

## Pasha Zayed Khaldi

Player: Scott David Gray

Male Human (Keleshite) Barbarian 1, Eldritch Knight 5, Sorcerer 6, Qadira faction - CL12 - CR 11

True Neutral Humanoid (Human); Deity: Sarenrae; Age: 32; Height: 5' 10"; Weight: 160lb.; Eyes: Brown; Hair: Dark; Skin: Olive

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	14/16	+2/+3	
<b>DEX</b> DEXTERITY	16	+3	
<b>CON</b> CONSTITUTION	14/16	+2/+3	
<b>INT</b> INTELLIGENCE	8/10	-1/0	
<b>WIS</b> WISDOM	12	+1	
<b>CHA</b> CHARISMA	17/19	+3/+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+13 =	+7	+3	+3			
<b>REFLEX</b> (DEXTERITY)	+10 =	+4	+3	+3			
<b>WILL</b> (WISDOM)	+11 =	+7	+1	+3			

Damage Resistance, Electricity (5)      Demon Resistances (Ex)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 13 = 10			+3					

**Touch AC** 13      **Flat-Footed AC** 10

CM Bonus	BAB	Strength	Size	Misc
+12 =	+9	+3*	-	-

CM Defense	BAB	Strength	Dexterity	Size
25 = 10	+9	+3*	+3	-

Total	Damage / Current HP
<b>HP</b> 120	

<b>Base Attack</b> +9	<b>Initiative</b> +3
	<b>Speed</b> 40 ft

+1 Holy, Spell Storing Cold Iron Greatsword

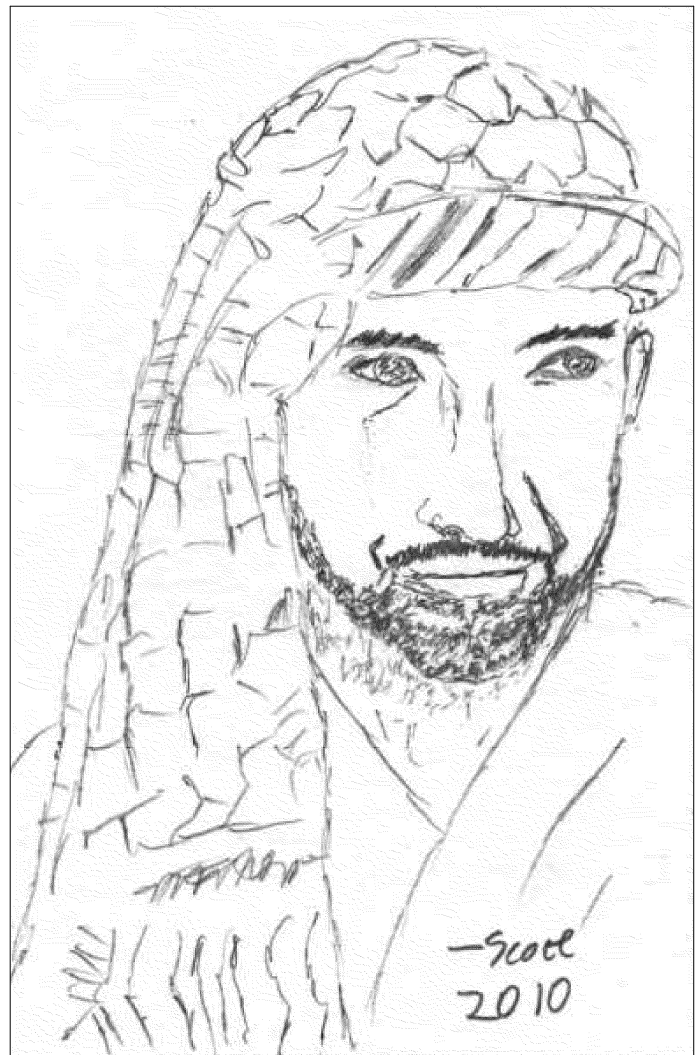
Cold Iron: Effective against the Fey.

A ho, Holy, Spell Storing

Both Hands: +13/+8, 2d6+5

Crit: 19-20/x2  
2-Hand, S

Character Number: 14034 - 3



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+18	DEX (3)	12	
Appraise	+0	INT (0)	-	
Bluff	+4	CHA (4)	-	
Climb	+3	STR (3)	-	
Diplomacy	+4	CHA (4)	-	
Disguise	+4	CHA (4)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+3	DEX (3)	-	
Handle Animal	+8	CHA (4)	1	
Heal	+1	WIS (1)	-	
Intimidate	+19	CHA (4)	12	
Perception	+16	WIS (1)	12	
Ride	+3	DEX (3)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+3	DEX (3)	-	
Survival	+5	WIS (1)	1	

## Gear

**Total Weight Carried: 38/230lbs, Light Load**  
**(Light: 76lbs, Medium: 153lbs, Heavy: 230lbs)**

+1 Holy, Spell Storing Cold Iron Greatsword	8 lbs
Absalom Townhouse (empty) (1/session)	-
Bedroll <In: Handy Haversack (25 @ 61 lbs)>	5 lbs
Belt of Physical Might, STR & CON +2	1 lb
Caravan (empty): Intimidate	-
Chronicler (1/session)	-
Cloak of Resistance, +3	1 lb
Cold weather outfit <In: Handy Haversack (25 @ 61	7 lbs
Dagger	1 lb
Dagger	1 lb
Explorer's outfit <In: Handy Haversack (25 @ 61 lbs)>	8 lbs
Flint and steel <In: Handy Haversack (25 @ 61 lbs)>	-
Handy Haversack (25 @ 61 lbs)	5 lbs
Headband of Mental Prowess, INT & CHA +2: Perception	1 lb
Herald	-
Herald	-
Hot Weather Outfit	4 lbs
Master of Trade (1/session)	-
Masterwork Flail, Heavy <In: Handy Haversack (25 @	10 lbs
Metamagic Rod, Empower, Lesser	-
Money <In: Pouch, belt (1 @ 15.5 lbs)>	15.5 lbs
Pasha	-
Potion of Cure Light Wounds <In: Handy Haversack (25 @	-
Potion of Cure Light Wounds <In: Handy Haversack (25 @	-
Potion of Cure Light Wounds <In: Handy Haversack (25 @	-
Potion of Cure Light Wounds <In: Handy Haversack (25 @	-
Potion of Cure Light Wounds <In: Handy Haversack (25 @	-
Potion of Cure Moderate Wounds <In: Handy Haversack (25-	-
Potion of Longstrider <In: Handy Haversack (25 @ 61 lbs)>	-
Pouch, belt (1 @ 15.5 lbs)	0.5 lbs
Rations, trail (per day) x5 <In: Handy Haversack (25 @	1 lb
Restful Pathfinders' Lounge (empty)	-
Scroll: Disguise Self <In: Handy Haversack (25 @ 61 lbs)>	-
Scroll: Hold Portal <In: Handy Haversack (25 @ 61 lbs)>	-
Scroll: Magic Circle against Evil <In: Handy Haversack (25	-
Scroll: Mount	-
Scroll: Protection from Evil	-
Scroll: Protection from Evil	-
Scroll: Unseen Servant	-
Scroll: Water Breathing	-
Seneschal: Johara Khaldo	-
Seneschal: Zaytoona Khaldi	-
Ship (empty)	-
Soap (per lb) <In: Handy Haversack (25 @ 61 lbs)>	1 lb
Tent, Large <In: Handy Haversack (25 @ 61 lbs)>	20 lbs
Traveller's Outfit (Free) <In: Handy Haversack (25 @ 61	-
Wand of Detect Secret Doors	-
Waterskin <In: Handy Haversack (25 @ 61 lbs)>	4 lbs
Whetstone <In: Handy Haversack (25 @ 61 lbs)>	1 lb

## Dagger

**Mainhand: +12/+7, 1d4+3** Crit: 19-20/x2  
 Rng: 10'

**Ranged: +12/+7, 1d4+3** Light, P/S

## Experience & Wealth

Experience Points: 33/36  
 Current Cash: 762 PP, 7 GP, 6 CP  
 Qadira: Fame: 54, PP: 0

## Dagger

**Mainhand: +12/+7, 1d4+3** Crit: 19-20/x2  
 Rng: 10'  
**Ranged: +12/+7, 1d4+3** Light, P/S

## Masterwork Flail, Heavy

**Both Hands: +13/+8,** Crit: 19-20/x2  
**1d10+4** 2-Hand, B, Disarm, Trip

## Unarmed Strike

**Mainhand: +12/+7, 1d3+3** Crit: 20/x2  
 Light, B, Nonlethal

## Skills

Skill Name	Total	Ability	Ranks	Temp
<b>Swim</b>	<b>+3</b>	STR (3)	-	

## Feats, Traits & Flaws

### Acrobatic Steps

Move through 15' of difficult terrain/round as if it was normal terrain.

### Arcane Strike

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

### Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

### Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

### Cleave

If you hit your first target, attack an adjacent target at the same attack bonus in exchange for -2 AC.

### Combat Reflexes (4 AoO/round)

You can make extra attacks of opportunity.

### Eastern Mysteries (1/day)

1/day, add +2 to a spell's DC.

### Eschew Materials

Cast without materials, if material cost is <= 1gp.

### Extra Rage

+6 rounds/day of Rage.

### Focused Mind

+2 to Concentration checks

### Furious Focus

If you are wielding a weapon in two hands, ignore the penalty for your first attack of each turn.

### Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

### Nimble Moves

Move through 5' of difficult terrain/round as if it was normal terrain.

### Power Attack -3/+6

You can subtract from your attack roll to add to your damage.

### Shield Proficiency

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

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

## Feats, Traits & Flaws

**Toughness +12**

You gain +3 hit points.

## Special Abilities

### Abyssal

Generations ago, a demon spread its filth into your heritage. While it does not manifest in all of your kin, for you it is particularly strong. You might sometimes have urges to chaos or evil, but your destiny (and alignment) is up to you.

### Fast Movement +10 (Ex)

A barbarian's land speed is faster than the norm for her race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's

### Magic Claws (7 rounds/day) (Ex)

At 1st level, you can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack action using your full base attack bonus. These attacks deal 1d4 points of damage each

### Rage (12 rounds/day) (Ex)

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

## Tracked Resources

Absalom Townhouse (empty) (1/session)	<input type="checkbox"/>
Chronicler (1/session)	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Eastern Mysteries (1/day)	<input type="checkbox"/>
Magic Claws (7 rounds/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Master of Trade (1/session)	<input type="checkbox"/>
Metamagic Rod, Empower, Lesser	<input type="checkbox"/> <input type="checkbox"/>
Potion of Cure Light Wounds	<input type="checkbox"/>
Potion of Cure Light Wounds	<input type="checkbox"/>
Potion of Cure Light Wounds	<input type="checkbox"/>
Potion of Cure Light Wounds	<input type="checkbox"/>
Potion of Cure Light Wounds	<input type="checkbox"/>
Potion of Cure Moderate Wounds	<input type="checkbox"/>
Potion of Longstrider	<input type="checkbox"/>
Rage (12 rounds/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Rations, trail (per day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of Detect Secret Doors	<input type="checkbox"/> <input type="checkbox"/>

## Languages

Common		Kelish
Infernal		

## Spells & Powers

### Sorcerer Spell DC: 14 + spell level

CL: 10 (vs. SR: +10, Concentration: +16)

Melee Touch +12 Ranged Touch +12

Maximum Sorcerer spells known / per day: **9/\*x0; 5/7x1; 4/7x2; 3/7x3; 2/6x4; 1/3x5**

Sorcerer 0: Detect Poison, Read Magic (DC 14), Ghost Sound (DC 14), Detect Magic, Mage Hand, Mending, Prestidigitation (DC 14), Message, Light

Sorcerer 1: Shield (DC 15), Mage Armor (DC 15), Cause Fear (DC 15), Comprehend Languages (DC 15), Enlarge Person (DC 15), Ray of Enfeeblement (DC 15)

Sorcerer 2: Cat's Grace (DC 16), Mirror Image (DC 16), Bull's Strength (DC 16), Scorching Ray, Defensive Shock (DC 16)

Sorcerer 3: Haste (DC 17), Fireball (DC 17), Fly (DC 17)

Sorcerer 4: Black Tentacles, Invisibility, Greater (DC 18)

Sorcerer 5: Beast Shape III (DC 19)

## Companions

### Johara Khaldi, 1st Wife (Seneschal (with statblock)), Female Human (Keleshite) Cleric 1 - CR 1/2

STR **10** (0), DEX **10** (0), CON **14** (+2), INT **10** (0), WIS **18** (+4), CHA **14** (+2); Fortitude **+4**, Reflex **+0**, Will **+6**

HP: 10/10; Init: +0; Speed: 30 feet

Attack Bonus: +0; Armor Class: 10 / 10Tch / 10FI

Appraise **+4**, Diplomacy **+6**, Perception **+4**, Sense Motive **+8**, Spellcraft **+4**

Unarmed Strike **+0**, **1d3**, 20/x2

Special: Aura (Ex), Channel Positive Energy 1d6 (5/day) (DC 12) (Su), Cleric Domain: Healing, Cleric Domain: Sun, Rebuke Death (7/day) (Sp), Run, Selective Channeling, Spontaneous Casting, Sun's Blessing (Su)

Charges: Channel Positive Energy 1d6 (5/day) (DC 12) (Su) - **0/5**, Rebuke Death (7/day) (Sp) - **0/7**

### Lana Neverion Khaldi, 3rd wife (Chronicler (with statblock)), Female Human (Taldan) Bard 1 - CR 1/2

STR **8** (-1), DEX **14** (+2), CON **12** (+1), INT **14** (+2), WIS **10** (0), CHA **18** (+4); Fortitude **+1**, Reflex **+4**, Will **+2**

HP: 9/9; Init: +2; Speed: 30 feet

Attack Bonus: +0; Armor Class: 12 / 12Tch / 10FI

Acrobatics **+6**, Appraise **+6**, Bluff **+8**, Diplomacy **+8**, Disguise **+8**, Escape Artist **+6**, Perception **+0**, Perform (Sing) **+8**, Profession (Courtesan) **+4**, Sleight of Hand **+6**, Use Magic Device **+8**

Unarmed Strike **-1**, **1d3-1**, 20/x2

Special: Bardic Knowledge +1 (Ex), Bardic Performance (standard action) (14 rounds/day), Bardic Performance: Countersong (Su), Bardic Performance: Distraction (Su), Bardic Performance: Fascinate (DC 14) (Su), Bardic Performance: Inspire Courage +1 (Su)

Charges: Bardic Performance (standard action) (14 rounds/day) - **0/14**

## Companions

### **Murad, Qadiran Eunuch (Herald (with statblock)), Male Human (Keleshite) Barbarian 1 - CR 1/2**

STR **16** (+3), DEX **12** (+1), CON **11** (0), INT **14** (+2), WIS **14** (+2), CHA **12** (+1); Fortitude **+2**, Reflex **+1**, Will **+2**

HP: 12/12; Init: +1; Speed: 40 feet

Attack Bonus: +1; Armor Class: 11 / 11Tch / 10FI

Climb **+7**, Diplomacy **+2**, Handle Animal **+5**, Knowledge (Nature) **+6**, Perception **+6**, Ride **+5**, Survival **+6**, Swim **+7**

Unarmed Strike **+4**, **1d3+3**, 20/x2

Special: Fast Movement +10 (Ex), Rage (4 rounds/day) (Ex), Throw Anything

Charges: Rage (4 rounds/day) (Ex) - 0/4

### **Topkapi, Qadiran Eunuch (Herald (with statblock)), Male Human (Keleshite) Expert 1 - CR 1/3**

STR **14** (+2), DEX **10** (0), CON **14** (+2), INT **14** (+2), WIS **10** (0), CHA **16** (+3); Fortitude **+2**, Reflex **+0**, Will **+2**

HP: 10/10; Init: +0; Speed: 30 feet

Attack Bonus: +0; Armor Class: 10 / 10Tch / 10FI

Bluff **+7**, Climb **+6**, Diplomacy **+7**, Knowledge (History) **+6**, Linguistics **+6**, Perception **+0**, Perform (Oratory) **+10**, Profession (Cook) **+4**, Profession (Herald) **+4**, Profession (Scribe) **+4**, Survival **+4**

Unarmed Strike **+2**, **1d3+2**, 20/x2

Special: Fast Crawl

### **Zaytoonah Khaldi, 2nd Wife (Seneschal (with statblock)), Female Human (Keleshite) Rogue 1 - CR 1/2**

STR **10** (0), DEX **13** (+1), CON **12** (+1), INT **14** (+2), WIS **12** (+1), CHA **16** (+3); Fortitude **+1**, Reflex **+3**, Will **+1**

HP: 9/9; Init: +1; Speed: 30 feet

Attack Bonus: +0; Armor Class: 11 / 11Tch / 10FI

Acrobatics **+5**, Appraise **+6**, Bluff **+7**, Diplomacy **+7**, Knowledge (Local) **+6**, Perception **+5**, Perform (Dance) **+7**, Perform (Sing) **+7**, Profession (Courtesan) **+5**, Sense Motive **+5**, Sleight of Hand **+5**, Stealth **+5**

Unarmed Strike **+0**, **1d3**, 20/x2

Special: Antagonize, Black Marketeer, Sneak Attack +1d6, Trapfinding +1

## Background

Zayed was old for a bachelor in bedouin society. Zayed met with the match-maker and had made an arrangement. But at dinner with his planned in-laws, on first seeing his bride, Nura Nimah, Zayed found claws growing! So he ran.

Since that date, when Zayed was frightened, sometimes claws grew. Zayed didn't have an explanation for that, and didn't want to think about it much.

Zayed decided to learn courage. Zayed joined the Pathfinders because he knows that the society foots the bill for a lot of free travel, and Zayed could never pass up a bargain.

After a difficult adventure against demonic foes (The Sarkorian Prophecy) Zayed decided that he needed to be 'a little sharper' and purchased a 'Headband of Mental Prowess' (improving int, wis and perception).

When Zayed donned his headband, he began thinking about the foes he faced, and his own magical powers and the nature of his own claws. After a couple months off in Oppara, he decided that just because he was tainted didn't mean that he couldn't try to use his 'taint' for good.

When back in Segeq (after The Many Fortunes of Grandmaster Torch) Zayed met and married Johara of the Saahli clan. She was not from a family of means, but Zayed was attracted to her because of her faith in Serenrae, and she was attracted to him because of a fascination with arcane magic.

Johara was in the second trimester of her first pregnancy when Zayed was called away (Echoes of Everwar). She asked that Zayed wed a second wife who would (as junior) be her subordinate. Zayed was reluctant to make himself a minority in his own house, but agreed to wed the less pretty woman that Johara picked for him, Zaytoonah.

Finally he settled down. Buying lots of property, and wedding a third (Taldan Bard) wife, Lana Neverion, to chronicle his history.

### VANITIES

Pasha 2pp (p19)

Master of Trade 4pp (p19)

Absalom Townhouse (Golden Wayside) 15pp (p62)

Caravan (The Train of Sixty Lanterns) 5pp (p62)

Ship (The Sea Bulette) 10pp (p62)

Seneschal of the Golden Wayside (1st wife, Johara Khaldi, Qadiran) 2pp (p61)

Seneschal of The Train of Sixty lanterns (2nd wife, Zaytoonah Khaldi, Qadiran) 2pp (p61)

Chronicler (3rd wife, Lana Neverion Khaldi, Taldan Bard) 10pp (p60)

Herald #1 (Topkapi, Qadiran Eunuch) 1pp (p61)

Herald #2 (Murad, Qadiran Eunuch) 1pp (p61)

Restful Pathfinder's Lodge 2pp (p61)

### Detect Magic Sorcerer 0

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

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

1st Round: Presence or absence of magical auras.

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

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

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

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

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

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

Detect magic can be made permanent with a permanency spell.

### Detect Poison Sorcerer 0

**School:** Divination  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Close  
**Target:** or Area one creature, one object, or a 5-ft. cube  
**Duration:** Instantaneous  
**Save:** none  
**Resistance:** No

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

### Ghost Sound Sorcerer 0

**School:** Illusion (Figment)  
**Components:** V, S, M (a bit of wool or a small lump of wax)  
**Casting Time:** 1 action  
**Range:** Close  
**Effect:** illusory sounds  
**Duration:** 1 round/level (D)  
**Save:** DC 14 Will disbelief  
**Resistance:** No

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

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

Ghost sound can be made permanent with a permanency spell.

### Light Sorcerer 0

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

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

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

### Mage Hand Sorcerer 0

**School:** Transmutation  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Close  
**Target:** one nonmagical, unattended object weighing up to 5 lbs.  
**Duration:** Concentration  
**Save:** none  
**Resistance:** No

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

**Mending Sorcerer 0**

**School:** Transmutation / Metal Elemental  
**Components:** V, S  
**Casting Time:** 10 minutes  
**Range:** 10 ft.  
**Target:** one object of up to 1 lb./level  
**Duration:** Instantaneous  
**Save:** DC 14 Will negates (harmless, object)  
**Resistance:** yes (harmless, object)

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

**Message Sorcerer 0**

**School:** Transmutation / Air Elemental [Language-Dependant]  
**Components:** V, S, F (a piece of copper wire)  
**Casting Time:** 1 action  
**Range:** Medium  
**Target:** one creature/level  
**Duration:** 10 min./level  
**Save:** none  
**Resistance:** No

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

**Prestidigitation Sorcerer 0**

**School:** Universal  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** 10 ft.  
**Duration:** 1 hour  
**Save:** DC 14 see text  
**Resistance:** No  
 Target, Effect, or Area see text

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  
**Components:** V, S, F (a clear crystal or mineral prism)  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** you  
**Duration:** 10 min./level  
**Save:** DC 14

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.

**Cause Fear Sorcerer 1**

**School:** Necromancy [Fear, Mind-Affecting]  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Close  
**Target:** one living creature with 5 or fewer HD  
**Duration:** 1d4 rounds or 1 round; see text  
**Save:** DC 15 Will partial  
**Resistance:** Yes

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more HD are immune to this effect. Cause fear counters and dispels remove fear.

**Comprehend Languages Sorcerer 1**

**School:** Divination  
**Components:** V, S, M/DF (pinch of soot and salt)  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** you  
**Duration:** 10 min./level  
**Save:** DC 15

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

Comprehend languages can be made permanent with a permanency spell.

**Enlarge Person Sorcerer 1**

**School:** Transmutation  
**Components:** V, S, M (powdered iron)  
**Casting Time:** 1 round  
**Range:** Close  
**Target:** one humanoid creature  
**Duration:** 1 min./level (D)  
**Save:** DC 15 Fortitude negates  
**Resistance:** Yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it - the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels reduce person.

Enlarge person can be made permanent with a permanency spell.

**Mage Armor Sorcerer 1**

**School:** Conjunction (Creation) [Force]  
**Components:** V, S, F (a piece of cured leather)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** creature touched  
**Duration:** 1 hour/level (D)  
**Save:** DC 15 Will negates (harmless)  
**Resistance:** No

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

**Ray of Enfeeblement Sorcerer 1**

**School:** Necromancy  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Close  
**Effect:** ray  
**Duration:** 1 round/level  
**Save:** DC 15 Fortitude half  
**Resistance:** Yes

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Strength score cannot drop below 1. A successful Fortitude save reduces this penalty by half. This penalty does not stack with itself. Apply the highest penalty instead.

**Shield Sorcerer 1**

**School:** Abjuration [Force]  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** you  
**Duration:** 1 min./level (D)  
**Save:** DC 15

Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The shield 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.

**Bull's Strength Sorcerer 2**

**School:** Transmutation  
**Components:** V, S, M/DF (a few hairs, or a pinch of dung, from a bull)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** creature touched  
**Duration:** 1 min./level  
**Save:** DC 16 Will negates (harmless)  
**Resistance:** Yes (harmless)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

**Cat's Grace Sorcerer 2**

**School:** Transmutation / Wood Elemental  
**Components:** V, S, M (pinch of cat fur)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** creature touched  
**Duration:** 1 min./level  
**Save:** DC 16 Will negates (harmless)  
**Resistance:** Yes

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

**Defensive Shock Sorcerer 2**

**School:** Evocation / Metal Elemental [Electricity]  
**Components:** V, S, M (a hollow metal sphere)  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** you  
**Duration:** 1 minute/level or until discharged  
**Save:** DC 16

Electrical energy floods your body, shocking the next creature that touches you. Any creature striking you with its body or a handheld weapon takes 1d6 points of electricity damage per two caster levels (maximum 6d6). If the attacker has spell resistance, it applies against this damage. Each time the spell discharges, the number of damage dice it deals is halved (rounded down); when the spell's damage dice reach 0, the spell ends.

**Appears In:** Ultimate Magic

**Mirror Image****Sorcerer 2****School:** Illusion (Figment)**Components:** V, S**Casting Time:** 1 action**Range:** Personal**Target:** you**Duration:** 1 min./level**Save:** DC 16

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).

**Scorching Ray****Sorcerer 2****School:** Evocation / Fire Elemental [Fire]**Components:** V, S**Casting Time:** 1 action**Range:** Close**Effect:** one or more rays**Duration:** Instantaneous**Save:** none**Resistance:** Yes

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

**Fireball****Sorcerer 3****School:** Evocation / Fire Elemental [Fire]**Components:** V, S, M (a ball of bat guano and sulfur)**Casting Time:** 1 action**Range:** Long**Area:** 20-ft.-radius spread**Duration:** Instantaneous**Save:** DC 17 Reflex half**Resistance:** Yes

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

**Fly****Sorcerer 3****School:** Transmutation / Air Elemental**Components:** V, S, F (a wing feather)**Casting Time:** 1 action**Range:** Touch**Target:** creature touched**Duration:** 1 min./level**Save:** DC 17 Will negates (harmless)**Resistance:** Yes (harmless)

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

**Haste****Sorcerer 3****School:** Transmutation**Components:** V, S, M (a shaving of licorice root)**Casting Time:** 1 action**Range:** Close**Target:** one creature/level, no two of which can be more than 30 ft. apart**Duration:** 1 round/level**Save:** DC 17 Fortitude negates (harmless)**Resistance:** Yes (harmless)

The transmuted creatures move and act more quickly than normal. This extra speed has several effects. When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding. 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.



### Black Tentacles

Sorcerer 4

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

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

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

### Invisibility, Greater

Sorcerer 4

**School:** Illusion (Glamer)  
**Components:** V, S, M/DF (an eyelash encased in gum arabic)  
**Casting Time:** 1 action  
**Range:** personal or touch  
**Target:** you or creature touched  
**Duration:** 1 round/level (D)  
**Save:** DC 18 Will negates (harmless)  
**Resistance:** Yes (harmless) or yes (harmless, object)

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

### Beast Shape III

Sorcerer 5

**School:** Transmutation (Polymorph)  
**Components:** V, S, M (a piece of the creature whose form you plan to assume)  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** you  
**Duration:** 1 min./level (D)  
**Save:** DC 19

This spell functions as beast shape II, except that it also allows you to assume the form of a Diminutive or Huge creature of the animal type. This spell also allows you to take on the form of a Small or Medium creature of the magical beast type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, constrict, ferocity, grab, jet, poison, pounce, rake, trample, trip, and web.

**Diminutive animal:** If the form you take is that of a Diminutive animal, you gain a +6 size bonus to your Dexterity, a -4 penalty to your Strength, and a +1 natural armor bonus.

**Huge animal:** If the form you take is that of a Huge animal, you gain a +6 size bonus to your Strength, a -4 penalty to your Dexterity, and a +6 natural armor bonus.

**Small magical beast:** If the form you take is that of a Small magical beast, you gain a +4 size bonus to your Dexterity, and a +2 natural armor bonus.

**Medium magical beast:** If the form you take is that of a Medium magical beast, you gain a +4 size bonus to your Strength, and a +4 natural armor bonus.