

## Arizuvo! Zaruiz (Eisflamme)

Player: Sven

Male gnome arcanist 8 - CR 7

Chaotic Good Humanoid (Gnome); Deity: **Cayden Cailean** ;  
Age: **54**; Height: **3' 4"**; Weight: **37 lb.**; Eyes: **hazelnut** ;  
Hair: **fire**; Skin: **ice**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>7</b>	<b>-2</b>	
<b>DEX</b> DEXTERITY	<b>14</b>	<b>+2</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>20</b>	<b>+5</b>	
<b>WIS</b> WISDOM	<b>10</b>	<b>0</b>	
<b>CHA</b> CHARISMA	<b>14</b>	<b>+2</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+7</b>	=	<b>+2</b>	<b>+2</b>	<b>+2</b>	<b>+1</b>	
<b>Iron Liver (trait)</b> : +2 bonus against poison and drugs, +4 to avoid effects of alcohol, <b>Cold weather outfit</b> : +5 circumstance bonus vs. cold weather							

<b>REFLEX</b> (DEXTERITY)	<b>+6</b>	=	<b>+2</b>	<b>+2</b>	<b>+2</b>		
<b>WILL</b> (WISDOM)	<b>+8</b>	=	<b>+6</b>		<b>+2</b>		

### Energy Resistance, Cold (2)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC 18</b>	=	<b>+4</b>		<b>+2</b>	<b>+1</b>	<b>+1</b>		

<b>Touch AC 13</b>	<b>Flat-Footed AC 16</b>
	BAB      Strength      Size      Misc

<b>CM Bonus +1</b>	=	<b>+4</b>	<b>-2</b>	<b>-1</b>	<b>-</b>
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<b>CM Defense 13</b>	=	10	BAB <b>+4</b>	Strength <b>-2</b>	Dexterity <b>+2</b>	Size <b>-1</b>
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<b>Base Attack +4</b>	<b>HP 64</b>
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<b>Initiative +2</b>	Damage / Current HP
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<b>Speed 20 ft</b>
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### Icicle wand

Main hand: **+4, 1d3-2 plus 1 cold**      Crit: 19-20/x2  
Rng: 10'

Ranged: **+8, 1d3-2 plus 1 cold**      Light, P/S

### Light crossbow

Ranged: **+5, 1d6**      Crit: 19-20/x2  
Rng: 80'

Ranged, both hands: **+7, 1d6**      2-hand, P



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+2</b>	DEX (2)	-	
<small>Speed greater/less than 30 ft. : -4 to jump</small>				
<b>Appraise</b>	<b>+15</b>	INT (5)	7	
<b>Bluff</b>	<b>+3</b>	CHA (2)	-	
<b>Climb</b>	<b>-2</b>	STR (-2)	-	
<b>Craft (mapmaking)</b>	<b>+11</b>	INT (5)	3	
<b>Diplomacy</b>	<b>+15</b>	CHA (2)	8	
<b>Disguise</b>	<b>+2</b>	CHA (2)	-	
<b>Escape Artist</b>	<b>+2</b>	DEX (2)	-	
<b>Fly</b>	<b>+9</b>	DEX (2)	2	
<b>Heal</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidate</b>	<b>+2</b>	CHA (2)	-	
<b>Knowledge (arcana)</b>	<b>+16</b>	INT (5)	6	
<b>Knowledge (dungeoneering)</b>	<b>+9</b>	INT (5)	1	
<small>Compass: +2 circumstance bonus to navigate underground</small>				
<b>Knowledge (engineering)</b>	<b>+9</b>	INT (5)	1	
<b>Knowledge (geography)</b>	<b>+9</b>	INT (5)	1	
<b>Knowledge (history)</b>	<b>+10</b>	INT (5)	2	
<b>Knowledge (local)</b>	<b>+11</b>	INT (5)	2	
<b>Knowledge (nature)</b>	<b>+10</b>	INT (5)	2	
<b>Knowledge (nobility)</b>	<b>+9</b>	INT (5)	1	
<b>Knowledge (planes)</b>	<b>+9</b>	INT (5)	1	
<b>Knowledge (religion)</b>	<b>+9</b>	INT (5)	1	
<b>Linguistics</b>	<b>+14</b>	INT (5)	6	
<b>Perception</b>	<b>+0</b>	WIS (0)	-	
<b>Ride</b>	<b>+2</b>	DEX (2)	-	
<b>Sense Motive</b>	<b>+0</b>	WIS (0)	-	
<b>Spellcraft</b>	<b>+16</b>	INT (5)	8	
<b>Stealth</b>	<b>+6</b>	DEX (2)	-	
<b>Survival</b>	<b>+0</b>	WIS (0)	-	
<small>Mapmaker's kit : +2 circumstance bonus to avoid becoming lost when using a Mapmaker's Kit as you travel, Compass: +2 circumstance bonus to avoid becoming lost</small>				
<b>Swim</b>	<b>-2</b>	STR (-2)	-	
<b>Use Magic Device</b>	<b>+15</b>	CHA (2)	8	

### Activated Abilities & Adjustments

Class Skill  
Mage Armor: +4  
Saving Throw Situational  
Skill Bonus: +1  
Skill Bonus: +1

### Feats

Combat Casting  
Extra Arcanist Exploit (Arcanist)  
Extra Reservoir  
Simple Weapon Proficiency - All  
Spell Penetration



## Arizuvol Zaruiz (Eisflamme) – Abilities & Gear

### Combat Casting **Feat**

You are adept at spellcasting when threatened or distracted.

**Benefit:** You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

### Extra Arcanist Exploit (Arcanist) **Feat**

Your repertoire of arcanist exploits expands.

**Prerequisite:** Arcanist exploit class feature.

**Benefit:** You gain one additional arcanist exploit. You must meet the prerequisites for this arcanist exploit.

**Special:** You can take this feat multiple times. Each time you do, you gain another arcanist exploit.

**Appears In :** Advanced Class Guide

### Extra Reservoir **Feat**

Your reservoir of arcane energy is greater than others'.

**Prerequisite:** Arcane reservoir class feature.

**Benefit:** You gain three more points in your arcane reservoir, and the maximum number of points in your arcane reservoir increases by that amount.

**Special:** You can take this feat multiple times. Its effects stack.

**Appears In :** Advanced Class Guide

### Spell Penetration **Feat**

Your spells break through spell resistance more easily than most.

**Benefit:** You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

### Adaptive Magic **Trait**

The wonders of magic have always fascinated you, and you find the urge to tinker and experiment with magic almost irresistible. You could be the child of an alchemist, wizard, or witch; a member of the Pathfinder Society; or maybe someone with a touch of fey or dragon blood. You may not be trained in magic, and you've had your share of accidental mishaps, but you possess a natural knack for activating magic items. You've always been intrigued by the cold magic of the winter witches and ice mages of the North, and would love to get your hands on some of their magic items. You gain a +1 trait bonus on Knowledge (arcana) and Use Magic Device checks, and Use Magic Device is a class skill for you.

**Appears In :** People of the North, Reign of Winter

### Friend in every Town (+1 Diplomacy / Know. Local) **Trait**

Adding this feat will let you create your own feat with a name of your choice.

### Iron Liver (+2 save poison/drugs, +4 alcohol) **Trait**

Adding this feat will let you create your own feat with a name of your choice.

### Northern Ancestry **Trait**

One of your parents came from the North, and the tales of the frozen lands at the top of the world that you grew up listening to excited your imagination. Or maybe one of your ancestors had the blood of some frost-rimed creature. You feel most alive during the chill of winter, and as a child, you spent hours playing in the snow. You rarely feel the cold, and you've always had a restless longing to travel north. You gain a +1 trait bonus on Fortitude saves, as well as cold resistance 2; this resistance does not stack with cold resistance gained from any other source.

**Appears In :** People of the North, Reign of Winter

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

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

### Energy Resistance, Cold (2) **Unknown**

You have the specified Energy Resistance against Cold attacks.

### Arcane Reservoir +2 DC or CL (14/day) (St Class Ability (Arcanist))

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

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

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

### Consume Spells (2/day) (Su) **Class Ability (Arcanist)**

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

## Arizuvol Zaruz (Eisflamme) – Abilities & Gear

### **Dimensional Slide (80 feet) (Su) Class Ability (Arcanist)**

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

**Appears In :** Advanced Class Guide

### **Energy Shield (Resist 15, 8 minutes) (Su) Class Ability (Arcanist)**

The arcanist can protect herself from energy damage as a standard action by expending 1 point from her arcane reservoir. She must pick one energy type and gains resistance 10 against that energy type for 1 minute per arcanist level. This protection increases by 5 for every 5 levels the arcanist possesses (up to a maximum of 30 at 20th level).

**Appears In :** Advanced Class Guide

### **Flame Arc (4d6+2 fire damage, DC 16) (Su) Class Ability (Arcanist)**

The arcanist can unleash an arc of flame by expending 1 point from her arcane reservoir. This creates a 30-foot line of flame that deals 1d6 points of fire damage + the arcanist's Charisma modifier, plus an additional 1d6 points of fire damage for every 2 levels beyond 1st (to a maximum of 10d6 at 19th level) to each target in the line. Creatures in the area of effect may attempt a Reflex saving throw to halve the damage.

**Appears In :** Advanced Class Guide

### **Quick Study (Ex) Class Ability (Arcanist)**

The arcanist can prepare a spell in place of an existing spell by expending 1 point from her arcane reservoir. Using this ability is a full-round action that provokes an attack of opportunity. The arcanist must be able to reference her spellbook when using this ability. The spell prepared must be of the same level as the spell being replaced.

**Appears In :** Advanced Class Guide

### **Cold weather outfit Gear**

This outfit is designed for mountaineering or hunting and traveling in icy climates. It includes a coat of wool or thick animal fur, a linen shirt, a wool cap, a heavy cloak, a heavy skirt or pants, and waterproof leather boots. In some regions, the outfit may be composed primarily of fur and animal pelts. This outfit grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.

### **Compass Gear**

An ordinary compass that points to the magnetic north pole grants its user a +2 circumstance bonus on Survival checks made to avoid becoming lost. It also can be used to grant the same bonus on Knowledge (dungeoneering) checks made to navigate underground.

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

### **Mapmaker's kit Gear**

This small kit contains a simple slate with a grid carved into its surface and a number of differently colored pieces of chalk. If you use this kit to draw a map as you travel, you receive a +2 circumstance bonus on Survival skill checks to avoid becoming lost.

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

### **Snowshoes Gear**

These high-tension nets of rope or sinew in wooden frames which are lashed to the feet spread your weight across the snow, making you much less likely to break through the crust and rendering walking much easier. Snowshoes reduce the penalty for walking through heavy snow by 50%; for example, if moving through snow normally costs you 2 squares of movement per square traveled, snowshoes reduce this cost to 1.5 squares per square traveled. Snowshoes may supplement another outfit.

**Appears In :** Advanced Player's Guide, Adventurer's Armory, Jade Regent, Ultimate Equipment

### **Scroll of animate objects Scroll**

#### **Animate Objects**

You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate. An animated object can be of any nonmagical material. You may animate one Small or smaller object or a corresponding number of larger objects as follows: A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as 16, and a Colossal object as 32. You can change the designated target or targets as a move action, as if directing an active spell. See the Pathfinder RPG Bestiary for the statistics of animated objects. This spell cannot affect objects carried or worn by a creature.

Animate objects can be made permanent with a permanency spell.

### **Scroll of cure moderate wounds Scroll**

#### **Cure Moderate Wounds**

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

### **Scroll of delay poison Scroll**

#### **Delay Poison**

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done.

### Scroll of dispel magic

### Scroll

#### Dispel Magic

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

**Targeted Dispel:** One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stonewood (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 stonewood (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 stonewood 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 magic weapon

### Scroll

#### Magic Weapon

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls. You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see magic fang). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

### Scroll of remove disease

### Scroll

#### Remove Disease

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.

### Scroll of remove sickness

### Scroll

#### Remove Sickness, Fortitude negates (DC 11)

You quell feelings of illness and nausea in the target, giving it a +4 morale bonus on saving throws against disease, nausea, and sickened effects. If the subject is already under the influence of one of these effects when receiving the spell, that effect is suppressed for the duration of the spell.

### Scroll of scorching ray (CL 4th)

### Scroll

#### Scorching Ray

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.

**Alchemical Power Component: Alchemist's Fire (F)** : Add a +1 circumstance bonus on your attack roll with all rays from the spell.

**Alchemical Power Component: Alchemist's Fire (M)** : Any target damaged by a scorching ray catches on fire as if it has been struck by alchemist's fire.

### Wand of ice spears (10 charges)

### Wand

#### Ice Spears, Reflex half or See Text (DC 14)

Favored by the spellcasters of Irrisen, this potent spell can disrupt spellcasters, topple enemies, and break even seemingly unstoppable charges.

Upon casting this spell, one or more giant spears of ice lance up out of the ground. Each stalagmite-like icicle affects a 5-foot square and tapers to a height of 10 feet. You may cause a number of *ice spears* equal to one spear for every four caster levels you possess to burst from the ground. A creature that occupies a square from which a spear extends (or that is within 10 feet of the ground below) takes 2d6 points of piercing damage and 2d6 points of cold damage per square - creatures that take up more than one square can be hit by multiple spears if the caster is high enough level. The explosive growth can also trip foes. When the spears erupt from the ground, they make a combat maneuver check against any targets that take damage from the spears, with a total bonus equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. Each additional *ice spear* beyond the first that strikes a single foe grants a +10 bonus to this CMB check. If the check succeeds, the *ice spears* knock the foe prone. A successful Reflex save halves the damage and prevents the trip attempt.

If you cast this spell upon an area covered with ice or snow, such as atop a glacier, frozen lake, or snow-covered field, the spears strike with additional force. Saves against the effect suffer a -2 penalty and the spell gains a +4 bonus on its combat maneuver check to trip foes. *Ice spears* created by this spell remain after they do their damage. They melt as normal depending on the surrounding environment. They no longer damage foes in their square, but can provide cover. An *ice spear* has hardness 5 and 30 hit points.

## Arizuvol Zaruiz (Eisflamme) – Abilities & Gear

### Wand of ice spears (37 charges) Wand

#### **Ice Spears, Reflex half or See Text (DC 14)**

Favored by the spellcasters of Irrisen, this potent spell can disrupt spellcasters, topple enemies, and break even seemingly unstoppable charges.

Upon casting this spell, one or more giant spears of ice lance up out of the ground. Each stalagmite-like icicle affects a 5-foot square and tapers to a height of 10 feet. You may cause a number of *ice spears* equal to one spear for every four caster levels you possess to burst from the ground. A creature that occupies a square from which a spear extends (or that is within 10 feet of the ground below) takes 2d6 points of piercing damage and 2d6 points of cold damage per square - creatures that take up more than one square can be hit by multiple spears if the caster is high enough level. The explosive growth can also trip foes. When the spears erupt from the ground, they make a combat maneuver check against any targets that take damage from the spears, with a total bonus equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. Each additional *ice spear* beyond the first that strikes a single foe grants a +10 bonus to this CMB check. If the check succeeds, the *ice spears* knock the foe prone. A successful Reflex save halves the damage and prevents the trip attempt.

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### Wand of magic weapon (24 charges) Wand

#### **Magic Weapon**

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls. You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see magic fang). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

### Wand of silent image (12 charges) Wand

#### **Silent Image, Will disbelief (DC 11)**

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

### Wand of spider climb (17 charges) Wand

#### **Spider Climb**

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A spider climbing creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

### Wand of true strike (5 charges) Wand

#### **True Strike**

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

### Potion of interrogation Potion or Oil

#### **Interrogation, Fortitude negates (DC 11)**

You question the target, backed up by the threat of magical pain. You may ask one question per two caster levels. The target can either answer the question or take 1d4 points of damage plus your Wisdom bonus. The target is not compelled to answer truthfully, but the threat of pain gives it a -4 penalty on Bluff checks to convince you when it is lying.

### Amulet of natural armor +1 Wondrous Item (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +1.

#### **Construction**

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

### Bracers of armor +2 Wondrous Item (Wrist)

These items appear to be wrist or arm guards, sometimes etched with symbols of protection or depictions of vigilant-looking animals. *Bracers of armor* surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +2, just as though he were wearing armor. Both *bracers of armor* must be worn for the magic to be effective.

#### **Construction**

**Requirements:** Craft Wondrous Item, *mage armor*, creator's caster level must be at least two times that of the bonus placed in the bracers; **Cost** 2,000 gp

### Cloak of resistance +2 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 +2 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** 2,000 gp

### Handy haversack (73 @ 26.125 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

## Tracked Resources

Ice Spears (50 charges)	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
Icicle wand	<input type="checkbox"/>
Masterwork dagger	<input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/>
Potion of interrogation	<input type="checkbox"/> <input type="checkbox"/>
Thunderstone	<input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of ice spears (10 charges)	<input type="checkbox"/>
Wand of ice spears (37 charges)	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
Wand of magic weapon (24 charges)	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of silent image (12 charges)	<input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/>
Wand of spider climb (17 charges)	<input type="checkbox"/>
	<input type="checkbox"/>
Wand of true strike (5 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Azlanti	Goblin
Celestial	Halfling
Common	Hallit
Dark Folk	Ignan
Draconic	Orc
Druidic	Skald
Dwarven	Sylvan
Elven	Thassilonian
Giant	Undercommon
Gnome	

## Spells & Powers

**Arcanist spells memorized** (CL 8th; concentration +13)

**Melee Touch +3 Ranged Touch +7**

**4th (3/day)**—*shocking image*<sup>UC</sup>

**3rd (5/day)**—*fireball* (DC 18), *fly*

**2nd (5/day)**—*acid arrow*, *disguise other*<sup>JM</sup>, *see invisibility*

**1st (6/day)**—*endure elements*, *enlarge person* (DC 16), *feather fall*, *mage armor*, *magic missile*

**0th (at will)**—*arcane mark*, *dancing lights*, *detect magic*, *disrupt undead*, *flare* (DC 15), *ghost sound* (DC 15), *mage hand*, *prestidigitation*

## Background

### Aussehen

Arizuvol ist gut einen Meter hoch und schlank. Er ist nicht kräftig, aber seine feuerfarbenen Haare und blass bläuliche Haut machen ihn z.u einem auffälligen Zeitgenossen. Soweit möglich trägt er saubere Kleidung in erdenen Farbtönen.

In der Stadt trägt er normalerweise keine Waffen bei sich, lediglich auf Reisen ausserhalb der Sicherheit der Stadtmauern trägt er eine Armbrust bei sich, um weniger nach leichter Beute auszusehen.

### Persönlichkeitszüge

Arizuvol ist offen und freundlich, kommt schnell mit anderen ins Gespräch und hat ein Händchen für Verhandlungen. Er interessiert sich für andere Kulturen, Rassen und Sprachen und lässt keine Gelegenheit aus, die Gesellschaft anderer zu genießen.

Er ist neugierig und liebt es Städte in allen Winkeln zu erkunden. Zur Natur hat er ein gespaltenes Verhältnis. Zwar mag er Sonnenschein und das Plätchern von Wasser, aber er hat Angst vor den Gefahren von Wind und Wetter, sowie wilden Tieren.

### Vorbild / Ideale

Caiden Cailean, Gott der Wagemutigen und Freigeister, für seinen Willen Gutes zu tun ohne sich von Regeln abhalten zu lassen

Sein Großvater, für die Abenteuer die er erlebt hat und seinen Besuch anderer Dimensionen.

### Bindung / Verpflichtung

Seine Schwester, die ihn jederzeit von überall zu sich rufen könnte.

Die Kundschaftergesellschaft, deren Mitglied er werden will um entlegene Winkel der Welt zu kartographieren.

### Makel

Arizuvol neigt zu überschwenglichem Konsum von Rauschmitteln und zum Ausleben körperlicher Gelüste. Es fällt ihm schwer, eine Chance zu feiern ziehen zu lassen, auch wenn er weiß das der folgende Tag werden soll

### Gesinnung

Er richtet sich nach seinem Gewissen und seinem Sinn für Gut und Böse, ohne sich von gesellschaftlichen Normen oder Gesetzen aufhalten zu lassen.

Mantel des schw. Reiters: Auserwählte Baba Jagas

## Sourcebooks Used

- **Advanced Class Guide** - Arcanist (class); Dimensional Slide (special ability); Energy Shield (special ability); Euphoric Cloud (spell); Extra Arcanist Exploit (feat); Extra Reservoir (feat); Flame Arc (special ability); Monkey Fish (spell); Potent Magic (special ability); Quick Study (special ability)
- **Advanced Player's Guide / Advanced Race Guide** - Gift of Tongues (alternate racial trait); Pyromaniac (alternate racial trait)
- **Advanced Player's Guide / Adventurer's Armory** - Travelling spellbook (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Jade Regent / Ultimate Equipment** - Snowshoes (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Compass (equipment)
- **Advanced Player's Guide / Jade Regent / Ultimate Equipment** - Mapmaker's kit (equipment)
- **Advanced Race Guide** - Darkvision (alternate racial trait); Sow Thought (spell)
- **Adventurer's Armory / Ultimate Equipment** - Waterproof bag (equipment)
- **Cities of Golarion / Reign of Winter** - Irriseni Mirror Sight (spell)
- **Inner Sea Magic / Reign of Winter** - Ice Spears (spell); Ice Spears (spell)
- **Inner Sea Races / Inner Sea World Guide** - Azlanti (language); Hallit (language); Skald (language); Thassilonian (language)
- **Paizo Blog / Ultimate Magic** - Breeze (spell)
- **People of the North / Reign of Winter** - Adaptive Magic (trait); Northern Ancestry (trait)
- **Reign of Winter** - Icicle wand (weapon)
- **Ultimate Combat** - Hostile Levitation (spell); Shocking Image (spell)
- **Ultimate Equipment** - Baijiu (per bottle) (equipment); Bottled lightning (equipment); Hip flask (equipment); Mess kit (equipment)
- **Ultimate Magic** - Disguise Other (spell); Polypurpose Panacea (spell); Interrogation (spell); Unnatural Lust (spell); Youthful Appearance (spell)

**Acid Splash** **0**

**Pages in Spellbook** : 1 (Hauptzauberbuch)

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

**School** conjuration / earth elemental (creation) [acid]

**Casting Time** 1 action

**Components** V, S

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

**Effect** one missile of acid

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

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

**Arcane Mark** **0**

**Pages in Spellbook** : 1 (Hauptzauberbuch)

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

**School** universal

**Casting Time** 1 action

**Components** V, S

**Range** touch

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

**Duration** permanent

**Saving Throw** none; **Spell Resistance** no

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

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

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

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

**Arcane Mark** **0**

**Pages in Spellbook** : 1 (Spellbook - Travel 1)

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

**School** universal

**Casting Time** 1 action

**Components** V, S

**Range** touch

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

**Duration** permanent

**Saving Throw** none; **Spell Resistance** no

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

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

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

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

**Bleed** **0**

**Pages in Spellbook** : 1 (Hauptzauberbuch)

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

**School** necromancy

**Casting Time** 1 action

**Components** V, S

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

**Target** one living creature

**Duration** instantaneous

**Saving Throw** DC 15 Will negates; **Spell Resistance** yes

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

## Arizuvol Zaruiz (Eisflamme), Arcanist 8 – Spells in Spellbook

### Breeze 0

**Pages in Spellbook** : 1 (Hauptzauberbuch)

**Classes that cast this spell at this level** : Sorcerer, Wizard

**School** evocation [air]

**Casting Time** 1 action

**Components** V, S, M (a miniature fan)

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

**Target** one creature or object

**Duration** 1 hour (D)

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

You create a light wind that blows against the target, from a direction of your choice. The breeze grants the subject a +2 bonus on saves against very hot conditions, severe heat, breath weapons, and saves against cloud vapors and gases (such as cloudkill, stinking cloud, and inhaled poisons). This spell does not function without air or underwater.

You can only have one breeze active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

**Appears in** : Paizo Blog, Ultimate Magic

### Dancing Lights 0

**Pages in Spellbook** : 1 (Hauptzauberbuch)

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

**School** evocation [light]

**Casting Time** 1 action

**Components** V, S

**Range** medium (100 + 10 ft./level)

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

**Duration** 1 minute (D)

**Saving Throw** none; **Spell Resistance** no

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

Dancing lights can be made permanent with a permanency spell.

### Daze 0

**Pages in Spellbook** : 1 (Hauptzauberbuch)

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

**School** enchantment (compulsion) [mind-affecting]

**Casting Time** 1 action

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

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

**Target** one humanoid creature of 4 HD or less

**Duration** 1 round

**Saving Throw** DC 15 Will negates; **Spell Resistance** yes

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

**Detect Magic** **0**

**Pages in Spellbook** : 1 (Hauptzauberbuch)

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

**School** divination

**Casting Time** 1 action

**Components** V, S

**Range** 60 ft.

**Area** cone-shaped emanation

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

**Saving Throw** none; **Spell Resistance** no

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

*1st Round*: Presence or absence of magical auras.

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

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

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

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

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

**Original Strength - Duration of Lingering Aura**

Faint - 1d6 rounds

Moderate - 1d6 minutes

Strong - 1d6 x 10 minutes

Overwhelming - 1d6 days

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

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

**Detect Magic** **0**

**Pages in Spellbook** : 1 (Spellbook - Travel 1)

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

**School** divination

**Casting Time** 1 action

**Components** V, S

**Range** 60 ft.

**Area** cone-shaped emanation

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

**Saving Throw** none; **Spell Resistance** no

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

*1st Round*: Presence or absence of magical auras.

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

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

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

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

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

**Original Strength - Duration of Lingering Aura**

Faint - 1d6 rounds

Moderate - 1d6 minutes

Strong - 1d6 x 10 minutes

Overwhelming - 1d6 days

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

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

**Detect Poison 0**

Pages in Spellbook : 1 (Hauptzauberbuch)

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

**School** divination

**Casting Time** 1 action

**Components** V, S

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

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

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

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

**Disrupt Undead 0**

Pages in Spellbook : 1 (Hauptzauberbuch)

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

**School** necromancy

**Casting Time** 1 action

**Components** V, S

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

**Effect** ray

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

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

**Flare 0**

Pages in Spellbook : 1 (Hauptzauberbuch)

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

**School** evocation [light]

**Casting Time** 1 action

**Components** V

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

**Effect** burst of light

**Duration** instantaneous

**Saving Throw** DC 15 Fortitude negates; **Spell Resistance** yes

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

**Ghost Sound 0**

Pages in Spellbook : 1 (Hauptzauberbuch)

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

**School** illusion (figment)

**Casting Time** 1 action

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

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

**Effect** illusory sounds

**Duration** 1 round/level (D)

**Saving Throw** DC 15 Will disbelief; **Spell Resistance** no

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

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

Ghost sound can be made permanent with a permanency spell.

**Ghost Sound 0**

Pages in Spellbook : 1 (Spellbook - Travel 1)

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

**School** illusion (figment)

**Casting Time** 1 action

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

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

**Effect** illusory sounds

**Duration** 1 round/level (D)

**Saving Throw** DC 15 Will disbelief; **Spell Resistance** no

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

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

Ghost sound can be made permanent with a permanency spell.

## Arizuvol Zaruiz (Eisflamme), Arcanist 8 – Spells in Spellbook

### Light 0

**Pages in Spellbook** : 1 (Hauptzauberbuch)

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

**School** 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.

### Light 0

**Pages in Spellbook** : 1 (Spellbook - Travel 1)

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

**School** evocation / wood elemental [light]

**Casting Time** 1 action

**Components** V, M/DF (a firefly)

**Range** touch

**Target** object touched

**Duration** 10 min./level

**Saving Throw** none; **Spell Resistance** no

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

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

### Mage Hand 0

**Pages in Spellbook** : 1 (Hauptzauberbuch)

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

**School** transmutation

**Casting Time** 1 action

**Components** V, S

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

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

**Duration** concentration

**Saving Throw** none; **Spell Resistance** no

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

### Mage Hand 0

**Pages in Spellbook** : 1 (Spellbook - Travel 1)

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

**School** transmutation

**Casting Time** 1 action

**Components** V, S

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

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

**Duration** concentration

**Saving Throw** none; **Spell Resistance** no

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

### Mending 0

**Pages in Spellbook** : 1 (Hauptzauberbuch)

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

**School** transmutation / metal elemental

**Casting Time** 10 minutes

**Components** V, S

**Range** 10 ft.

**Target** one object of up to 1 lb./level

**Duration** instantaneous

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

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

**Message 0**

**Pages in Spellbook** : 1 (Hauptzauberbuch)

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

**School** transmutation / air elemental [language-dependent]

**Casting Time** 1 action

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

**Range** medium (100 + 10 ft./level)

**Target** one creature/level

**Duration** 10 min./level

**Saving Throw** none; **Spell Resistance** no

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

**Open/Close 0**

**Pages in Spellbook** : 1 (Hauptzauberbuch)

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

**School** transmutation

**Casting Time** 1 action

**Components** V, S, F (a brass key)

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

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

**Duration** instantaneous

**Saving Throw** DC 15 Will negates (object); **Spell Resistance** yes (object)

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

**Prestidigitation 0**

**Pages in Spellbook** : 1 (Hauptzauberbuch)

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

**School** universal

**Casting Time** 1 action

**Components** V, S

**Range** 10 ft.

**Target** see text

**Effect** see text

**Area** see text

**Duration** 1 hour

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

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

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

**Prestidigitation 0**

**Pages in Spellbook** : 1 (Spellbook - Travel 1)

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

**School** universal

**Casting Time** 1 action

**Components** V, S

**Range** 10 ft.

**Target** see text

**Effect** see text

**Area** see text

**Duration** 1 hour

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

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

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

**Ray of Frost** **0**

**Pages in Spellbook** : 1 (Hauptzauberbuch)

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

**School** evocation / water elemental [cold]

**Casting Time** 1 action

**Components** V, S

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

**Effect** ray

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

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

**Read Magic** **0**

**Pages in Spellbook** : 1 (Hauptzauberbuch)

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

**School** divination

**Casting Time** 1 action

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

**Range** personal

**Target** you

**Duration** 10 min./level

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

Read magic can be made permanent with a permanency spell.

**Read Magic** **0**

**Pages in Spellbook** : 1 (Spellbook - Travel 1)

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

**School** divination

**Casting Time** 1 action

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

**Range** personal

**Target** you

**Duration** 10 min./level

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

Read magic can be made permanent with a permanency spell.

**Resistance** **0**

**Pages in Spellbook** : 1 (Hauptzauberbuch)

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

**School** abjuration

**Casting Time** 1 action

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

**Range** touch

**Target** creature touched

**Duration** 1 minute

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

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

Resistance can be made permanent with a permanency spell.

**Touch of Fatigue** **0**

**Pages in Spellbook** : 1 (Hauptzauberbuch)

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

**School** necromancy

**Casting Time** 1 action

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

**Range** touch

**Target** creature touched

**Duration** 1 round/level

**Saving Throw** DC 15 Fortitude negates; **Spell Resistance** yes

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

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

**Alarm** 1

**Pages in Spellbook** : 1 (Hauptzauberbuch)

**Classes that cast this spell at this level** : Bard, Elven Archer, Inquisitor, Occultist, Psychic, Ranger, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard

**School** abjuration

**Casting Time** 1 action

**Components** V, S, F/DF (a tiny bell and a piece of very fine silver wire)

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

**Area** 20-ft.-radius emanation centered on a point in space

**Duration** 2 hours/level (D)

**Saving Throw** none; **Spell Resistance** no

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

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

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

Alarm can be made permanent with a permanency spell.

**Alchemical Power Component: Thunderstone (M)** : If cast as a mental alarm, you may have the spell activate a mental and audible alarm. If cast as an audible alarm, the alarm is as loud as a thunderstone and affects creatures in a 10-foot-radius spread as if a thunderstone had detonated there.

**Burning Hands** 1

**Pages in Spellbook** : 1 (Hauptzauberbuch)

**Classes that cast this spell at this level** : Adept, Bloodrager, Magus, Occultist, Shaman, Sorcerer, Witch, Wizard

**School** evocation / fire elemental [fire]

**Casting Time** 1 action

**Components** V, S

**Range** 15 ft.

**Area** cone-shaped burst

**Duration** instantaneous

**Saving Throw** DC 16 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.

**Alchemical Power Component: Alchemist's Fire (M)** : One target that fails its Reflex saving throw (your choice) catches on fire as if it has been struck by alchemist's fire.

**Burning Hands** 1

**Pages in Spellbook** : 1 (Spellbook - Travel 1)

**Classes that cast this spell at this level** : Adept, Bloodrager, Magus, Occultist, Shaman, Sorcerer, Witch, Wizard

**School** evocation / fire elemental [fire]

**Casting Time** 1 action

**Components** V, S

**Range** 15 ft.

**Area** cone-shaped burst

**Duration** instantaneous

**Saving Throw** DC 16 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.

**Alchemical Power Component: Alchemist's Fire (M)** : One target that fails its Reflex saving throw (your choice) catches on fire as if it has been struck by alchemist's fire.

**Chill Touch** 1

**Pages in Spellbook** : 1 (Spellbook - Travel 1)

**Classes that cast this spell at this level** : Bloodrager, Magus, Shaman, Sorcerer, Spiritualist, White Necromancer, Witch, Wizard

**School** necromancy

**Casting Time** 1 action

**Components** V, S

**Range** touch

**Target** creature or creatures touched (up to one/level)

**Duration** instantaneous

**Saving Throw** DC 16 Fortitude partial or Will negates; see text; **Spell Resistance** yes

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level.

An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds + 1 round per caster level.

**Color Spray** 1

**Pages in Spellbook** : 1 (Hauptzauberbuch)

**Classes that cast this spell at this level** : Bloodrager, Magus, Mesmerist, Psychic, Sorcerer, Wizard

**School** illusion (pattern) [mind-affecting]

**Casting Time** 1 action

**Components** V, S, M (red, yellow, and blue powder or colored sand)

**Range** 15 ft.

**Area** cone-shaped burst

**Duration** instantaneous; see text

**Saving Throw** DC 16 Will negates; **Spell Resistance** yes

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Each creature within the cone is affected according to its HD.

2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

5 or more HD: The creature is stunned for 1 round. Sightless creatures are not affected by color spray.

**Color Spray** 1

**Pages in Spellbook** : 1 (Spellbook - Travel 1)

**Classes that cast this spell at this level** : Bloodrager, Magus, Mesmerist, Psychic, Sorcerer, Wizard

**School** illusion (pattern) [mind-affecting]

**Casting Time** 1 action

**Components** V, S, M (red, yellow, and blue powder or colored sand)

**Range** 15 ft.

**Area** cone-shaped burst

**Duration** instantaneous; see text

**Saving Throw** DC 16 Will negates; **Spell Resistance** yes

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Each creature within the cone is affected according to its HD.

2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

5 or more HD: The creature is stunned for 1 round. Sightless creatures are not affected by color spray.

**Comprehend Languages** 1

**Pages in Spellbook** : 1 (Hauptzauberbuch)

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

**School** divination

**Casting Time** 1 action

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

**Range** personal

**Target** you

**Duration** 10 min./level

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

Comprehend languages can be made permanent with a permanency spell.

**Comprehend Languages** 1

**Pages in Spellbook** : 1 (Spellbook - Travel 1)

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

**School** divination

**Casting Time** 1 action

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

**Range** personal

**Target** you

**Duration** 10 min./level

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

Comprehend languages can be made permanent with a permanency spell.

**Disguise Self** 1

**Pages in Spellbook** : 1 (Hauptzauberbuch)

**Classes that cast this spell at this level** : Alchemist, Antipaladin, Assassin, Bard, Inquisitor, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Wizard

**School** illusion (glamer)

**Casting Time** 1 action

**Components** V, S

**Range** personal

**Target** you

**Duration** 10 min./level (D)

You make yourself - including clothing, armor, weapons, and equipment - look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

## Disguise Self 1

Pages in Spellbook : 1 (Spellbook - Travel 1)

**Classes that cast this spell at this level** : Alchemist, Antipaladin, Assassin, Bard, Inquisitor, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Wizard

**School** illusion (glamer)

**Casting Time** 1 action

**Components** V, S

**Range** personal

**Target** you

**Duration** 10 min./level (D)

You make yourself - including clothing, armor, weapons, and equipment - look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

## Endure Elements 1

Pages in Spellbook : 1 (Hauptzauberbuch)

**Classes that cast this spell at this level** : Adept, Alchemist, Bloodrager, Cleric, Demon Hunter, Druid, Elven Archer, Paladin, Psychic, Ranger, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard

**School** abjuration

**Casting Time** 1 action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 24 hours

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

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.

## Endure Elements 1

Pages in Spellbook : 1 (Spellbook - Travel 1)

**Classes that cast this spell at this level** : Adept, Alchemist, Bloodrager, Cleric, Demon Hunter, Druid, Elven Archer, Paladin, Psychic, Ranger, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard

**School** abjuration

**Casting Time** 1 action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 24 hours

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

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.

## Enlarge Person 1

Pages in Spellbook : 1 (Hauptzauberbuch)

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

**School** transmutation

**Casting Time** 1 round

**Components** V, S, M (powdered iron)

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

**Target** one humanoid creature

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

**Saving Throw** DC 16 Fortitude negates; **Spell 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.

**Enlarge Person** 1

**Pages in Spellbook** : 1 (Spellbook - Travel 1)

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

**School** transmutation

**Casting Time** 1 round

**Components** V, S, M (powdered iron)

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

**Target** one humanoid creature

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

**Saving Throw** DC 16 Fortitude negates; **Spell 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.

**Expeditious Retreat** 1

**Pages in Spellbook** : 1 (Hauptzauberbuch)

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

**School** transmutation

**Casting Time** 1 action

**Components** V, S

**Range** personal

**Target** you

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

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

**Expeditious Retreat** 1

**Pages in Spellbook** : 1 (Spellbook - Travel 1)

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

**School** transmutation

**Casting Time** 1 action

**Components** V, S

**Range** personal

**Target** you

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

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

**Erase** 1

**Pages in Spellbook** : 1 (Hauptzauberbuch)

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

**School** transmutation

**Casting Time** 1 action

**Components** V, S

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

**Target** one scroll or two pages

**Duration** instantaneous

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

Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove explosive runes, a glyph of warding, a sepia snake sigil, or an arcane mark, but not illusory script or a symbol spell. Nonmagical writing is automatically erased if you touch it and no one else is holding it. Otherwise, the chance of erasing nonmagical writing is 90%. Magic writing must be touched to be erased, and you also must succeed on a caster level check (1d20 + caster level) against DC 15. A natural 1 is always a failure on this check. If you fail to erase explosive runes, a glyph of warding, or a sepia snake sigil, you accidentally activate that writing instead.

**Feather Fall** 1

**Pages in Spellbook** : 1 (Hauptzauberbuch)

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

**School** transmutation / air elemental

**Casting Time** 1 immediate action

**Components** V

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

**Target** one Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart

**Duration** until landing or 1 round/level

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

The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop.

Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

**Floating Disk** 1**Pages in Spellbook** : 1 (Hauptzauberbuch)**Classes that cast this spell at this level** : Magus, Occultist, Psychic, Sorcerer, Wizard**School** evocation / aether elemental [force]**Casting Time** 1 action**Components** V, S, M (a drop of mercury)**Range** close (25 + 5 ft./2 levels)**Effect** 3-ft.-diameter disk of force**Duration** 1 hour/level**Saving Throw** none; **Spell Resistance** no

You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per caster level. If used to transport a liquid, its capacity is 2 gallons. The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany you at a rate of no more than your normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and you. The disk winks out of existence when the spell duration expires. The disk also winks out if you move beyond its range or try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

**Identify** 1**Pages in Spellbook** : 1 (Hauptzauberbuch)**Classes that cast this spell at this level** : Alchemist, Bard, Medium, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), White Necromancer, Witch, Wizard**School** divination**Casting Time** 1 action**Components** V, S, M (wine stirred with an owl's feather)**Range** 60 ft.**Area** cone-shaped emanation**Duration** 3 rounds/level (D)**Saving Throw** none; **Spell Resistance** no

This spell functions as *detect magic*, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts.

**Detect Magic**

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.

**Mage Armor** 1

**Pages in Spellbook** : 1 (Hauptzauberbuch)

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

**School** conjuration (creation) [force]

**Casting Time** 1 action

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

**Range** touch

**Target** creature touched

**Duration** 1 hour/level (D)

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

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

**Mage Armor** 1

**Pages in Spellbook** : 1 (Spellbook - Travel 1)

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

**School** conjuration (creation) [force]

**Casting Time** 1 action

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

**Range** touch

**Target** creature touched

**Duration** 1 hour/level (D)

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

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

**Magic Missile** 1

**Pages in Spellbook** : 1 (Hauptzauberbuch)

**Classes that cast this spell at this level** : Bloodrager, Magus, Psychic, Sorcerer, Wizard

**School** evocation / aether elemental [force]

**Casting Time** 1 action

**Components** V, S

**Range** medium (100 + 10 ft./level)

**Target** up to five creatures, no two of which can be more than 15 ft. apart

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

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

**Magic Missile** 1

**Pages in Spellbook** : 1 (Spellbook - Travel 1)

**Classes that cast this spell at this level** : Bloodrager, Magus, Psychic, Sorcerer, Wizard

**School** evocation / aether elemental [force]

**Casting Time** 1 action

**Components** V, S

**Range** medium (100 + 10 ft./level)

**Target** up to five creatures, no two of which can be more than 15 ft. apart

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

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

**Magic Weapon** 1

**Pages in Spellbook** : 1 (Hauptzauberbuch)

**Classes that cast this spell at this level** : Antipaladin, Bloodrager, Cleric, Demon Hunter, Inquisitor, Magus, Occultist, Paladin, Shaman, Sorcerer, Wizard

**School** transmutation / metal elemental

**Casting Time** 1 action

**Components** V, S, DF

**Range** touch

**Target** weapon touched

**Duration** 1 min./level

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

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls. You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see magic fang). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

**Magic Weapon** 1

**Pages in Spellbook** : 1 (Spellbook - Travel 1)

**Classes that cast this spell at this level** : Antipaladin, Bloodrager, Cleric, Demon Hunter, Inquisitor, Magus, Occultist, Paladin, Shaman, Sorcerer, Wizard

**School** transmutation / metal elemental

**Casting Time** 1 action

**Components** V, S, DF

**Range** touch

**Target** weapon touched

**Duration** 1 min./level

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

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls. You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see magic fang). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

## Monkey Fish

1

**Pages in Spellbook** : 1 (Hauptzauberbuch)

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

**School** transmutation

**Casting Time** 1 action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 minute/level (D)

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

**Appears in** : Advanced Class Guide

## Mount

1

**Pages in Spellbook** : 1 (Hauptzauberbuch)

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

**School** conjuration (summoning)

**Casting Time** 1 round

**Components** V, S, M (a bit of horse hair)

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

**Effect** one mount

**Duration** 2 hours/level (D)

**Saving Throw** none; **Spell Resistance** no

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

## Polypurpose Panacea

1

**Pages in Spellbook** : 1 (Hauptzauberbuch)

**Classes that cast this spell at this level** : Alchemist, Mesmerist, Psychic, Sorcerer, Wizard

**School** transmutation

**Casting Time** 1 action

**Components** S

**Range** personal

**Target** you

**Duration** see below

This creates one of several cantrip-level effects relating to your health, well-being, and entertainment. The panacea has no side effects (for example, the intoxication panacea does not cause a hangover). When you use polypurpose panacea, choose one of the following effects.

**Analgesic**: You do not feel minor aches and pains, such as from arthritis, a cold, or a hangover, for 1 hour. For the duration, you gain a +2 resistance bonus against pain-related spells.

**Clarity**: You get a +1 competence bonus on a single attack roll, saving throw, or skill check within 1 minute. You must choose to use the bonus before making the roll to which it applies.

**Hallucination**: You have pleasant hallucinations for 1 hour, such as wandering lights, music, playful surreal animals, and so on. You can tell these are not real, but they are distracting, and you take a -2 penalty on Perception checks for the duration.

**Intoxication**: You feel comfortably intoxicated for 1 hour, as if you had a few alcoholic beverages.

**Lucid Dream**: If you take this panacea within 1 hour of going to sleep, you have a lucid dream that is under your control and lasts for an hour.

**Resistance**: You gain a +1 resistance bonus on saves for 1 minute.

**Sleep**: You enter a pleasant and restful sleep for at least 1 hour unless wakened. If you would normally begin sleeping at this time, when the panacea ends you continue sleeping normally.

**Sobriety**: You become completely sober for 1 hour, negating any penalties to your actions for being drunk (GameMastery Guide 237). Magical and alchemical methods (such as detect poison) still detect you as inebriated. Time spent under the effect of this panacea do not count toward the time necessary to sober up (it merely delays your intoxication).

**Tenacity**: You gain 1 temporary hit point for 1 minute.

**Wakefulness**: You remain awake for 2 hours without feeling sleepy, and without side effects such as jitteriness. You gain a +5 resistance bonus against sleep-related spells such as lullaby and sleep. This use of the panacea merely delays your need for sleep and does not count as rest or sleep. You can use it multiple times in succession, but as each effect wears off, you are as tired as you would be had you not used the panacea.

**Appears in** : Ultimate Magic

**Ray of Enfeeblement** 1

**Pages in Spellbook** : 1 (Hauptzauberbuch)

**Classes that cast this spell at this level** : Bloodrager, Magus, Mesmerist, Sorcerer, White Necromancer, Witch, Wizard

**School** necromancy

**Casting Time** 1 action

**Components** V, S

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

**Effect** ray

**Duration** 1 round/level

**Saving Throw** DC 16 Fortitude half; **Spell 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.

**Ray of Enfeeblement** 1

**Pages in Spellbook** : 1 (Spellbook - Travel 1)

**Classes that cast this spell at this level** : Bloodrager, Magus, Mesmerist, Sorcerer, White Necromancer, Witch, Wizard

**School** necromancy

**Casting Time** 1 action

**Components** V, S

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

**Effect** ray

**Duration** 1 round/level

**Saving Throw** DC 16 Fortitude half; **Spell 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.

**Sow Thought** 1

**Racial Spell for Changeling**

**Pages in Spellbook** : 1 (Hauptzauberbuch)

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

**School** enchantment (compulsion) [mind-affecting]

**Casting Time** 1 action

**Components** V, S

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

**Target** one creature

**Duration** permanent

**Saving Throw** DC 16 Will negates; **Spell Resistance** yes

You plant an idea, concept, or suspicion in the mind of the subject. The target genuinely believes that the idea is his own, but is not required to act upon it. If the idea is contrary to the target's normal thoughts (such as making a paladin think, "I should murder my friends") the target may suspect mind altering magic is at play. The idea must be fairly clear, enough so that it can be conveyed in one or two sentences. You do not need to share a common language for the spell to succeed, but without a common language you can only sow the most basic rudimentary ideas.

**Appears in** : Advanced Race Guide

**Unseen Servant** 1

**Pages in Spellbook** : 1 (Hauptzauberbuch)

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

**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.

**Youthful Appearance** 1

**Pages in Spellbook** : 1 (Hauptzauberbuch)

**Classes that cast this spell at this level** : Alchemist, Bard, Medium, Occultist, Psychic, Sorcerer, Witch, Wizard

**School** transmutation (polymorph)

**Casting Time** 1 action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 1 hour/level

You make your target look like a younger version of itself. You select how much younger it looks (for example, "10 years" or "as a young adult"). You cannot otherwise change details of the target's appearance other than those directly associated with aging (for example, gray hair returns to its original color). The target cannot appear so much younger that it changes size. This spell does not affect any age-based modifications to ability scores or other age-related effects.

**Appears in** : Ultimate Magic

**Youthful Appearance** **1**

**Pages in Spellbook** : 1 (Spellbook - Travel 1)

**Classes that cast this spell at this level** : Alchemist, Bard, Medium, Occultist, Psychic, Sorcerer, Witch, Wizard

**School** transmutation (polymorph)

**Casting Time** 1 action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 1 hour/level

You make your target look like a younger version of itself. You select how much younger it looks (for example, "10 years" or "as a young adult"). You cannot otherwise change details of the target's appearance other than those directly associated with aging (for example, gray hair returns to its original color). The target cannot appear so much younger that it changes size. This spell does not affect any age-based modifications to ability scores or other age-related effects.

**Appears in** : Ultimate Magic

**Acid Arrow** **2**

**Pages in Spellbook** : 2 (Hauptzauberbuch)

**Classes that cast this spell at this level** : Bloodrager, Magus, Sorcerer, Wizard

**School** conjuration / earth elemental (creation) [acid]

**Casting Time** 1 action

**Components** V, S, M, F (rhubarb leaf and an adder's stomach, a dart)

**Range** long (400 + 40 ft./level)

**Effect** one arrow of acid

**Duration** 1 round + 1 round per three levels

**Saving Throw** none; **Spell Resistance** no

An arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels you possess, the acid, unless neutralized, lasts for another round (to a maximum of 6 additional rounds at 18th level), dealing another 2d4 points of damage in each round.

**Acid Arrow** **2**

**Pages in Spellbook** : 2 (Spellbook - Travel 1)

**Classes that cast this spell at this level** : Bloodrager, Magus, Sorcerer, Wizard

**School** conjuration / earth elemental (creation) [acid]

**Casting Time** 1 action

**Components** V, S, M, F (rhubarb leaf and an adder's stomach, a dart)

**Range** long (400 + 40 ft./level)

**Effect** one arrow of acid

**Duration** 1 round + 1 round per three levels

**Saving Throw** none; **Spell Resistance** no

An arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels you possess, the acid, unless neutralized, lasts for another round (to a maximum of 6 additional rounds at 18th level), dealing another 2d4 points of damage in each round.

**Detect Thoughts** **2**

**Pages in Spellbook** : 2 (Hauptzauberbuch)

**Classes that cast this spell at this level** : Alchemist, Bard, Inquisitor, Medium, Mesmerist, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), White Necromancer, Witch, Wizard

**School** divination [mind-affecting]

**Casting Time** 1 action

**Components** V, S, F/DF

**Range** 60 ft.

**Area** cone-shaped emanation

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

**Saving Throw** DC 17 Will negates; see text; **Spell Resistance** no

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

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast detect thoughts again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts. Each round, you can turn to detect thoughts 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.

**Disguise Other** **2**

**Pages in Spellbook** : 2 (Hauptzauberbuch)

**Classes that cast this spell at this level** : Bard, Inquisitor, Medium, Occultist, Psychic, Sorcerer, Wizard

**School** illusion (glamer)

**Casting Time** 1 action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 10 minute/level (D)

This spell functions as *disguise self*, except you can disguise either yourself or another creature.

**Disguise Self**

You make yourself - including clothing, armor, weapons, and equipment - look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

**Appears in** : Ultimate Magic

**Euphoric Cloud****2****Pages in Spellbook** : 2 (Hauptzauberbuch)**Classes that cast this spell at this level** : Druid, Magus, Mesmerist, Psychic, Sorcerer, Witch, Wizard**School** conjuration (creation) [poison] **Casting Time** 1 action**Components** V, S, M (rare mushrooms worth 5 gp)**Range** medium (100 + 10 ft./level)**Effect** fog spreads in 20-ft. radius, 20 ft. high**Duration** 1 round/level**Saving Throw** DC 17 Fortitude negates (see text); **Spell Resistance** no

You create a bank of fog similar to that created by *fog cloud* except its vapors are intoxicating. Living creatures in the cloud become fascinated. This condition lasts as long as a creature is in the cloud and for 1d4+1 rounds after it leaves. Any creature that succeeds at its save but remains in the cloud must continue to save each round on your turn.

**Fog Cloud**

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round. The spell does not function underwater.

**Appears in** : Advanced Class Guide**Knock****2****Pages in Spellbook** : 2 (Hauptzauberbuch)**Classes that cast this spell at this level** : Inquisitor, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Wizard**School** transmutation **Casting Time** 1 action**Components** V**Range** medium (100 + 10 ft./level)**Target** one door, box, or chest with an area of up to 10 sq. ft./level**Duration** instantaneous; see text**Saving Throw** none; **Spell Resistance** no

*Knock* opens stuck, barred, or locked doors, as well as those subject to *hold portal* or *arcane lock*. When you complete the casting of this spell, make a caster level check against the DC of the lock with a +10 bonus. If successful, *knock* opens up to two means of closure. This spell opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold something shut). If used to open an *arcane locked* door, the spell does not remove the *arcane lock* but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. *Knock* does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. The effect is limited by the area. Each casting can undo as many as two means of preventing access.

**Knock****2****Pages in Spellbook** : 2 (Spellbook - Travel 1)**Classes that cast this spell at this level** : Inquisitor, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Wizard**School** transmutation **Casting Time** 1 action**Components** V**Range** medium (100 + 10 ft./level)**Target** one door, box, or chest with an area of up to 10 sq. ft./level**Duration** instantaneous; see text**Saving Throw** none; **Spell Resistance** no

*Knock* opens stuck, barred, or locked doors, as well as those subject to *hold portal* or *arcane lock*. When you complete the casting of this spell, make a caster level check against the DC of the lock with a +10 bonus. If successful, *knock* opens up to two means of closure. This spell opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold something shut). If used to open an *arcane locked* door, the spell does not remove the *arcane lock* but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. *Knock* does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. The effect is limited by the area. Each casting can undo as many as two means of preventing access.

**Levitate****2****Pages in Spellbook** : 2 (Hauptzauberbuch)**Classes that cast this spell at this level** : Alchemist, Magus, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), White Necromancer, Witch, Wizard**School** transmutation / air elemental **Casting Time** 1 action**Components** V, S, F (a leather loop or golden wire bent into a cup shape)**Range** close (25 + 5 ft./2 levels)**Target** you or one willing creature or one object (total weight up to 100 lbs./level)**Duration** 1 min./level (D)**Saving Throw** none; **Spell Resistance** no

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed). A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

**Locate Object** **2**

**Pages in Spellbook** : 2 (Hauptzauberbuch)

**Classes that cast this spell at this level** : Bard, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Spiritualist, Wizard

**School** divination

**Casting Time** 1 action

**Components** V, S, F/DF

**Range** long (400 + 40 ft./level)

**Area** circle, centered on you, with a radius of 400 ft. + 40 ft./level

**Duration** 1 min./level

**Saving Throw** none; **Spell Resistance** no

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.

**Make Whole** **2**

**Pages in Spellbook** : 2 (Hauptzauberbuch)

**Classes that cast this spell at this level** : Cleric, Occultist, Psychic, Sorcerer, Wizard

**School** transmutation / metal elemental

**Casting Time** 10 minutes

**Components** V, S

**Range** 10 ft.

**Target** one object of up to 10 cu. ft./level or one construct creature of any size

**Duration** instantaneous

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

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.

**Mending**

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.

**Minor Image** **2**

**Pages in Spellbook** : 2 (Hauptzauberbuch)

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

**School** illusion (figment)

**Casting Time** 1 action

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

**Range** long (400 + 40 ft./level)

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

**Duration** concentration + 2 rounds

**Saving Throw** DC 17 Will disbelief (if interacted with); **Spell Resistance** no

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

**Silent Image**

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

**Scorching Ray** **2**

**Pages in Spellbook** : 2 (Hauptzauberbuch)

**Classes that cast this spell at this level** : Adept, Bloodrager, Magus, Sorcerer, Wizard

**School** evocation / fire elemental [fire]

**Casting Time** 1 action

**Components** V, S

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

**Effect** one or more rays

**Duration** instantaneous

**Saving Throw** none; **Spell 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.

**Alchemical Power Component: Alchemist's Fire (F)** : Add a +1 circumstance bonus on your attack roll with all rays from the spell.

**Alchemical Power Component: Alchemist's Fire (M)** : Any target damaged by a scorching ray catches on fire as if it has been struck by alchemist's fire.

**Scorching Ray****2****Pages in Spellbook** : 2 (Spellbook - Travel 1)**Classes that cast this spell at this level** : Adept, Bloodrager, Magus, Sorcerer, Wizard**School** evocation / fire elemental [fire]**Casting Time** 1 action**Components** V, S**Range** close (25 + 5 ft./2 levels)**Effect** one or more rays**Duration** instantaneous**Saving Throw** none; **Spell 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.

**Alchemical Power Component: Alchemist's Fire (F)** : Add a +1 circumstance bonus on your attack roll with all rays from the spell.

**Alchemical Power Component: Alchemist's Fire (M)** : Any target damaged by a scorching ray catches on fire as if it has been struck by alchemist's fire.

**See Invisibility****2****Pages in Spellbook** : 2 (Hauptzauberbuch)**Classes that cast this spell at this level** : Adept, Alchemist, Bloodrager, Inquisitor, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), White Necromancer, Witch, Wizard**School** divination / void elemental**Casting Time** 1 action**Components** V, S, M (talc and powdered silver)**Range** personal**Target** you**Duration** 10 min./level (D)

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

See invisibility can be made permanent with a permanency spell.

**See Invisibility****2****Pages in Spellbook** : 2 (Spellbook - Travel 1)**Classes that cast this spell at this level** : Adept, Alchemist, Bloodrager, Inquisitor, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), White Necromancer, Witch, Wizard**School** divination / void elemental**Casting Time** 1 action**Components** V, S, M (talc and powdered silver)**Range** personal**Target** you**Duration** 10 min./level (D)

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

See invisibility can be made permanent with a permanency spell.

**Unnatural Lust****2****Pages in Spellbook** : 2 (Hauptzauberbuch)**Classes that cast this spell at this level** : Psychic, Sorcerer, Witch, Wizard**School** enchantment (compulsion) [emotion, mind-affecting]**Casting Time** 1 action**Components** V, S**Range** close (25 + 5 ft./2 levels)**Target** one creature**Duration** 1 round**Saving Throw** DC 17 Will negates; **Spell Resistance** yes

Your target is filled with lust and desire for a single creature or object as designated by you at the time of casting. That creature or object must be within the spell's range and perceivable by the target of the spell. The target is filled with the compulsion to rush to the subject of its lust and passionately kiss or caress that subject on its next turn, taking no other actions. If the target would not normally have lustful feelings toward the designated creature or object, it receives a +4 bonus on its saving throw.

**Appears in** : Ultimate Magic

**Beast Shape I****3****Pages in Spellbook** : 3 (Hauptzauberbuch)**Classes that cast this spell at this level** : Alchemist, Bloodrager, Magus, Sorcerer, Wizard**School** transmutation (polymorph)**Casting Time** 1 action**Components** V, S, M (a piece of the creature whose form you plan to assume)**Range** personal**Target** you**Duration** 1 min./level (D)

When you cast this spell, you can assume the form of any Small or Medium creature of the animal type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, and scent.

*Small animal*: If the form you take is that of a Small animal, you gain a +2 size bonus to your Dexterity and a +1 natural armor bonus.

*Medium animal*: If the form you take is that of a Medium animal, you gain a +2 size bonus to your Strength and a +2 natural armor bonus.

**Blink****3****Pages in Spellbook** : 3 (Hauptzauberbuch)**Classes that cast this spell at this level** : Bard, Magus, Psychic, Sorcerer, Wizard**School** transmutation / aether elemental**Casting Time** 1 action**Components** V, S**Range** personal**Target** you**Duration** 1 round/level (D)

You "blink" quickly back and forth between the Material Plane and the Ethereal Plane and look as though you're winking in and out of reality at random. Blink has several effects, as follows. Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help opponents, since you're ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment). If the attacker can see invisible creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike. Any individually targeted spell has a 50% chance to fail against you while you're blinking unless your attacker can target invisible, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane (but they might affect targets on the Ethereal Plane). While blinking, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). Although you are only partially visible, you are not considered invisible and targets retain their Dexterity bonus to AC against your attacks. You do receive a +2 bonus on attack rolls made against enemies that cannot see invisible creatures. You take only half damage from falling, since you fall only while you are material. While blinking, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled. Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones. An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet. Force effects and abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.

**Blink****3****Pages in Spellbook** : 3 (Spellbook - Travel 1)**Classes that cast this spell at this level** : Bard, Magus, Psychic, Sorcerer, Wizard**School** transmutation / aether elemental**Casting Time** 1 action**Components** V, S**Range** personal**Target** you**Duration** 1 round/level (D)

You "blink" quickly back and forth between the Material Plane and the Ethereal Plane and look as though you're winking in and out of reality at random. Blink has several effects, as follows. Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help opponents, since you're ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment). If the attacker can see invisible creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike. Any individually targeted spell has a 50% chance to fail against you while you're blinking unless your attacker can target invisible, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane (but they might affect targets on the Ethereal Plane). While blinking, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). Although you are only partially visible, you are not considered invisible and targets retain their Dexterity bonus to AC against your attacks. You do receive a +2 bonus on attack rolls made against enemies that cannot see invisible creatures. You take only half damage from falling, since you fall only while you are material. While blinking, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled. Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones. An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet. Force effects and abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.

**Dispel Magic****3****Pages in Spellbook** : 3 (Hauptzauberbuch)**Classes that cast this spell at this level** : Antipaladin, Bard, Cleric, Inquisitor, Magus, Medium, Mesmerist, Occultist, Paladin, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Witch, Wizard**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.

**Fireball****3****Pages in Spellbook** : 3 (Hauptzauberbuch)**Classes that cast this spell at this level** : Bloodrager, Magus, Occultist, Sorcerer, Wizard**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 18 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.

**Alchemical Power Component: Alchemist's Fire (M)** : One target per caster level that fails its Reflex saving throw (your choice) catches on fire as if it has been struck by alchemist's fire.

**Fireball****3****Pages in Spellbook** : 3 (Spellbook - Travel 1)**Classes that cast this spell at this level** : Bloodrager, Magus, Occultist, Sorcerer, Wizard**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 18 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.

**Alchemical Power Component: Alchemist's Fire (M)** : One target per caster level that fails its Reflex saving throw (your choice) catches on fire as if it has been struck by alchemist's fire.

**Fly****3****Pages in Spellbook** : 3 (Hauptzauberbuch)**Classes that cast this spell at this level** : Alchemist, Bloodrager, Magus, Medium, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), White Necromancer, Witch, Wizard**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****3****Pages in Spellbook** : 3 (Hauptzauberbuch)**Classes that cast this spell at this level** : Alchemist, Bard, Bloodrager, Magus, Occultist, Psychic, Sorcerer, Spiritualist, Summoner (Unchained), Wizard**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*.

**Haste****3****Pages in Spellbook** : 3 (Spellbook - Travel 1)**Classes that cast this spell at this level** : Alchemist, Bard, Bloodrager, Magus, Occultist, Psychic, Sorcerer, Spiritualist, Summoner (Unchained), Wizard**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*.

**Hostile Levitation****3****Pages in Spellbook** : 3 (Hauptzauberbuch)**Classes that cast this spell at this level** : Bloodrager, Mesmerist, Occultist, Psychic, Sorcerer, Spiritualist, Witch, Wizard**School** transmutation / air elemental**Casting Time** 1 action**Components** V, S, M (a leather loop studded with lodestones)**Range** close (25 + 5 ft./2 levels)**Target** one creature**Duration** 1 round/level**Saving Throw** DC 18 Will negates; **Spell Resistance** yes

You levitate the target a few inches off the ground, removing solid footing and halving the target's speed. The target also takes a -4 penalty to CMD against bull rush, drag, and reposition attempts. A targeted creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full-round action spent stabilizing allows the creature to begin again at -1.

This spell fails if cast on a flying creature.

**Appears in** : Ultimate Combat

**Irriseni Mirror Sight****3****Pages in Spellbook** : 3 (Hauptzauberbuch)**Classes that cast this spell at this level** : Sorcerer, Witch, Wizard**School** divination (scrying)**Casting Time** 10 minutes**Components** V, S, F (a mirror)**Range** see text**Effect** magical Sensor**Duration** 1 minute/level**Saving Throw** none; **Spell Resistance** no

This spell lets you look into a mirror near you and see an image that is reflected in another specific mirror (chosen by you) or an individual reflected in any other mirror. This works like a *scrying* spell, except you can only view creatures on the same plane as you. Each time you cast the spell, you can choose to see one of three types of reflections in your mirror.

**Known Mirror**: The current reflection in another mirror with which you are familiar.

**Known Person**: The current reflection of a person you know well, assuming that person is near a mirror.

**Known Place**: The current reflection of a place you know well, assuming the location is being reflected in a mirror.

You receive only visual information through this ability. You can choose to transmit information both ways so that a person reflected in the remote mirror can view whatever appears in the mirror you are using.

For example, Urion Petresky knows that Queen Elvanna keeps a mirror in a hall near her throne room. He can look through his own handheld mirror and see into this hall, even if the queen is not there. Alternatively, he can attempt to find the queen (wherever she is) by looking into his mirror; if, at that moment, the queen is near any mirror at all, he can see her. He may instead cast the spell and try to see into her throne room, hoping that someone has brought a mirror there. If any of these conditions fails, Urion sees nothing but his own reflection.

This spell works with intentionally fabricated mirrors only; it is not effective with other reflective surfaces, such as still pools or polished metal shields. Effects that block *scrying* block this spell.

**Appears in** : Cities of Golarion, Reign of Winter

**Tiny Hut** **3**

**Pages in Spellbook** : 3 (Hauptzauberbuch)

**Classes that cast this spell at this level** : Bard, Occultist, Sorcerer, Wizard

**School** evocation / aether elemental [force]

**Casting Time** 1 action

**Components** V, S, M (a small crystal bead)

**Range** 20 ft.

**Effect** 20-ft.-radius sphere centered on your location

**Duration** 2 hours/level (D)

**Saving Throw** none; **Spell Resistance** no

You create an unmoving, opaque sphere of force of any color you desire around yourself. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as nine other Medium creatures can fit into the field with you; they can freely pass into and out of the hut without harming it. However, if you remove yourself from the hut, the spell ends. The temperature inside the hut is 70 F if the exterior temperature is between 0 and 100 F. An exterior temperature below 0 or above 100 lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it. The interior of the hut is a hemisphere. You can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (they have total concealment).

**Scrying** **4**

**Pages in Spellbook** : 4 (Hauptzauberbuch)

**Classes that cast this spell at this level** : Druid, Occultist, Psychic, Shaman, Sorcerer, Witch, Wizard

**School** divination (scrying)

**Casting Time** 1 hour

**Components** V, S, F (a pool of water, a silver mirror worth 1000 gp), M/DF (a pool of water, a silver mirror worth 1000 gp)

**Range** see text

**Effect** magical sensor

**Duration** 1 min./level

**Saving Throw** DC 19 Will negates; **Spell Resistance** yes

You can observe a creature at any distance. If the subject succeeds on a Will save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge - Will Save Modifier

None\* - +10

Secondhand (you have heard of the subject) - +5

Firsthand (you have met the subject) - +0

Familiar (you know the subject well) - -5

\*You must have some sort of connection (see below) to a creature of which you have no knowledge.

Connection - Will Save Modifier

Likeness or picture - -2

Possession or garment - -4

Body part, lock of hair, bit of nail, etc. - -10

If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet. As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, and message. If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

**Secure Shelter** **4**

**Pages in Spellbook** : 4 (Spellbook - Travel 1)

**Classes that cast this spell at this level** : Bard, Sorcerer, Witch, Wizard

**School** conjuration / wood elemental (creation)

**Casting Time** 10 minutes

**Components** V, S, M (a chip of stone, sand, a drop of water, and a wood splinter)

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

**Effect** 20-ft.-square structure

**Duration** 2 hours/level (D)

**Saving Throw** none; **Spell Resistance** no

You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. The lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace. The shelter must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise - it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants). The door, shutters, and even chimney are secure against intrusion, the former two being secured with arcane lock and the latter by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an alarm spell. Finally, an unseen servant is conjured to provide service to you for the duration of the shelter. The secure shelter contains crude furnishings - eight bunks, a trestle table, eight stools, and a writing desk.

**Shocking Image** **4**

**Pages in Spellbook** : 4 (Spellbook - Travel 1)

**Classes that cast this spell at this level** : Bard, Bloodrager, Mesmerist, Occultist, Sorcerer, Wizard

**School** illusion (figment) [electricity]

**Casting Time** 1 action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 minute/level

**Saving Throw** none; **Spell Resistance** see text

This spell works like *mirror image*, except the illusory doubles it creates discharge an electric shock when destroyed. An opponent that uses a melee attack to destroy one of your images takes 2d6 points of electricity damage. You must overcome a target's spell resistance the first time you deal this electricity damage to it. Failure renders the target immune to damage from this spell.

**Appears in** : Ultimate Combat

**aufsteigen - Arizuvol Zaruiz (Eisflamme) (Adventure Journal)**

**Date (game world):** 2018/01/17; **Date (real world):** 2018/01/00

**XP Reward:** 51000 XP; **Net Cash:** 4625 gp

- no notes -