bonus to recover from a continuing effect (ongoing poison, ongoing disease, recover from *hold person*, etc.), **Sigil Master**: +7 vs. writing-based magical traps

REFLEX (DEXTERITY)	+14 =	+5	+4	+5			

Aegis of recovery: +2 resistance bonus to recover from a continuing effect (ongoing poison, ongoing disease, recover from *hold person*, etc.), **Sigil Master**: +7 vs. writing-based magical traps

WILL (WISDOM)	+15 =	+11	-1	+5			

Aegis of recovery: +2 resistance bonus to recover from a continuing effect (ongoing poison, ongoing disease, recover from *hold person*, etc.), **Sigil Master**: +7 vs. writing-based magical traps

Energy Resistance, Electricity (20)

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

Touch AC		**Flat-Footed AC**	

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

			BAB	Strength	Dexterity	Size
CM Defense	22	= 10	+8		+4	-

Base Attack	+8	**HP**	121

Damage / Current HP

Initiative	+4

Speed	30 ft

Skill Name	Total	Ability	Ranks	Temp
⛉Acrobatics	+4	DEX (4)	-	
Appraise	+25	INT (5)	17	
Bluff	+18	CHA (11)	1	
⛉Climb	+0	STR (0)	-	
Diplomacy	+31	CHA (11)	17	
Disguise	+14	CHA (11)	-	
⛉Escape Artist	+4	DEX (4)	-	
⛉Fly	+4	DEX (4)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+34	CHA (11)	17	
Knowledge (arcana)	+25	INT (5)	14	
Knowledge (geography)	+9	INT (5)	1	
Knowledge (local)	+9	INT (5)	1	
Knowledge (nature)	+18	INT (5)	10	
Knowledge (nobility)	+9	INT (5)	1	
Knowledge (planes)	+9	INT (5)	1	
Knowledge (religion)	+15	INT (5)	7	
Perception	+19	WIS (-1)	17	
Perform (dance)	+14	CHA (11)	-	
Perform (oratory)	+18	CHA (11)	1	
Perform (sing)	+14	CHA (11)	-	
⛉Ride	+4	DEX (4)	-	
Sense Motive	-1	WIS (-1)	-	
Spellcraft	+37	INT (5)	17	
⛉Stealth	+4	DEX (4)	-	

Skills

Skill Name	Total	Ability	Ranks	Temp
Survival	**-1**	WIS (-1)	-	
Wayfinder: +2 circumstance bonus to avoid becoming lost				
⛊Swim	**+0**	STR (0)	-	
Use Magic Device	**+41**	CHA (11)	17	

Activated Abilities & Adjustments

Ant Haul: 3

Feats

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

False Focus
You can use a divine focus to cast arcane spells.

Intensified
You can cast a spell that can exceed its normal damage die cap by 5 (if you have the caster level to reach beyond that cap).

Magical
You get a +2 bonus on all Spellcraft checks and Use Magic Device checks.

Persistent
Foes must succeed at 2 saves or suffer the spell's full effects.

Piercing
Affected spell treats creatures with SR as having an SR of 5 lower

Quicken
Cast a spell as a swift action. +4 Levels.

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

Selective Spell
You can cast a spell that does not affect some targets within its area.

Simple Weapon Proficiency - All
Proficient with all simple weapons.

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

Spontaneous Metafocus
Apply metamagic to one spell and keep the standard casting time

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Apply metamagic to one spell and keep the standard casting time

Traits

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

Precocious Spellcaster (Message,
Select one cantrip and one 1st-level spell; when you cast these spells, they function at one caster level higher than your actual caster level.

Club

Main hand: **+8/+3**, **1d6**
Both hands: **+8/+3**, **1d6**
Main w/ offhand: **+2/-3**, **1d6**
Main w/ light off: **+4/-1**, **1d6**
Offhand: **-2**, **1d6**

Ranged: **+12**, **1d6**
Ranged, both hands: **+12**, **1d6**
Ranged w/ offhand: **+6**, **1d6**
Ranged w/ light off: **+8**, **1d6**
Ranged offhand: **+2**, **1d6**

Crit: ×2
Rng: 10'
1-hand, B

Experience & Wealth

Experience Points: **50**/51
Current Cash: **3 pp, 1 gp, 5 sp**
Retired Sczarni: **Fame: 0, PP: 0**
The Exchange: **Fame: 87, PP: 49**

Unarmed strike

Main hand: **+8/+3**, **1d3 nonlethal**
Main w/ offhand: **+2/-3**, **1d3 nonlethal**
Main w/ light off: **+4/-1**, **1d3 nonlethal**
Offhand: **+0**, **1d3 nonlethal**

Crit: ×2
Light, B, Nonlethal

Wooden stake

Main hand: **+8/+3**, **1d4**
Main w/ offhand: **+2/-3**, **1d4**
Main w/ light off: **+4/-1**, **1d4**
Offhand: **+0**, **1d4**

Ranged: **+12**, **1d4**
Ranged w/ offhand: **+6**, **1d4**
Ranged w/ light off: **+8**, **1d4**
Ranged offhand: **+4**, **1d4**

Crit: ×2
Rng: 10'
Light, P

Wooden stake

Main hand: **+8/+3**, **1d4**
Main w/ offhand: **+2/-3**, **1d4**
Main w/ light off: **+4/-1**, **1d4**
Offhand: **+0**, **1d4**

Ranged: **+12**, **1d4**
Ranged w/ offhand: **+6**, **1d4**
Ranged w/ light off: **+8**, **1d4**
Ranged offhand: **+4**, **1d4**

Crit: ×2
Rng: 10'
Light, P

Wooden stake

Main hand: **+8/+3**, **1d4**
Main w/ offhand: **+2/-3**, **1d4**
Main w/ light off: **+4/-1**, **1d4**
Offhand: **+0**, **1d4**

Ranged: **+12**, **1d4**
Ranged w/ offhand: **+6**, **1d4**
Ranged w/ light off: **+8**, **1d4**
Ranged offhand: **+4**, **1d4**

Crit: ×2
Rng: 10'
Light, P

Wooden stake

Main hand: **+8/+3**, **1d4**
Main w/ offhand: **+2/-3**, **1d4**
Main w/ light off: **+4/-1**, **1d4**
Offhand: **+0**, **1d4**

Ranged: **+12**, **1d4**
Ranged w/ offhand: **+6**, **1d4**
Ranged w/ light off: **+8**, **1d4**
Ranged offhand: **+4**, **1d4**

Crit: ×2
Rng: 10'
Light, P

Gear

**Total Weight Carried: 54.5/300 lbs, Light Load
(Light: 99 lbs, Medium: 198 lbs, Heavy: 300 lbs)**

Item	Weight
1500 gp worth of Diamond Dust *<In: Handy haversack*	-
Absalom Townhouse (empty,	-
Absinthe (per *<In: Handy haversack (102 @*	1.5 lbs
Aegis of recovery (1 uses)	-
<In: Handy haversack (102 @ 17.5 lbs)>	-
Belt of physical might +4 (Dex, Con)	1 lb
Belt pouch (1 @ 0 lbs) *<In: Handy haversack (102*	0.5 lbs
Caravan (empty, Diplomacy)	-
Charcoal x2 *<In: Handy haversack (102 @ 17.5 lbs)>*	-
Circlet of persuasion	-
Cleric's vestments (Free) *<In: Handy haversack (102 @*	-
Cloak of resistance +5	1 lb
<In: Handy haversack (102 @ 17.5 lbs)>	3 lbs
Courtier's outfit	6 lbs
Elixir of darksight *<In: Handy haversack (102 @ 17.5*	-
Extend metamagic rod (lesser, 3/day) *<In: Scabbard*	5 lbs
Extra Value of Component in Animate Dead Scroll *<In:*	-
Extra Value of Component in Greater Regeneration Scroll	-
Extra Value of Component in Ressurection Scroll *<In:*	-
Extra Value of Component in True Seeing Scroll *<In:*	-
Extra value of components in Augury scroll *<In: Dropped*	-
Extra value of components in Bless Water scroll *<In:*	-
Extra Value of components in Commune scroll *<In:*	-
Extra value of components in Consecrate scroll *<In:*	-
Extra value of components in Continual Flame scroll *<In:*	-
Extra Value of components in Create Undead Scroll *<In:*	-
Extra value of components in Divination scroll *<In:*	-
Extra value of components in Glyph of Warding scroll *<In:*	-
Extra value of components in Masterwork Transformation	-
Extra value of components in Nap Stack scroll *<In:*	-
Extra value of components in Raise Dead scroll *<In:*	-
Extra value of components in Restoration scroll *<In:*	-
Extra value of components in Spite scroll *<In: Dropped to*	-
Gloves of elvenkind	-
Gold wedding ring with inset	-
Handy haversack (102 @ 17.5 lbs)	5 lbs
Handy haversack	5 lbs
	0.5 lbs
Headband of mental prowess +6 (Int, Cha,	1 lb
Hip flask *<In: Handy haversack (102 @ 17.5 lbs)>*	0.5 lbs
Holy symbol, gold (Kalistrade) *<In: Handy haversack*	1 lb
Holy symbol, tattoo (Stylized Seal of Kalistrade on back of	-
Holy text (Aphorisms of Kalistrade) *<In: Handy haversack*	-
Ink, black *<In: Handy haversack (102 @ 17.5 lbs)>*	-
Inkpen x4 *<In: Handy haversack (102 @ 17.5 lbs)>*	-
Maximize metamagic rod (lesser, 3/day) x4 *<In:*	5 lbs

Gear

**Total Weight Carried: 54.5/300 lbs, Light Load
(Light: 99 lbs, Medium: 198 lbs, Heavy: 300 lbs)**

Item	Weight
Merciful metamagic rod (lesser, 3/day) *<In: Scabbard*	5 lbs
Money *<In: Belt pouch (1 @ 0 lbs)>*	-
Oldlaw whiskey (per *<In: Handy haversack (102*	1 lb
Paper x9 *<In: Handy haversack (102 @ 17.5 lbs)>*	-
Parchment x20 *<In: Handy haversack (102 @ 17.5 lbs)>*	-
Ring of feather falling	-
Scabbard of many blades (6 @ 30 lbs)	3 lbs
Scroll of air bubble, ant haul, bless, bless water *<In:*	-
Scroll of air walk, death ward, freedom of movement,	-
Scroll of align weapon, peacemaker's parley, share	-
Scroll of animate dead, conditional favor, pillar of life,	-
Scroll of ant haul *<In: Handy haversack (102 @ 17.5*	-
Scroll of augury, barkskin, consecrate, cure moderate	-
Scroll of banishment, create undead, mass cure	-
Scroll of breath of life *<In: Handy haversack (102 @ 17.5*	-
Scroll of call lightning *<In: Handy haversack (102 @ 17.5*	-
Scroll of call lightning storm, stoneskin, tree stride *<In:*	-
Scroll of communal air walk, break enchantment *<In:*	-
Scroll of commune *<In: Handy haversack (102 @ 17.5*	-
Scroll of continual flame, create food and water, cure	-
Scroll of control weather, greater restoration, resurrection	-
Scroll of detect evil, divine favor, endure elements,	-
Scroll of dimensional anchor, communal protection from	-
Scroll of dispel magic	-
Scroll of divination, restoration *<In: Handy haversack*	-
Scroll of enthrall, make whole, masterwork	-
Scroll of faerie fire, heightened awareness, monkey fish	-
Scroll of glyph of warding, nap stack, neutralize poison,	-
Scroll of greater flaming sphere *<In: Handy haversack*	-
Scroll of helping hand *<In: Handy haversack (102 @*	-
Scroll of locate object *<In: Handy haversack (102 @ 17.5*	-
Scroll of magic circle against chaos, magic circle against	-
Scroll of mass cure light wounds *<In: Handy haversack*	-
Scroll of plane shift *<In: Handy haversack (102 @ 17.5*	-
Scroll of quench *<In: Handy haversack (102 @ 17.5 lbs)>*	-
Scroll of raise dead *<In: Handy haversack (102 @ 17.5*	-
Scroll of sanctify corpse, sanctuary, shield of faith,	-
Scroll of sending *<In: Handy haversack (102 @ 17.5*	-
Scroll of spite *<In: Handy haversack (102 @ 17.5 lbs)>*	-
Scroll of suppress charms and compulsions *<In: Handy*	-
Scroll of tongues *<In: Handy haversack (102 @ 17.5*	-
Scroll of touch of the sea *<In: Handy haversack (102 @*	-
Scroll of water breathing *<In: Handy haversack (102 @*	-
Sleeves of many garments	1 lb
Sorcerer's robe	1 lb
Spectacles of understanding	-
Wand of cure light wounds (37 charges) *<In: Handy*	-
Wand of cure light wounds (50 charges) *<In: Handy*	-
Wand of gaseous form (6 charges) *<In: Handy haversack*	-
Wand of lesser restoration (7 charges) *<In: Handy*	-
Wand of protection from evil (4 charges) *<In: Handy*	-
Wand of shield (31 charges) *<In: Handy haversack (102*	-
Wayfinder (empty) *<In: Handy haversack (102 @ 17.5*	1 lb
Whiskey (per cup) x10 *<In: Handy haversack (102*	0.5 lbs
White gloves	-
Wooden stake *<In: Handy haversack (102 @ 17.5*	1 lb
Wooden stake *<In: Handy haversack (102 @ 17.5*	1 lb
Wooden stake *<In: Handy haversack (102 @ 17.5*	1 lb
Wooden stake *<In: Handy haversack (102 @ 17.5*	1 lb

Special Abilities

Adept Activation (Ex)
A Pathfinder savant can always take 10 on Use Magic Device checks, except when activating an item blindly. A Pathfinder savant does not automatically fail a Use Magic Device check if he rolls a natural 1 on the check.

Analyze Dweomer
At 6th level, a Pathfinder savant can use *analyze dweomer* for up to 1 round per class level per day. He can use this ability in 1-round increments.

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

Change Shape (Human, hybrid, and *polymorph*)
A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one

Dispelling Master (Su)
At 7th level, if the Pathfinder savant prepares and casts spells like a wizard, he can spontaneously convert any 3rd-level (or higher-level) prepared spell into *dispel magic* or any 6th-level (or higher-level) prepared spell into *greater dispel*

Esoteric Magic (Breath of Life) (Ex)
At each class level beyond 1st, the Pathfinder savant chooses a spell from any class's spell list and thereafter treats that spell as if it were on the spell list of the base spellcasting class for which he has the most levels; if this base spellcasting

False Piety +5 (Ex)
At 1st level, a Razmiran priest gains Knowledge (religion) and Perform as class skills, but loses Appraise and Fly as class skills. He adds half his sorcerer level to Use Magic Device checks to activate spell trigger and spell completion items

Glyph-Finding (Ex)
At 2nd level, a Pathfinder savant can use Spellcraft to find writing-based magical traps (including glyphs, runes, sigils, and symbols) in the same way a rogue can use Perception to search for traps.

Master Scholar (+3) (Ex)
A Pathfinder savant adds half his class level (minimum 1) as a bonus on Knowledge (arcana), Spellcraft, and Use Magic Device checks. He can always take 10 on Knowledge (arcana) and Spellcraft checks, even if distracted or

Quick Identification (Sp)
At 4th level, a Pathfinder savant can use *identify* as a swift action (caster level equals his character level). He can do this once per day per 2 class levels.

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

Scroll Master (Su)
At 3rd level, a Pathfinder savant can use his own caster level instead of the item's caster level when using a scroll or other spell-completion item.

Sigil Master (+7) (Su)
A 5th level, a Pathfinder savant receives a bonus equal to his class level on saving throws against writing-based magical traps, and if he succeeds at the save, he does not trigger the trap. Such a trap is not disabled, and if he leaves

Silence Master (3/day) (Su)
A 6th-level Pathfinder savant can to activate spell-trigger, spell-completion, and command-word items silently, substituting a magical gesture for the necessary words. He cannot use this ability in circumstances where he could not cast a

Spell-Like Abilities

Analyze Dweomer (7 rounds/day) ☐☐☐☐☐ ☐☐

Elemental Ray (1d6+5 electricity, 14/day) (Sp) ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

Identify (swift action, 3/day) ☐☐☐

Tracked Resources

Absalom Townhouse (empty, ☐

Absinthe (per ☐

Aegis of recovery (1 uses) ☐

☐

Tracked Resources

☐

Elixir of darksight ☐

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

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

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

Silence Master (3/day) (Su) ☐☐☐

Sorcerer's robe ☐☐☐

Wand of cure light wounds (37 charges) ☐☐☐☐☐ ☐☐☐☐☐
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Wand of cure light wounds (50 charges) ☐☐☐☐☐ ☐☐☐☐☐
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Wand of gaseous form (6 charges) ☐☐☐☐☐ ☐

Wand of lesser restoration (7 charges) ☐☐☐☐☐ ☐☐

Wand of protection from evil (4 charges) ☐☐☐☐

Wand of shield (31 charges) ☐☐☐☐☐ ☐☐☐☐☐
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☐

Wooden stake ☐

Wooden stake ☐

Wooden stake ☐

Wooden stake ☐

Languages

Aklo	Infernal
Common	Sylvan
Gnome	Tien

Spells & Powers

Sorcerer (Razmiran Priest) spells known (CL 16th; concentration +27)
Melee Touch   Ranged Touch
8th (4/day)—*polymorph any object* (DC 29)
7th (7/day)—*greater teleport*, *waves of exhaustion*
6th (8/day)—*acid fog*, *breath of life* (DC 28), *greater dispel magic*, *flesh to stone* (DC 27), *summon monster VI*
5th (8/day)—*baleful polymorph* (DC 26), *overland flight*, *communal stoneskin*^{UC}, *telekinesis* (DC 26)
4th (8/day)—*charm monster* (DC 25), *confusion* (DC 25), *dimension door*, *elemental body I*, *enervation*, *greater invisibility*
3rd (9/day)—*communal darkvision*^{UC}, *dispel magic*, *fireball* (DC 24), *fly*, *haste*, *protection from energy*, *remove disease*, *stinking cloud* (DC 25), *vampiric touch*
2nd (9/day)—*aid*, *create treasure map*^{APG}, *false life*, *flaming sphere* (DC 23), *glitterdust* (DC 24), *invisibility*, *mirror image*, *touch of idiocy*
1st (9/day)—*burning hands* (DC 22), *mage armor*, *snowball*^{UW}, *sure casting*, *true strike*, *unseen servant*, *vanish*^{APG} (DC 22)
0th (at will)—*detect magic*, *haunted fey aspect*^{UC}, *light*, *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*, *scrivener's chant*

Situational Modifiers

All Saves
  Aegis of recovery : +2 resistance bonus to recover from a continuing effect (ongoing poison, ongoing disease, recover from *hold person*, etc.), **Sigil Master**: +7 vs. writing-based magical traps
Charisma Check
  Circlet of persuasion : +3 competence bonus on ability checks
Linguistics
  Spectacles of understanding : +5 to Linguistics checks to identify forgeries
Survival
  Wayfinder: +2 circumstance bonus to avoid becoming lost

Background

Several years ago Señor Tesla was packed off to boarding school by his step-father, Don Pela. The first year was rough, but over the course of a frustrating and humiliating year Tesla found himself able to spontaneously create and hurl small balls of lightening and frozen water over thirty yards, and suddenly it wasn't so rough. The lectures were generally dull, but engaging in conversation with other kids from merchant houses was fascinating. The more that Tesla studied business practices, while at the same time developing his arcane abilities, the more convinced he became that with magical developments and innovation occurring frequently (including the death of a major god during the period of Tesla's enrollment), it would be both uninteresting and unprofitable to enter a stable career in transport or manufacture. Instead, Tesla determined that his future would be one that embraced change and sought to exploit changing circumstance. This desire to leave his options open and be ready to leap at apportunity led Tesla to study the ways of the First World closely, to continue to embrace and explore his latent elemental bloodline, and to immerse himself in the sect of Kalistrade. Tesla expects that as Golorion decreaces its reliance on the gods there are many potential lessons to be learnt by examining the First World, and he also hopes to eventually find and work with emerging markets in the First World (for example, on Golarion the production of steel is easy – but with unworked iron being caustic to most fey there may be a market there; and by the same token the First World has expert agriculturalists that produce vastly more superior food than they could possibly consume).
===
Aegis of Recovery is silver lining in Wayfinder from Essential Field Agent boon. It heals 2d8+6 before being the lining is destroyed; cross boon off sheet.
===
Blakros family member: Married to Melania Blakros (after The Silver Mount Collection), lives in Petal District of

Sourcebooks Used

- **Advanced Class Guide** - Scabbard of many blades (equipment)
- **Advanced Player's Guide** - Create Treasure Map (spell); Intensified Spell (feat); Persistent Spell (feat); Reach Spell (feat); Vanish (spell); Ant Haul (spell); Selective Spell (feat); Vanish (spell)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Wooden stake (weapon)
- **Advanced Player's Guide / Ultimate Equipment** - Merciful metamagic rod (lesser) (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Magical Lineage (trait)
- **Advanced Race Guide** - Elixir of darksight (equipment); Gloves of elvenkind (equipment)
- **Adventurer's Armory / Ultimate Equipment** - Oldlaw whiskey (per bottle) (equipment)
- **Adventurer's Armory 2 / Seekers of Secrets** - Charcoal (equipment)
- **Adventurer's Guide / Seekers of Secrets** - Pathfinder Savant (class)
- **Dragon Empires Gazetteer / Inner Sea Races / Inner Sea World Guide** - Tien (language)
- **Inner Sea Magic** - False Focus (feat); Razmiran Priest (archetype)
- **Inner Sea Races / Inner Sea World Guide** - Taldan (race option)
- **Pathfinder Society Field Guide** - Absalom Townhouse (equipment); Caravan (equipment)
- **Pathfinder Society Primer** - Sure Casting (spell); Sure Casting (spell)
- **People of the North / Reign of Winter / Ultimate Wilderness** - Snowball (spell); Snowball (spell)
- **Rival Guide / Ultimate Equipment** - Aegis of recovery (equipment)
- **Seekers of Secrets** - Scrivener's Chant (spell)
- **Taldor, Echoes of Glory** - Precocious Spellcaster (trait)
- **Ultimate Combat** - Darkvision, Communal (spell); Haunted Fey Aspect (spell); Air Bubble (spell); Stoneskin, Communal (spell)
- **Ultimate Equipment** - Absinthe (per bottle) (equipment); Hat (equipment); Hip flask (equipment); Holy symbol, gold (equipment); Holy symbol, tattoo (equipment); Holy text (equipment); Sleeves of many garments (equipment); Sorcerer's robe (equipment); Spectacles of understanding (equipment); Whiskey (per cup) (equipment)
- **Ultimate Magic** - Overwhelming Presence (spell); Piercing Spell (feat); Spontaneous Metafocus (feat)

Empower Spell   Feat

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

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

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

False Focus   Feat

You can use a divine focus to cast arcane spells.

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

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

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

Appears In : Inner Sea Magic

Intensified Spell   Feat

Your spells can go beyond several normal limitations.

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

Appears In : Advanced Player's Guide

Magical Aptitude   Feat

You are skilled at spellcasting and using magic items.

Benefit: You get a +2 bonus on all Spellcraft checks and Use Magic Device checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Appears In : Not Consolidated Skills

Persistent Spell   Feat

You can modify a spell to become more tenacious when its targets resist its effect.

Benefit: Whenever a creature targeted by a persistent spell or within its area succeeds on its saving throw against the spell, it must make another saving throw against the effect. If a creature fails this second saving throw, it suffers the full effects of the spell, as if it had failed its first saving throw. A persistent spell uses up a spell slot two levels higher than the spell's actual level. Spells that do not require a saving throw to resist or lessen the spell's effect do not benefit from this feat.

Appears In : Advanced Player's Guide

Piercing Spell   Feat

Your studies have helped you develop methods to overcome spell resistance.

Benefit: When you cast a piercing spell against a target with spell resistance, it treats the spell resistance of the target as 5 lower than its actual SR. A piercing spell uses up a spell slot one level higher than the spell's actual level.

Appears In : Ultimate Magic

Quicken Spell   Feat

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

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

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

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

Reach Spell   Feat

Your spells go farther than normal.

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

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

Appears In : Advanced Player's Guide

Selective Spell   Feat

Your allies need not fear friendly fire.

Prerequisite : Spellcraft 10 ranks.

Benefit: When casting a selective spell with an area effect and a duration of instantaneous, you can choose a number of targets in the area equal to the ability score modifier used to determine bonus spells of the same type (Charisma for bards, oracles, paladins, sorcerers, and summoners; Intelligence for witches and wizards; Wisdom for clerics, druids, inquisitors, and rangers). These targets are excluded from the effects of your spell. A selective spell uses up a spell slot one level higher than the spell's actual level.

Spells that do not have an area of effect or a duration of instantaneous do not benefit from this feat.

Appears In : Advanced Player's Guide

Spell Focus (Conjuration)   Feat

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

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

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

Spontaneous Metafocus (Fireball)   Feat

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

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

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

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

Appears In : Ultimate Magic

Spontaneous Metafocus (Snowball)   Feat

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

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

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

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

Appears In : Ultimate Magic

Magical Lineage (Snowball)   Trait

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

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

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

Precocious Spellcaster (Message, Snowball)   Trait

You must be from the listed region to select this trait: Taldan

Before you even began your training as a spellcaster, you spent a great deal of time studying cantrips and simple spells on your own. Because of this, you developed some innate magical abilities without any outside guidance. Select one cantrip and one 1st-level spell; when you cast these spells, they function at one caster level higher than your actual caster level.

Appears In : Taldor, Echoes of Glory

Change Shape (Human, hybrid, and jackal) Racial Ability (Jackalwere)

A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form unless noted otherwise. This ability functions as a polymorph spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Some creatures, such as lycanthropes, can transform into unique forms with special modifiers and abilities. These creatures do adjust their ability scores, as noted in their description.

Energy Resistance, Electricity (20)   Unknown

You have the specified Energy Resistance against Electricity attacks.

Adept Activation (Ex)   Class Ability (Pathfinder Savant)

A Pathfinder savant can always take 10 on Use Magic Device checks, except when activating an item blindly. A Pathfinder savant does not automatically fail a Use Magic Device check if he rolls a natural 1 on the check.

Analyze Dweomer (Sp)   Class Ability (Pathfinder Savant)

At 6th level, a Pathfinder savant can use *analyze dweomer* for up to 1 round per class level per day. He can use this ability in 1-round increments.

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

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

Dispelling Master (Su)   Class Ability (Pathfinder Savant)

At 7th level, if the Pathfinder savant prepares and casts spells like a wizard, he can spontaneously convert any 3rd-level (or higher-level) prepared spell into *dispel magic* or any 6th-level (or higher-level) prepared spell into *greater dispel magic* , as a good-aligned cleric converts prepared spells into cure spells. If he casts spells spontaneously, he adds *dispel magic* and *greater dispel magic* to his list of spells known. Every time he successfully uses either of these spells to make a targeted dispel or counterspell, he heals a number of hit points equal to the caster level of the effect dispelled or counterspelled.

Elemental Ray (1d6+5 electricity, 14/day)   (Class Ability (Sorcerer,Unifier)

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

Esoteric Magic (Breath of Life) (Ex)   Class Ability (Pathfinder Savant)

At each class level beyond 1st, the Pathfinder savant chooses a spell from any class's spell list and thereafter treats that spell as if it were on the spell list of the base spellcasting class for which he has the most levels; if this base spellcasting class could not normally cast that spell, it is treated as 1 level higher than it is on the original class's spell list. If he could cast the spell using his base spellcasting class, the spell's level does not increase. The spell is cast as if its type (arcane, divine, or psychic) were that of his base spellcasting class, and save DCs function as normal for spells of that class. All other restrictions of his normal spellcasting class apply. This ability does not grant other spellcasters special allowance to prepare, cast, or use spell-trigger or spell-completion items of esoteric spells (such as a sorcerer using a *cure light wounds* scroll prepared by the Pathfinder savant).

False Piety +5 (Ex)   Class Ability (Sorcerer)

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

Glyph-Finding (Ex)   Class Ability (Pathfinder Savan

At 2nd level, a Pathfinder savant can use Spellcraft to find writing-based magical traps (including glyphs, runes, sigils, and symbols) in the same way a rogue can use Perception to search for traps.

Master Scholar (+3) (Ex)   Class Ability (Pathfinder Savan

A Pathfinder savant adds half his class level (minimum 1) as a bonus on Knowledge (arcana), Spellcraft, and Use Magic Device checks. He can always take 10 on Knowledge (arcana) and Spellcraft checks, even if distracted or endangered.

Quick Identification (Sp)   Class Ability (Pathfinder Savan

At 4th level, a Pathfinder savant can use *identify* as a swift action (caster level equals his character level). He can do this once per day per 2 class levels.

Razmiran Channel (Su)   Class Ability (Sorcerer)

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

Scroll Master (Su)   Class Ability (Pathfinder Savan

At 3rd level, a Pathfinder savant can use his own caster level instead of the item's caster level when using a scroll or other spell-completion item.

Sigil Master (+7) (Su)   Class Ability (Pathfinder Savan

A 5th level, a Pathfinder savant receives a bonus equal to his class level on saving throws against writing-based magical traps, and if he succeeds at the save, he does not trigger the trap. Such a trap is not disabled, and if he leaves the trap's area and then reenters it, the trap can trigger again. A Pathfinder savant also receives this bonus on saving throws against the effects of such traps triggered by others.

Silence Master (3/day) (Su)   Class Ability (Pathfinder Savan

A 6th-level Pathfinder savant can to activate spell-trigger, spell-completion, and command-word items silently, substituting a magical gesture for the necessary words. He cannot use this ability in circumstances where he could not cast a spell with somatic components. He must know how to activate the item normally for this ability to work.

Three times per day, he can cast a spell of 6th level or lower as if he were using a *silent metamagic rod*.

Antitoxin   Gear

This substance counteracts a specific toxin. If you drink a vial of antitoxin, you gain a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Alchemical Power Component
Like antiplague, this substance can augment certain healing spells.
Neutralize Poison (M) : Add +2 on your caster level check to neutralize poison on a target creature. Antitoxin has no effect when you cast the spell on an object.

Absalom Townhouse (empty, 1/session)   Vanity

Finding that you enjoy life in the big city, you have made a home for yourself near the Grand Lodge in the City at the Center of the World. You gain a +4 circumstance bonus, usable once per game session, on any Knowledge (local) check or Diplomacy check made to gather information regarding your home district, and a permanent +2 circumstance bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks made against residents of that district.

Appears In : Pathfinder Society Field Guide

Caravan (empty, Diplomacy)   Vanity

You own a controlling share in a caravan that makes regular trips through the Inner Sea region. You aren't required to maintain a presence in the caravan, and thus do not need to accompany the caravan as it makes its journeys, but you do shoulder some of the responsibility of ownership. For the most part, this means handling things like representing the caravan's interests to important merchants, politicians, and aristocrats. When you first purchase your caravan, you must decide how you wish to represent the caravan's interests—this decides what additional skill you can use to make Day Job checks. If you wish to represent the caravan as an upstanding citizen and above-the-board merchant, you can use Diplomacy to make Day Job rolls. If, on the other hand, you want to skirt the laws, focus on smuggling, and otherwise use deception to maintain the caravan's success, you can use Bluff to make Day Job rolls. Finally, if you want to have your caravan be especially well guarded and use blatant shows of force to get what you need, you can use Intimidate to make Day Job rolls.

Appears In : Pathfinder Society Field Guide

Scroll of air bubble, ant haul, bless, bless water   Scroll

Bless Water, Will negates (DC 11)
This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water (see page 160).

Ant Haul, Fortitude negates (DC 11)
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.

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

Bless counters and dispels bane.

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

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

Scroll of air walk, death ward, freedom of movement, holy sn **Scroll**

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

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

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

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

Holy Smite, See Text or Will partial (DC 16)
You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected. The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to each evil creature in the area (or 1d6 points of damage per caster level, maximum 10d6, to an evil outsider) and causes it to become blinded for 1 round. A successful Will saving throw reduces damage to half and negates the blinded effect. The spell deals only half damage to creatures who are neither good nor evil, and they are not blinded. Such a creature can reduce that damage by half (down to one-quarter of the roll) with a successful Will save.

Kiss of the First World, Will negates (DC 16)
This spell - a favorite of fey spellcasters - is traditionally bestowed with a kiss, though all that's really required to gift someone with a *kiss of the First World* is a touch. This spell infuses a living creature with a surge of positive energy from the First World, filling the target with the raw energies of life. The exact effects of this spell vary, depending on the nature of the creature touched. Constructs are immune to the effects of this spell.

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

Scroll of align weapon, peacemaker's parley, share language **Scroll**

Share Language, Will negates (DC 13)
You can share your facility for one particular language with another creature. For 24 hours the target can read, understand, and communicate to the best of its ability in any one language which you already know. For every 5 levels you possess, you can grant the use of another language you know, to a maximum of 5 languages at 20th level. The target must have the physical capacity to articulate sounds, make gestures, or engage in whatever other method speakers of the language use to communicate with each other in order to actually converse. If the target lacks the mental capacity to grasp an actual language it still gains enough knowledge to respond to and carry out even extremely complex commands or suggestions coached in the language (whether written or spoken). However, since this spell does not endow the target with greater reasoning capacity, merely a temporarily enhanced vocabulary, the person offering up instructions to non-sentient creatures must take care to remove any ambiguity or guesswork.

Similarly, this spell does not affect the basic nature of the target, or its disposition toward you or anyone else, so convincing it to actually carry out these instructions could require negotiation, threats, or outright bribery.

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

Peacemaker's Parley, Will negates (DC 13)
In order to prepare this spell, the caster must spend an hour performing a ritual in which he beseeches Torag (or a member of his family) for the aid of one of his divine family members. For 24 hours after the ritual, the caster may prepare spells of the requested deity. The caster may only attune himself to one additional deity at a time.

You can attempt to influence unfriendly or hostile creatures, altering their attitudes toward you. After casting, make a Diplomacy check against the creatures as a free action; you gain a +2 sacred bonus on this check against creatures that failed their saves against the spell. Even if you favorably manipulate the attitude of the affected targets, they quickly revert to their previous attitude if threatened or treated poorly.

Scroll of animate dead, conditional favor, pillar of life, true se **Scroll**

True Seeing
You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of *true seeing* conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use *true seeing* through a *crystal ball* or in conjunction with *clairaudience/clairvoyance*.

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

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

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

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

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

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

Conditional Favor
You must cast this spell immediately before casting another spell on the same creature, eliciting a promise or warning against a behavior and binding the target to the paired spell. If you don't cast a paired spell, *conditional favor* has no effect. The paired spell must be from the abjuration, conjuration (healing), enchantment, or transmutation school or subschool, and must be cast on a willing creature. If the spell's recipient violates the oath or prohibition while *conditional favor* remains in effect, the paired spell is undone as if never cast. If the spell was a healing spell, the hit point damage or condition you removed returns immediately, even if the subject has enjoyed subsequent rest or healing. Poisons, diseases, curses, restored ability damage, and negative levels removed by the paired spell return as well.

Conditional favor recognizes the spirit of your condition and doesn't trigger a violation due to unintended consequences or circumstances that the subject could not predict with her current knowledge of the situation. For instance, if the prohibition prevented the subject from laying a finger on royalty, touching a disguised prince would not count as a violation if the subject did not recognize the prince, nor would touching a member of royalty while

Scroll of ant haul **Scroll**

Ant Haul, Fortitude negates (DC 11)
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.

Scroll of augury, barkskin, consecrate, cure moderate wound **Scroll**

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

Barkskin
Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at 12th level. The enhancement bonus provided by barkskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

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

Consecrate counters and dispels *desecrate*.

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

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

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

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

Scroll of banishment, create undead, mass cure moderate wo Scroll

Wall of Stone
This spell creates a wall of rock that merges into adjoining rock surfaces. A wall of stone is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object. Unlike a wall of iron, you can create a wall of stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area. Like any other stone wall, this one can be destroyed by a disintegrate spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has hardness 8 and 15 hit points per inch of thickness. 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 20 + 2 per inch of thickness. It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Word of Recall
Word of recall teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. Exceeding this limit causes the spell to fail.

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

Cure Moderate Wounds, Mass
This spell functions like *mass cure light wounds*, except that it cures 2d8 points of damage + 1 point per caster level (maximum +30).

Undeath to Death, Will negates (DC 19)
This spell functions like *circle of death*, except that it destroys undead creatures as noted above.

Liveoak
This spell turns an oak tree into a protector or guardian. The spell can only be cast on a single tree at a time; while liveoak is in effect, you can't cast it again on another tree. Liveoak must be cast on a healthy, Huge oak. A triggering phrase of up to one word per caster level is placed on the targeted oak. The liveoak spell triggers the tree into animating as a treant. If liveoak is dispelled, the tree takes root immediately wherever it happens to be. If released by you, the tree tries to return to its original location before taking root.

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

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

Scroll of breath of life Scroll

Breath of Life, See Text or Will half (DC 18)
This spell cures 5d8 points of damage + 1 point per caster level (maximum +25). Unlike other spells that heal damage, breath of life can bring recently slain creatures back to life. If cast upon a creature that has died within 1 round, apply the healing from this spell to the creature. If the healed creature's hit point total is at a negative amount less than its Constitution score, it comes back to life and stabilizes at its new hit point total. If the creature's hit point total is at a negative amount equal to or greater than its Constitution score, the creature remains dead. Creatures brought back to life through breath of life gain a temporary negative level that lasts for 1 day. Creatures slain by death effects cannot be saved by breath of life. Like cure spells, breath of life deals damage to undead creatures rather than curing them, and cannot bring them back to life.

Scroll of call lightning Scroll

Call Lightning, Reflex half (DC 14)
Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected. You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed first. Each round after the first you may use a standard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level (maximum 10 bolts). If you are outdoors and in a stormy area - a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size) - each bolt deals 3d10 points of electricity damage instead of 3d6. This spell functions indoors or underground but not underwater.

Scroll of call lightning storm, stoneskin, tree stride — **Scroll**

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

Tree Stride
When you cast this spell, you gain the ability to step into a tree, magically infusing yourself with the plant. Once within a tree, you can teleport from that particular tree to another tree. The trees you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

Type of Tree - Transport Range
Oak, ash, yew - 3,000 feet
Elm, linden - 2,000 feet
Other deciduous - 1,500 feet
Any coniferous - 1,000 feet

You may move into a tree up to one time per caster level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration expires or you exit a tree. Each transport is a full-round action. You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

Call Lightning Storm, Reflex half (DC 17)
This spell functions like *call lightning*, except that each bolt deals 5d6 points of electricity damage (or 5d10 if created outdoors in a stormy area), and you may call a maximum of 15 bolts.

Scroll of communal air walk, break enchantment — **Scroll**

Break Enchantment
This spell frees victims from enchantments, transmutations, and curses. *Break enchantment* can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is equal to the DC of the curse.

If the spell is one that cannot be dispelled by *dispel magic* or *stone to flesh*, *break enchantment* works only if that spell is 5th level or lower.

If the effect comes from a permanent magic item, *break enchantment* does not remove the curse from the item, but it does free the victim from the item's effects.

Air Walk, Communal
This spell functions like *air walk*, except divide the duration in 10-minute intervals among the creatures touched.

Scroll of commune — **Scroll**

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

Scroll of continual flame, create food and water, cure serious — **Scroll**

Continual Flame
A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered and hidden but not smothered or quenched. Light spells counter and dispel darkness spells of an equal or lower level.

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

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

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

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

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

Scroll of control weather, greater restoration, resurrection	**Scroll**

Restoration, Greater
This spell functions like *lesser restoration*, except that it dispels all permanent and temporary negative levels afflicting the healed creature. Greater restoration also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, confusion, and similar mental effects.

Control Weather
You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in. You can also use this spell to cause the weather in the area to become calm and normal for the season.

Season - Possible Weather
Spring - Tornado, thunderstorm, sleet storm, or hot weather
Summer - Torrential rain, heat wave, or hailstorm
Autumn - Hot or cold weather, fog, or sleet
Winter - Frigid cold, blizzard, or thaw
Late winter or early spring - Hurricane-force winds

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather - where lightning strikes, for example, or the exact path of a tornado. The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them. A druid casting this spell doubles the duration and affects a circle with a 3-mile radius.

Resurrection
This spell functions like *raise dead*, except that you are able to restore life and complete strength to any deceased creature. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. The remains of a creature hit by a disintegrate spell count as a small portion of its body. The creature can have been dead no longer than 10 years per caster level. Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. The subject of the spell gains one permanent negative level when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead, if this would reduce its Con to 0 or less, it can't be resurrected, . You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot resurrect someone who has died of old age. Constructs, elementals, outsiders, and undead creatures can't be resurrected.

Scroll of detect evil, divine favor, endure elements, murderou	**Scroll**

Murderous Command, Will negates (DC 11)
You give the target a mental urge to kill its nearest ally, which it obeys to the best of its ability. The target attacks its nearest ally on its next turn with a melee weapon or natural weapon. If necessary, it moves to or charges to the nearest ally in order to make this attack. If it is unable to reach its closest ally on its next turn, the target uses its turn to get as close as possible to the ally.

Endure Elements
A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

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

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

1st Round: Presence or absence of evil.

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

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

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

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

Original Strength D uration of Lingering Aura

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

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

| Scroll of dimensional anchor, communal protection from ene **Scroll** | **Scroll of dispel magic** **Scroll** |

Dimensional Anchor

A green ray springs from your hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a dimensional anchor include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like abilities. The spell also prevents the use of a gate or teleportation circle for the duration of the spell. A dimensional anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, dimensional anchor does not prevent summoned creatures from disappearing at the end of a summoning spell.

Protection from Energy, Communal

This spell functions like *protection from energy* , except you divide the duration in 10-minute intervals among the creatures touched. Once the spell absorbs 12 points of energy damage per caster level (maximum 120 points) for a subject, the spell's effects end for that subject.

Dispel Magic

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

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stoneskin (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stoneskin (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stoneskin would have been dispelled, 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.

Scroll of divination, restoration — Scroll

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

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

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

Scroll of enthrall, make whole, masterwork transformation, le Scroll

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

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

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

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

Enthrall, See Text or Will negates (DC 13)
If you have the attention of a group of creatures, you can use this spell to hold them enthralled. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw. A target with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes. The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing. If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist. The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell. If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

| Scroll of faerie fire, heightened awareness, monkey fish | **Scroll** |

Heightened Awareness
You enter a heightened state of awareness that allows you to notice more about your surroundings and recall information effortlessly. You gain a +2 competence bonus on Perception checks and on all Knowledge checks that you are trained in.

If this spell is active when you have to make an initiative check, you can instantly dismiss this spell and gain a +4 bonus on that check.

Monkey Fish
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.

Faerie Fire
A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Creatures outlined by faerie fire take a -20 penalty on all Stealth checks. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd-level or higher magical darkness effect functions normally), blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

Scroll of glyph of warding, nap stack, neutralize poison, rem... Scroll

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

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

Alchemical Power Component: Antitoxin (M) : Add +2 on your caster level check to neutralize poison on a target creature. Antitoxin has no effect when you cast the spell on an object.

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

Remove blindness/deafness counters and dispels blindness/deafness.

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

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

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

Spell Glyph: You can store any harmful spell of 3rd level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the glyph. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect, the area or effect is centered on the intruder. If

Scroll of greater flaming sphere Scroll

Flaming Sphere, Greater, Reflex negates or See Text (DC 16)
This spell functions as *flaming sphere*, except that it deals 6d6 points of fire damage to any creature it strikes. Any creature that fails its save against the sphere catches on fire (see page 444 of the Core Rulebook). If a creature catches on fire, the DC to extinguish the flames is equal to the DC of this spell.

Scroll of helping hand Scroll

Helping Hand
You create the ghostly image of a hand, which you can send to find a creature within 5 miles. The hand then beckons to that creature and leads it to you if the creature is willing to follow. When the spell is cast, you specify a person (or any creature) by physical description, which can include race, gender, and appearance but not ambiguous factors such as level, alignment, or class. When the description is done, the hand streaks off in search of a subject that fits the description. The amount of time it takes to find the subject depends on how far away he is, as detailed on the following table.

Distance - Time to Locate
100 ft. or less - 1 round
1,000 ft. - 1 minute
1 mile - 10 minutes
2 miles - 1 hour
3 miles - 2 hours
4 miles - 3 hours
5 miles - 4 hours

Once the hand locates the subject, it beckons the creature to follow it. If the subject does so, the hand points in your direction, indicating the most direct, feasible route. The hand hovers 10 feet in front of the subject, moving before it at a speed of as much as 240 feet per round. Once the hand leads the subject back to you, it disappears. The subject is not compelled to follow the hand or act in any particular way toward you. If the subject chooses not to follow, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to you, the hand disappears; the subject must then rely on its own devices to locate you. If more than one subject in a 5-mile radius meets the description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand does not seek out a second subject. If, at the end of 4 hours of searching, the hand has found no subject that matches the description within 5 miles, it returns to you, displays an outstretched palm (indicating that no such creature was found), and disappears. The ghostly hand has no physical form. It is invisible to anyone except you and a potential subject. It cannot engage in combat or execute any other task aside from locating a subject and leading it back to you. The hand can't pass through solid objects but can ooze through small cracks and slits. The hand cannot travel more than 5 miles from the spot it appeared when you cast the spell.

Scroll of locate object Scroll

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

Scroll of magic circle against chaos, magic circle against evi   Scroll

Resist Energy, Communal
This spell functions like *resist energy*, except you divide the duration in 10-minute intervals among the creatures touched.

Magic Circle against Law
This spell functions like *magic circle against evil*, except that it is similar to protection from law instead of protection from evil, and it can imprison a nonchaotic called creature.

Magic Circle against Evil
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.

Remove Curse
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

Scroll of mass cure light wounds   Scroll

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

Scroll of plane shift   Scroll

Plane Shift, Will negates (DC 18)
You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination. Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back (including casting plane shift again).

Scroll of quench   Scroll

Quench, None (DC 14)
Quench is often used to put out forest fires and other conflagrations. It extinguishes all nonmagical fires in its area. The spell also dispels any fire spells in its area, though you must succeed on a dispel check (1d20 +1 per caster level, maximum +15) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell. Each creature with the fire subtype within the area of a quench spell takes 1d6 points of damage per caster level (maximum 10d6, no save allowed). Alternatively, you can target the spell on a single magic item that creates or controls flame. The item loses all its fire-based magical abilities for 1d4 hours unless it succeeds on a Will save. Artifacts are immune to this effect.

Scroll of raise dead   Scroll

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

Scroll of sanctify corpse, sanctuary, shield of faith, unbreakable... | Scroll

Sanctify Corpse
This spell blesses a corpse with positive energy, preventing it from being turned into an undead creature. Attempts to raise the corpse as an undead automatically fail. If the corpse is of a person slain by a creature that creates undead out of its slain foes (such as a shadow, vampire, or wraith), that effect is delayed until the end of this spell. It is possible to protect a corpse for an extended time by casting this spell each day.

Sanctify corpse can be made permanent with a permanency spell by a caster of 9th level or higher for the cost of 500 gp.

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

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

Sanctuary, Will negates (DC 11)
Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.

Scroll of sending | Scroll

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

Scroll of spite | Scroll

Spite
Choose a single touch range spell of 4th level or lower with a casting time of 1 standard action or less. As part of the action of casting spite, you cast the associated spell and bind it into a defensive ward in the form of a tattoo, birthmark, or wart somewhere upon your body. The next time you are hit by a melee attack or a combat maneuver is used successfully against you, the stored spell is triggered against your foe. You do not need to succeed on a touch attack to affect the target, but in all other respects the spell is treated as though you had cast it normally. If the attacking creature is not a valid target for the spell, the stored spell is lost with no effect.

You can have only one spite spell in effect at a time; if you cast this spell a second time, the previous spell effect ends.

Scroll of suppress charms and compulsions | Scroll

Suppress Charms and Compulsions
You bolster the subject's sense of willpower and self-worth when you cast this spell. As you cast it, you must decide if you want to grant a bonus to saving throws against charms and compulsions or suppress charms and compulsions.

If you grant a bonus to saving throws, you grant all affected creatures a +4 morale bonus on saving throws against charm and compulsion effects for 10 minutes.

If instead you suppress charms and compulsions, the spell's duration drops to concentration, to a maximum duration of 1 round per level. As long as you continue to concentrate, the spell suppresses all existing charm and compulsion effects affecting the targets, regardless of whether the effect is beneficial or harmful. New charm or compulsion effects that successfully target such a protected creature are automatically suppressed as long as you continue concentrating. If you cease concentrating, the spell effect immediately ends, and remaining charm or compulsion effects resume for the rest of their remaining durations as normal.

Scroll of tongues | Scroll

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.

Scroll of touch of the sea | Scroll

Touch of the Sea, Fortitude negates (DC 11)
You cause webs to grow between the target's fingers and its feet to transform into flippers, granting a swim speed of 30 feet along with the standard +8 bonus on Swim checks and the ability to take 10 even if distracted or endangered. You can also use the run action while swimming, provided you swim in a straight line. This transformation causes any boots or gloves the target is wearing to meld into its form (although magic items with a continuous effect continue to function). This spell does not grant the target any ability to breathe water.

Scroll of water breathing | Scroll

Water Breathing
The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

Ring of feather falling   Ring

This ring is crafted with a feather pattern all around its edge. It acts exactly like a *feather fall* spell, activated immediately if the wearer falls more than 5 feet.

Construction
Requirements: Forge Ring, *feather fall*; **Cost** 1,100 gp

Extend metamagic rod (lesser, 3/day)   Rod

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

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

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

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

Maximize metamagic rod (lesser, 3/day)   Rod

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

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

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

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

Merciful metamagic rod (lesser, 3/day)   Rod

The wielder can cast up to three spells per day that deal nonlethal damage as though using the Merciful Spell feat.

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

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

Lesser and Greater Metamagic Rods: Normal metamagic rods can be used with spells of 6th level or lower. Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower.

Construction
Requirements Craft Rod, Merciful Spell; **Cost** 750 gp

Appears In : Advanced Player's Guide, Ultimate Equipment

Wand of cure light wounds (37 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 cure light wounds (50 charges)   Wand
Cure Light Wounds
When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Wand of gaseous form (6 charges)   Wand
Gaseous Form
The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains DR 10/magic and becomes immune to poison, sneak attacks, and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials. The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the gaseous form spell takes effect. A gaseous creature can't run, but it can fly at a speed of 10 feet and automatically succeeds on all Fly skill checks. It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

Wand of lesser restoration (7 charges)   Wand
Restoration, Lesser
Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Wand of protection from evil (4 charges)   Wand
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.

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

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

Wand of shield (31 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.

Aegis of recovery (1 uses)   Wondrous Item (Neck)
An *aegis of recovery* grants its wearer a +2 resistance bonus on all saving throws made to recover from a continuing effect, such as ongoing poison damage, daily saving throws against a disease, a *hold person* spell, or lingering damage from an attack. This bonus does not help against initial saving throws against such effects. Should the wearer ever drop below 0 hit points, the aegis heals the wearer for 2d8+3 points of damage and then crumbles to dust.

Construction
Requirements Craft Wondrous Item, *barkskin*, *cure moderate wounds*; **Cost** 750 gp

Appears In : Ultimate Equipment, Rival Guide

Belt of physical might +4 (Dex, Con)   Wondrous Item (Belt)
This belt has a large steel buckle, usually depicting the image of a giant. The belt grants the wearer an enhancement bonus to Dexterity and Constitution of +4. Treat this as a temporary ability bonus for the first 24 hours the belt is worn. The ability score bonuses are chosen when the belt is created and cannot be changed.

Construction
Requirements: Craft Wondrous Item, *bear's endurance*, *cat's grace*; **Cost** 20,000 gp

Circlet of persuasion   Wondrous Item (Head)
This delicately engraved silver headband grants its wearer a +3 competence bonus on Charisma based checks.

Construction
Requirements: Craft Wondrous Item, *eagle's splendor*; **Cost** 2,250 gp

Cloak of resistance +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

Elixir of darksight   Wondrous Item
This dark, syrupy draught doubles the range of the drinker's darkvision and also enables her to see through *deeper darkness* when using darkvision. The effects last for 1 hour.

Construction
Requirements Craft Wondrous Item, *darkvision, deeper darkness*; **Cost** 600 gp

Appears In : Advanced Race Guide

Gloves of elvenkind   Wondrous Item (Hands)
These plain gray leather gloves grant a +5 competence bonus on Spellcraft checks and concentration checks made to cast a spell defensively. Both gloves must be worn for the magic to be effective.

Construction
Requirements Combat Casting, Craft Wondrous Item, creator must be an elf; **Cost** 3,500 gp

Appears In : Advanced Race Guide

Handy haversack (102 @ 17.5 lbs)   Wondrous Item

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

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

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

Handy haversack (empty)   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.

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

Headband of mental prowess +6 (Int, Cha) 3rd s Wondrous Item

Headband of mental prowess +6 (Int, Cha, Wondrous Item (Headband)

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

The headband grants the wearer an enhancement bonus to Intelligence and Charisma of +6. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. These bonuses are chosen when the headband is created and cannot be changed. If the headband grants a bonus to Intelligence, it also grants skill ranks as a Headband of vast intelligence.

Construction
Requirements: Craft Wondrous Item, *eagle's splendor* , *fox's cunning*; **Cost** 45,000 gp

Scabbard of many blades (6 @ 30 lbs)   Wondrous Item

This scabbard can hold multiple melee weapons in an extradimensional space, including weapons that would not normally fit in any kind of scabbard or sheath. It can hold up to four two-handed weapons. Two one-handed or light melee weapons can fit in each two-handed weapon slot, for a maximum capacity of eight one-handed or light melee weapons. Only weapons designed to be used by creatures the same size as the wearer or smaller can be kept in a *scabbard of many blades* . The scabbard can't be used to store shields (even if they can be used to make melee attacks), gauntlets, improvised weapons, or wands, but can store rods (which are treated as one-handed weapons) and magic staves (which are treated as two-handed weapons).

When the wearer draws a weapon from the scabbard, if she does not lose her grip on it (keeping it in her hands at all times), as a move action she can have it switch places with another weapon in the scabbard. If the wearer has the Quick Draw feat, she can do this as a swift action. If the wearer loses her grip on a weapon drawn from the scabbard, that weapon can't switch places with another weapon until it has been, sheathed in the *scabbard of many blades* and drawn again.

Construction
Requirements: Craft Wondrous Item, *secret chest* **Cost** 2,500 GP

Appears In : Advanced Class 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

Sorcerer's robe (3/day)   Wondrous Item (Body)

This dapper robe enables a sorcerer to add the effects of her 1st-level bloodline power to spells she casts. As a swift action before casting a spell, the wearer expends one use of her 1st-level bloodline power and selects one target of the spell to be affected by that bloodline power. If the spell allows a saving throw, a successful save against the spell means the bloodline power deals half damage (if it normally deals hit point damage) or is negated (if it does not). The robe can be used up to three times per day.

Construction
Requirements Craft Wondrous Item, Quicken Spell-Like Ability, creator must be a sorcerer; **Cost** 2,500 gp.

Appears In : Ultimate Equipment

Spectacles of understanding   Wondrous Item (Eyes)

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

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

Appears In : Ultimate Equipment

Wayfinder (empty)   Wondrous Item

A small magical device patterned on the design of ancient Azlanti relics, a *wayfinder* is a compact compass typically made from silver and bearing gold accents. While it serves as a badge of office for agents of the Pathfinder Society, a *wayfinder* is as much a handy tool as a status symbol. With a command word, the bearer can cause a *wayfinder* to shine (as per *light*). A *wayfinder* also acts as a nonmagical (magnetic) compass, granting a +2 circumstance bonus on Survival checks to avoid becoming lost. All *wayfinders* feature a small indentation designed to hold a single *ioun stone*. An *ioun stone* slotted in this manner grants the bearer its normal benefits as if it was orbiting her head, and resonates its powers with the *wayfinder*, replacing its ability to shine with a different power-see Wayfinders and Resonance on page 149.

Note: This item costs only 250 gp for members of the Pathfinder Society

Construction
Requirements Craft Wondrous Item, *light*; **Cost** 250 gp

Appears In : Seekers of Secrets, Inner Sea World Guide, Shattered Star, Pathfinder Society, Adventurer's Guide, Ruins of Azlant

Detect Magic   Sorcerer 0

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 eminates from a magic item, you can attempt to identify its properties (see Spellcraft).

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

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

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

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

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

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

Haunted Fey Aspect   Sorcerer 0

School illusion (glamer)
Casting Time 1 action
Components S
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   Sorcerer 0

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   Sorcerer 0

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   Sorcerer 0

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.

Message — Sorcerer 0

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.

Prestidigitation — Sorcerer 0

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 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.

Read Magic — Sorcerer 0

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.

Scrivener's Chant — Sorcerer 0

School transmutation
Casting Time 1 action
Components V, S, M (fine sand and a vial of ink.)
Range 5 ft.
Duration concentration, up to 1 minute/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (object)

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

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

Appears in : Seekers of Secrets

Burning Hands — Sorcerer 1

School evocation / fire elemental [fire]
Casting Time 1 action
Components V, S
Range 15 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw DC 20 Reflex half; **Spell Resistance** yes

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

Intensified snowball — Sorcerer 1

School evocation [cold, water]
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Effect one ball of ice and snow
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

You throw a ball of elemental ice and snow at a single target as a ranged touch attack. The snowball deals 1d6 points of cold damage per caster level you have (maximum 5d6).
Intensified Spell: The spell's damage dice cap is raised by 5.

Appears in : People of the North, Reign of Winter, Ultimate Wilderness

Mage Armor — Sorcerer 1

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.

Snowball   Sorcerer 1

School evocation [cold, water]
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Effect one ball of ice and snow
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

   You throw a ball of elemental ice and snow at a single target as a ranged touch attack. The snowball deals 1d6 points of cold damage per caster level you have (maximum 5d6).

   Appears in : People of the North, Reign of Winter, Ultimate Wilderness

Sure Casting   Sorcerer 1

School divination
Casting Time 1 action
Components V, F (a square of cloth and a needle)
Range personal
Target you
Duration 1 round (see text)

   You gain temporary insight into your enemies' magical defenses. When you next cast a spell before the end of the next round, treat your caster level as 5 higher than normal for the purpose of overcoming spell resistance. This bonus doesn't increase any other effects that depend on caster level, such as the spell's damage or range, and affects only the first spell cast after   *sure casting* .

   Appears in : Pathfinder Society Primer

True Strike   Sorcerer 1

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.

Unseen Servant   Sorcerer 1

School conjuration / aether elemental (creation)
Casting Time 1 action
Components V, S, M (a piece of string and a bit of wood)
Range close (25 + 5 ft./2 levels)
Effect one invisible, mindless, shapeless servant
Duration 1 hour/level
Saving Throw none; **Spell Resistance** no

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

Vanish   Sorcerer 1

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 20 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

Aid   Sorcerer 2

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S, DF
Range touch
Target living creature touched
Duration 1 min./level
Saving Throw none; **Spell Resistance** yes (harmless)

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+10 temporary hit points at caster level 10th).

Create Treasure Map   Sorcerer 2

School divination
Casting Time 1 hour
Components V, S, M (powdered metal and rare inks worth 100 gp)
Range touch
Target one dead creature
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You can take a piece from a dead creature's body and use it to create a map that reveals the locations of any valuables that creature knew about while still alive. You must cut this piece off yourself and the creature cannot have died more than 24 hours prior to the casting of this spell. You cannot cast this spell on a creature without a physical body, and the portion you remove must have a fairly level surface such as a piece of hide, carapace, or skin. The map you create is accurate to the best knowledge the creature had at the time of its death. It reveals the location of one source of treasure for every three caster levels you possess. Any inaccuracies or faulty information held by the creature are represented on the map as well. Similarly, the map cannot account for any changes that occur after the creature's death. You must choose the scale of the map when creating it, opting between nearby (e.g., one or two dungeon levels), local (e.g., a valley or community), or broad (e.g., a country or larger). The map reveals the locations of what the creature deemed most valuable within its area. Depending on the creature, the map might reveal a source of tasty food, suitable mates, or even your own treasure vault.

Appears in : Advanced Player's Guide

False Life   Sorcerer 2

School necromancy
Casting Time 1 action
Components V, S, M (a drop of blood)
Range personal
Target you
Duration 1 hour/level or until discharged; see text

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 + 1 per caster level (maximum +10).

Flaming Sphere   Sorcerer 2

School evocation / fire elemental [fire]
Casting Time 1 action
Components V, S, M/DF (tallow, brimstone, and powdered iron)
Range medium (100 + 10 ft./level)
Effect 5-ft.-diameter sphere
Duration 1 round/level
Saving Throw DC 21 Reflex negates; **Spell Resistance** yes

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

Glitterdust	Sorcerer 2

School conjuration / earth elemental / metal elemental (creation)
Casting Time 1 action
Components V, S, M (ground mica)
Range medium (100 + 10 ft./level)
Area creatures and objects within 10-ft.-radius spread
Duration 1 round/level
Saving Throw DC 22 Will negates (blinding only); **Spell Resistance** no

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

Invisibility	Sorcerer 2

School illusion / void elemental (glamer)
Casting Time 1 action
Components V, S, M/DF (an eyelash encased in gum arabic)
Range personal or touch
Target you or a creature or object weighing no more than 100 lbs./level
Duration 1 min./level (D)
Saving Throw Will negates (harmless) or Will negates (harmless, object); **Spell Resistance** yes (harmless) or yes (harmless, object)

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

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

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

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

Mirror Image	Sorcerer 2

School illusion (figment)
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 min./level

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

Reach vanish   Sorcerer 2

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 20 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.
Reach Spell: Increase the range category 1 step/extra level.

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.

Vanish
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.

Appears in : Advanced Player's Guide

Touch of Idiocy   Sorcerer 2

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S
Range touch
Target living creature touched
Duration 10 min./level
Saving Throw no; **Spell Resistance** yes

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

Darkvision, Communal   Sorcerer 3

School transmutation
Casting Time 1 action
Components V, S, M (either a pinch of dried carrot or an agate)
Range touch
Target creatures touched
Duration 1 hour/level split among the recipients
Saving Throw Will negates (harmless); **Spell Resistance** yes
(harmless)

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

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

Darkvision can be made permanent with a permanency spell.

Appears in : Ultimate Combat

Dispel Magic   Sorcerer 3

School abjuration / void elemental
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Target one spellcaster, creature, or object
Duration instantaneous
Saving Throw none; **Spell 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.

Empowered Intensified snowball   Sorcerer 3

School evocation [cold, water]
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Effect one ball of ice and snow
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

   You throw a ball of elemental ice and snow at a single target as a ranged touch attack. The snowball deals 1d6 points of cold damage per caster level you have (maximum 5d6).
   Empower Spell: All variable numeric effects increased by 50%.
   Intensified Spell: The spell's damage dice cap is raised by 5.

   Appears in : People of the North, Reign of Winter, Ultimate Wilderness

Fireball   Sorcerer 3

School evocation / fire elemental [fire]
Casting Time 1 action
Components V, S, M (a ball of bat guano and sulfur)
Range long (400 + 40 ft./level)
Area 20-ft.-radius spread
Duration instantaneous
Saving Throw DC 22 Reflex half;   **Spell Resistance** yes

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

Fly   Sorcerer 3

School transmutation / air elemental
Casting Time 1 action
Components V, S, F (a wing feather)
Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless);   **Spell 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.

Haste   Sorcerer 3

School transmutation
Casting Time 1 action
Components V, S, M (a shaving of licorice root)
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
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes
  (harmless)

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

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

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

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

Protection from Energy   Sorcerer 3

School abjuration / all elements
Casting Time 1 action
Components V, S, DF
Range touch
Target creature touched
Duration 10 min./level or until discharged
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes
  (harmless)

Protection from energy grants temporary immunity to the type of
energy you specify when you cast it (acid, cold, electricity, fire, or
sonic). When the spell absorbs 12 points per caster level of energy
damage (to a maximum of 120 points at 10th level), it is discharged.

Protection from energy overlaps (and does not stack with) resist
energy. If a character is warded by protection from energy and resist
energy, the protection spell absorbs damage until its power is
exhausted.

Remove Disease   Sorcerer 3

School conjuration (healing)
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes
  (harmless)

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

Stinking Cloud   Sorcerer 3

School conjuration / earth elemental (creation)
Casting Time 1 action
Components V, S, M (a rotten egg or cabbage leaves)
Range medium (100 + 10 ft./level)
Effect cloud spreads in 20-ft. radius, 20 ft. high
Duration 1 round/level
Saving Throw DC 23 Fortitude negates; see text;   **Spell Resistance**
  no

Stinking cloud creates a bank of fog like that created by fog cloud,
except that the vapors are nauseating. Living creatures in the cloud
become nauseated. This condition lasts as long as the creature is in
the cloud and for 1d4+1 rounds after it leaves. (Roll separately for
each nauseated character.) Any creature that succeeds on its save but
remains in the cloud must continue to save each round on your turn.
This is a poison effect.

Stinking cloud can be made permanent with a permanency spell. A
permanent stinking cloud dispersed by wind reforms in 10 minutes.

Vampiric Touch   Sorcerer 3

School necromancy
Casting Time 1 action
Components V, S
Range touch
Target living creature touched
Duration instantaneous/1 hour; see text
Saving Throw none; **Spell Resistance** yes

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

Charm Monster   Sorcerer 4

School enchantment / wood elemental (charm) [mind-affecting]
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one living creature
Duration 1 day/level
Saving Throw DC 23 Will negates; **Spell Resistance** yes

This spell functions like   *charm person* , except that the effect is not
restricted by creature type or size.

Charm Person
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.

Confusion   Sorcerer 4

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S, M/DF (three nutshells)
Range medium (100 + 10 ft./level)
Target all creatures in a 15-ft.-radius burst
Duration 1 round/level
Saving Throw DC 23 Will negates; **Spell Resistance** yes

   This spell causes confusion in the targets, making them unable to determine their actions. Roll on the following table at the start of each subject's turn each round to see what it does in that round.

   d% - Behavior
   01-25 - Act normally
   26-50 - Do nothing but babble incoherently
   51-75 - Deal 1d8 points of damage + Str modifier to self with item in hand
   76-100 - Attack nearest creature (for this purpose, a familiar counts as part of the subject's self)

   A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Dimension Door   Sorcerer 4

School conjuration (teleportation)
Casting Time 1 action
Components V
Range long (400 + 40 ft./level)
Target you and touched objects or other touched willing creatures
Duration instantaneous
Saving Throw none and Will negates (object); **Spell 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.

Elemental Body I   Sorcerer 4

School transmutation / all elements (polymorph)
Casting Time 1 action
Components V, S, M (the element you plan to assume)
Range personal
Target you
Duration 1 min/level (D)
Saving Throw none

   When you cast this spell, you can assume the form of a Small air, earth, fire, or water elemental (see the Pathfinder RPG Bestiary). The abilities you gain depend upon the type of elemental into which you change. Elemental abilities based on size, such as burn, vortex, and whirlwind, use the size of the elemental you transform into to determine their effect.

   Air elemental: If the form you take is that of a Small air elemental, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus. You also gain fly 60 feet (perfect), darkvision 60 feet, and the ability to create a whirlwind.

   Earth elemental: If the form you take is that of a Small earth elemental, you gain a +2 size bonus to your Strength and a +4 natural armor bonus. You also gain darkvision 60 feet and the ability to earth glide.

   Fire elemental: If the form you take is that of a Small fire elemental, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus. You gain darkvision 60 feet, resist fire 20, vulnerability to cold, and the burn ability.

   Water elemental: If the form you take is that of a Small water elemental, you gain a +2 size bonus to your Constitution and a +4 natural armor bonus. You also gain swim 60 feet, darkvision 60 feet, the ability to create a vortex, and the ability to breathe water.

Empowered Intensified burning hands   Sorcerer 4

School evocation / fire elemental [fire]
Casting Time 1 action
Components V, S
Range 15 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw DC 20 Reflex half; **Spell 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.
   Empower Spell: All variable numeric effects increased by 50%.
   Intensified Spell: The spell's damage dice cap is raised by 5.

Enervation   Sorcerer 4

School necromancy
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Effect ray of negative energy
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

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

Invisibility, Greater   Sorcerer 4

School illusion (glamer)
Casting Time 1 action
Components V, S, M/DF (an eyelash encased in gum arabic)
Range personal or touch
Target you or creature touched
Duration 1 round/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes
(harmless) or yes (harmless, object)

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

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

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

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

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

Baleful Polymorph   Sorcerer 5

School transmutation (polymorph)
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one creature
Duration permanent
Saving Throw DC 24 Fortitude negates, Will partial, see text; **Spell Resistance** yes

As *beast shape III,* except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature, such as an aquatic creature not in water, the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Any polymorph effects on the target are automatically dispelled when a target fails to resist the effects of *baleful polymorph*, and as long as *baleful polymorph* remains in effect, the target cannot use other polymorph spells or effects to assume a new form. Incorporeal or gaseous creatures are immune to *baleful polymorph*, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

Overland Flight   Sorcerer 5

School transmutation / air elemental
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 hour/level
Saving Throw Will negates (harmless); **Spell Resistance** yes
(harmless)

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

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

Quickened sure casting   Sorcerer 5

School divination
Casting Time 1 action
Components V, F
Range personal
Target you
Duration 1 round (see text)

  You gain temporary insight into your enemies' magical defenses.
When you next cast a spell before the end of the next round, treat
your caster level as 5 higher than normal for the purpose of
overcoming spell resistance. This bonus doesn't increase any other
effects that depend on caster level, such as the spell's damage or
range, and affects only the first spell cast after *sure casting*.
  Quicken Spell: Spell casts as a swift action.

  Appears in : Pathfinder Society Primer

Quickened true strike   Sorcerer 5

School divination / void elemental
Casting Time 1 action
Components V, F
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.
  Quicken Spell: Spell casts as a swift action.

Quickened vanish   Sorcerer 5

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 20 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.
  Quicken Spell: Spell casts as a swift action.

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.

Vanish
  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.

  Appears in : Advanced Player's Guide

Stoneskin, Communal   Sorcerer 5

School abjuration / earth elemental / metal elemental
Casting Time 1 action
Components V, S, M (granite and diamond dust per each creature affected worth 250 gp)
Range touch
Target creatures touched
Duration 10 min./level or until discharged split among the recipients
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

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

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

Appears in : Ultimate Combat

Telekinesis   Sorcerer 5

School transmutation / aether elemental
Casting Time 1 action
Components V, S
Range long (400 + 40 ft./level)
Target see text
Duration concentration (up to 1 round/level) or instantaneous; see text
Saving Throw DC 24 Will negates (object) or none; see text; **Spell Resistance** yes (object); see text

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

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

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

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

Acid Fog   Sorcerer 6

School conjuration / earth elemental (creation) [acid]
Casting Time 1 action
Components V, S, M (powdered peas and an animal hoof)
Range medium (100 + 10 ft./level)
Effect fog spreads in 20-ft. radius, 20 ft. high
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

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

Breath of Life   Sorcerer 6

School conjuration (healing)
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw DC 26 Will negates (harmless) or Will half, see text;
   Spell Resistance yes (harmless) or yes, see text

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

Dispel Magic, Greater — Sorcerer 6

School abjuration / void elemental
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Target one spellcaster, creature, or object; or a 20-ft.- radius burst
Duration instantaneous
Saving Throw none; **Spell Resistance** no

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

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

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

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

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

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

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

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

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

Dispel Magic

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

   Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stoneskin (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stoneskin (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stoneskin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no

Empowered Merciful Reach vampiric — Sorcerer 6

School necromancy
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target living creature touched
Duration instantaneous/1 hour; see text
Saving Throw none; **Spell Resistance** yes

   You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later.
   Empower Spell: All variable numeric effects increased by 50%.
   Merciful Spell: Spell deals non-lethal instead of lethal damage.
   Reach Spell: Increase the range category 1 step/extra level.

Flesh to Stone — Sorcerer 6

School transmutation / earth elemental
Casting Time 1 action
Components V, S, M (lime, water, and earth)
Range medium (100 + 10 ft./level)
Target one creature
Duration instantaneous
Saving Throw DC 25 Fortitude negates; **Spell Resistance** yes

   The subject, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as deathwatch. Only creatures made of flesh are affected by this spell.

Summon Monster VI — Sorcerer 6

School conjuration / all elements (summoning)
Casting Time 1 round
Components V, S, F/DF
Range close (25 + 5 ft./2 levels)
Effect one summoned creature
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

This spell functions like *summon monster I*, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster Tables
6th Level: Dire bear*, Dire tiger*, Elasmosaurus (dinosaur)*, Elemental (Huge) [Elemental subtype], Elephant*, Erinyes (devil) [Evil, Lawful subtypes], Giant octopus*, Invisible stalker [Air aubtype], Lillend azata [Chaotic, Good subtypes], Shadow demon [Chaotic, Evil subtypes], Succubus (demon) [Chaotic, Evil subtypes], Triceratops (dinosaur)*
5th Level: Ankylosaurus (dinosaur)*, Babau (demon) [Chaotic, Evil subtypes], Bearded devil [Evil, Lawful subtypes], Bralani azata [Chaotic, Good subtypes], Dolphin (orca)*, Dire lion*, Elemental (Large) [Elemental subtype], Giant moray eel*, Kyton [Evil, Lawful subtypes], Salamander [Evil subtype], Woolly rhinoceros*, Xill [Evil, Lawful subtypes]
4th Level: Ant, giant (drone)*, Bison (herd animal)*, Deinonychus (dinosaur)*, Dire ape*, Dire boar*, Dire wolf*, Elemental (Medium) [Elemental subtype], Giant scorpion*, Giant wasp*, Grizzly bear*, Hell hound [Evil, Lawful subtypes], Hound archon [Good, Lawful subtypes], Lion*, Mephit (any) [Elemental subtype], Pteranodon (dinosaur)*, Rhinoceros*
* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

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

Summon Monster Tables
1st Level: Dire rat*, Dog*, Dolphin*, Eagle*, Fire beetle*, Frog, poison*, Pony (horse)*, Viper (snake)*
* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

Empowered Intensified Merciful — Sorcerer 7

School evocation [cold, water]
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Effect one ball of ice and snow
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

You throw a ball of elemental ice and snow at a single target as a ranged touch attack. The snowball deals 1d6 points of cold damage per caster level you have (maximum 5d6).
Empower Spell: All variable numeric effects increased by 50%.
Intensified Spell: The spell's damage dice cap is raised by 5.
Merciful Spell: Spell deals non-lethal instead of lethal damage.
Quicken Spell: Spell casts as a swift action.

Appears in: People of the North, Reign of Winter, Ultimate Wilderness

Empowered Intensified Selective fireball — Sorcerer 7

School evocation / fire elemental [fire]
Casting Time 1 action
Components V, S, M
Range long (400 + 40 ft./level)
Area 20-ft.-radius spread
Duration instantaneous
Saving Throw DC 22 Reflex half; **Spell Resistance** yes

A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure. You point your finger and determine the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely. The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.
Empower Spell: All variable numeric effects increased by 50%.
Intensified Spell: The spell's damage dice cap is raised by 5.
Selective Spell: Spell can avoid affecting some targets in its area.

Reach breath of life   Sorcerer 7

School conjuration (healing)
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target creature touched
Duration instantaneous
Saving Throw DC 26 Will negates (harmless) or Will half, see text;
   Spell Resistance yes (harmless) or yes, see text

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

Teleport, Greater — Sorcerer 7

School conjuration / void elemental (teleportation)
Casting Time 1 action
Components V
Range personal Touch
Target you and touched objects or other touched willing creatures
Duration instantaneous
Saving Throw none and Will negates (object); **Spell Resistance** no and yes (object)

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

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

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

On Target: You appear where you want to be.

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

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

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

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01-97	98-99	100	-
Studied carefully	01-94	95-97	98-99	100
Seen casually	01-88	89-94	95-98	99-100

Waves of Exhaustion — Sorcerer 7

School necromancy
Casting Time 1 action
Components V, S
Range 60 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw no; **Spell Resistance** yes

Waves of negative energy cause all living creatures in the spell's area to become exhausted. This spell has no effect on a creature that is already exhausted.

Polymorph Any Object   Sorcerer 8

School transmutation (polymorph)
Casting Time 1 action
Components V, S, M/DF (mercury, gum arabic, and smoke)
Range close (25 + 5 ft./2 levels)
Target one creature, or one nonmagical object of up to 100 cu. ft.
  /level
Duration see text
Saving Throw DC 27 Fortitude negates (object); see text;   **Spell
  Resistance** yes (object)

   This spell functions like   *greater polymorph* , except that it changes
one object or creature into another. You can use this spell to
transform all manner of objects and creatures into new forms - you
aren't limited to transforming a living creature into another living form.
The duration of the spell depends on how radical a change is made
from the original state to its transmuted state. The duration is
determined by using the following guidelines.

   Changed Subject Is... Increase to Duration Factor*

   Same kingdom (animal, vegetable, mineral) - +5
   Same class (mammals, fungi, metals, etc.) - +2
   Same size - +2
   Related (twig is to tree, wolf fur is to wolf, etc.) - +2
   Same or lower Intelligence - +2
   *Add all that apply. Look up the total on the next table.

   Total Factor - Duration - Example
   0 - 20 minutes - Pebble to human
   2 - 1 hour - Marionette to human
   4 - 3 hours - Human to marionette
   5 - 12 hours - Lizard to manticore
   6 - 2 days - Sheep to wool coat
   7 - 1 week - Shrew to manticore
   9+ - Permanent - Manticore to shrew

   If the target of the spell does not have physical ability scores
(Strength, Dexterity, or Constitution), this spell grants a base score of
10 to each missing ability score. If the target of the spell does not
have mental ability scores (Intelligence, Wisdom, or Charisma), this
spell grants a score of 5 to such scores. Damage taken by the new
form can result in the injury or death of the polymorphed creature. In
general, damage occurs when the new form is changed through
physical force. A nonmagical object cannot be made into a magic item
with this spell. Magic items aren't affected by this spell. This spell
cannot create material of great intrinsic value, such as copper, silver,
gems, silk, gold, platinum, mithral, or adamantine. It also cannot
reproduce the special properties of cold iron in order to overcome the
damage reduction of certain creatures. This spell can also be used to
duplicate the effects of   *baleful polymorph* , *greater polymorph* , *flesh to
stone*, *stone to flesh* , *transmute mud to rock* , *transmute metal to
wood*, or *transmute rock to mud* .

   Polymorph, Greater
   This spell functions as   *polymorph* except that it allows the creature
to take on the form of a dragon or plant creature. If you use this spell
to cause the target to take on the form of an animal or magical beast,
it functions as *beast shape IV* . If the form is that of an elemental, the
spell functions as *elemental body III* . If the form is that of a humanoid,
the spell functions as *alter self* . If the form is that of a plant, the spell
functions as *plant shape II* . If the form is that of a dragon, the spell
functions as *form of the dragon I* . The subject may choose to resume
its normal form as a full-round action; doing so ends the spell.