

Arcane Mark	PF Core
<i>School:</i> universal. <i>Level:</i> 0. <i>Casting Time:</i> 1 standard action. <i>Components:</i> V,S. <i>Range:</i> touch. <i>Area/Target/Effect:</i> one personal rune or mark, which fits within 1sq.ft. <i>Duration:</i> permanent. <i>Save?:</i> none. <i>SR?:</i> no.	
Inscribe your personal rune or mark, which consists of no more than 6 characters. Writing may be visible or invisible. May write on any substance without damaging it. <i>Detect magic</i> , <i>see invisibility</i> , <i>true seeing</i> , <i>read magic</i> , a <i>gem of seeing</i> or a <i>robe of eyes</i> allows an invisible mark to be seen. Mark cannot be dispelled, but it can be removed by the caster or by an <i>erase</i> spell. If placed on a living being, the mark gradually fades in about a month.	

Horn of Fog	PF Core
<i>Aura:</i> faint conjuration. <i>CL:</i> 3. <i>Slot:</i> –. <i>Price:</i> 2000gp. <i>Weight:</i> 1lb.	
This small bugle allows its possessor to blow forth a thick cloud of heavy fog similar to that of an <i>obscuring mist</i> spell (concealment (20% miss) at 5ft, total concealment (50% miss) beyond, removed by fire, doesn’t work underwater). The fog covers a 10-foot square next to the horn blower each round that the user continues to blow the horn; a fog cloud travels 10 feet each round in a straight line from the emanation point unless blocked by something substantial such as a wall. The device makes a deep, foghorn-like noise, with the note dropping abruptly to a lower register at the end of each blast. The fog dissipates after 3 minutes. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.	
Crafting: Craft Wondrous Item, <i>obscuring mist</i> .	

Detect Magic	PF Core
<i>School:</i> divination. <i>Level:</i> 0. <i>Casting Time:</i> 1 standard action. <i>Components:</i> V,S. <i>Range:</i> 60ft. <i>Area/Target/Effect:</i> cone-shaped emanation. <i>Duration:</i> concentration, up to 1 min/lvl (D). <i>Save?:</i> none. <i>SR?:</i> non.	
Detect magical auras. Study an area/subject for longer for more info. 1st round: Detect presence of magical auras. 2nd round: Number of auras, power of most potent. 3rd round: Strength and location of each aura. Can make Knowledge(arcana) skill checks to identify the school of magic of each aura (DC 15+spell level or 15+1/2 CL for non-spell effect). Can use Spellcraft to attempt to identify magic item properties from its aura. <i>Aura Strength:</i> Faint Moderate Strong Overpower Spell (spell level) ≤3 4-6 7-9 10+ Item (caster level) ≤5 6-11 12-20 21+ <i>Lingering Aura:</i> After a spell dissipates or magic item is destroyed, can detect a dim (<faint) aura, for 1d6 time units based on original strength. Faint: round; Moderate: minutes; Strong: 10 minutes; Overwhelming: days. Detect Magic penetrates barriers up to 1’ stone, 1” common metal, thin sheet of lead, or 3’ wood or dirt. Can change direction of cone each round.	

Quicken Metamagic Rod	PF Ult Equip
<i>Aura:</i> strong (no school). <i>CL:</i> 17. <i>Slot:</i> –. <i>Price:</i> 75,500gp. <i>Weight:</i> 5lb.	
Use-activated. 3/day, cast a spell that is quickened as though using the Quicken Spell feat (casting time is swift action if 1 round or less, does not provoke AoO). Does not increase spell level. Can only be used on spells of 6th level or lower. May only use one metamagic rod per spell. Doesn’t apply to spell-like abilities.	
Crafting: Craft Rod, Quicken Spell.	

Flare	PF Core
<i>School:</i> evocation[light]. <i>Level:</i> 0. <i>Casting Time:</i> 1 standard action. <i>Components:</i> V. <i>Range:</i> close. <i>Area/Target/Effect:</i> burst of light. <i>Duration:</i> instantaneous. <i>Save?:</i> Fort negates. <i>SR?:</i> yes.	
Light bursts in front of a single creature. That creature is dazzled for 1 min (unless passes Fort save). Sightless creatures and creatures already dazzled are unaffected.	

Flaming Weapon	PF Core
<i>Aura:</i> moderate evocation. <i>CL:</i> 10. <i>Slot:</i> weapon quality. <i>Price:</i> +1 bonus. <i>Weight:</i> –.	
Upon command, a flaming weapon is sheathed in fire that deals an extra 1d6 points of fire damage on a successful hit. The fire does not harm the wielder. The effect remains until another command is given.	
Crafting: Craft Magic Arms and Armor, <i>fireball</i> , <i>flame blade</i> , or <i>flame strike</i> .	

Light	PF Core
<i>School:</i> evocation[light]. <i>Level:</i> 0. <i>Casting Time:</i> 1 standard action. <i>Components:</i> V,M/DF(a firefly). <i>Range:</i> touch. <i>Area/Target/Effect:</i> object touched. <i>Duration:</i> 10 min/lvl. <i>Save?:</i> none. <i>SR?:</i> no.	
Object glows like a torch from point touched. Sheds normal light for 20ft, and increases light level by one step for further 20ft (up to normal). Can only have one Light spell active at a time. Can counter or dispel darkness spells of equal or lower level.	

Corrosive Weapon	PF Core
<i>Aura:</i> moderate evocation. <i>CL:</i> 10. <i>Slot:</i> weapon quality. <i>Price:</i> +1 bonus. <i>Weight:</i> –.	
Upon command, a corrosive weapon becomes slick with acid that deals an extra 1d6 points of acid damage on a successful hit. The acid does not harm the wielder. The effect remains until another command is given.	
Crafting: Craft Magic Arms and Armor, <i>acid arrow</i> .	