

Theranil

Player: Michael Earls

Male elf wizard 1, Scarab Sages faction - CR 1/2

Chaotic Neutral Humanoid (Elf); Deity: **Nethys**; Age: **124**;
Height: **6' 3"**; Weight: **133 lb.**; Eyes: **Green**; Hair: **Brown**;
Skin: **Pale**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	11	0	
INT INTELLIGENCE	18	+4	
WIS WISDOM	12	+1	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+0	=					Elven Immunities: +2 vs. enchantments
REFLEX (DEXTERITY)	+3	=		+3			Elven Immunities: +2 vs. enchantments
WILL (WISDOM)	+3	=	+2	+1			Elven Immunities: +2 vs. enchantments

Elven Immunities		Elven Immunities - Sleep							
Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	13	=			+3				
Touch AC	13								
CM Bonus	+0	=			+0				
CM Defense	13	=	10			+0		+3	
Base Attack				+0					
Initiative				+3					
Speed				30 ft					

Dagger

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

Light crossbow

Ranged: **+1, 1d8** Crit: 19-20/x2
Rng: 80'
Ranged, both hands: **+3, 1d8** 2-hand, P

Rapier

Main hand: **+3, 1d6** Crit: 18-20/x2
Both hands: **+3, 1d6** 1-hand, P

Character Number: 154350 - 1



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+3	DEX (3)	-	
Appraise	+8	INT (4)	1	
Bluff	+0	CHA (0)	-	
Climb	+0	STR (0)	-	
Diplomacy	+5	CHA (0)	1	
Disguise	+0	CHA (0)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+3	DEX (3)	-	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Knowledge (arcana)	+9	INT (4)	1	
Perception	+3	WIS (1)	-	
Ride	+3	DEX (3)	-	
Sense Motive	+2	WIS (1)	1	
Spellcraft	+8	INT (4)	1	
Elven Magic: +2 to identify magic item properties				
Stealth	+3	DEX (3)	-	
Survival	+1	WIS (1)	-	
Swim	+0	STR (0)	-	
Use Magic Device	+1	CHA (0)	1	

Feats

Elven Weapon Proficiencies
Spell Focus (Evocation)
Weapon Finesse
Wizard Weapon Proficiencies

Traits

Ease of Faith
Mathematical Prodigy (Knowledge [arcana])

Special Abilities

Arcane Bond (Family Crest Amulet) (1/day) (Sp)
Elven Magic
Hand of the Apprentice (7/day) (Su)
Low-Light Vision

Gear

Total Weight Carried: 27.4/100 lbs, Light Load
(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)

Antitoxin <In: Belt pouch (3 @ 5.88 lbs)>	-
Artisan's outfit (Free)	-
Backpack (4 @ 7 lbs)	2 lbs
Belt pouch (3 @ 5.88 lbs)	0.5 lbs
Caltrops <In: Belt pouch (3 @ 5.88 lbs)>	2 lbs
Crossbow bolts x50	0.1 lbs
Dagger	1 lb
Family Crest Amulet	-
Light crossbow	4 lbs
Money <In: Belt pouch (3 @ 5.88 lbs)>	3.88 lbs
PFS: Outstanding Service to the Empire	-
Rapier	2 lbs
Spell component pouch <In: Backpack (4 @ 7 lbs)>	2 lbs
Torch x2 <In: Backpack (4 @ 7 lbs)>	1 lb
Wand of cure light wounds	-
Wand of magic missile	-
Wizard Starting Spellbook <In: Backpack (4 @ 7 lbs)>	3 lbs

Tracked Resources

Antitoxin	<input type="checkbox"/>
Arcane Bond (Family Crest Amulet) (1/day) (Sp)	<input type="checkbox"/>
Crossbow bolts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Hand of the Apprentice (7/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/>
Wand of cure light wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of magic missile	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Celestial	Elven
Common	Goblin
Draconic	Orc

Spells & Powers

Wizard spells memorized (CL 1st; concentration +5)

Melee Touch +3 Ranged Touch +3

1st—*mage armor*, *magic missile*

0th (at will)—*acid splash*, *ghost sound* (DC 14), *mage hand*

Experience & Wealth

Experience Points: 2/3

Current Cash: **177 gp, 9 sp, 8 cp**

Scarab Sages: **Fame: 3, PP: 1**

Sourcebooks Used

- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement / Ultimate Campaign - Ease of Faith (trait); Mathematical Prodigy (trait)
- **PFS Boons (as Vanities)** - PFS: Outstanding Service to the Empire (equipment)

Theranil – Abilities & Gear

Spell Focus (Evocation)

Feat

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

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

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

Weapon Finesse

Feat

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

Ease of Faith

Trait

Your mentor, the person who invested your faith in you from an early age, took steps to ensure that you understood that what powers your divine magic is no different than that which powers the magic of other religions. This philosophy makes it easier for you to interact with others who may not share your views. You gain a +1 bonus on Diplomacy checks, and Diplomacy is always a class skill for you.

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

Mathematical Prodigy (Knowledge [arcana])

Trait

Mathematics has always come easily for you, and you have always been able to "see the math" in the physical and magical world.

Benefit: You gain a +1 bonus on Knowledge (arcana) and Knowledge (architecture and engineering) checks, and one of these skills (your choice) is always a class skill for you.

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

Elven Immunities

Racial Ability (Elf)

+2 racial bonus on saving throws against enchantment spells and effects.

Elven Immunities - Sleep

Unknown

You are immune to magic sleep effects.

Elven Magic

Racial Ability (Elf)

Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft checks made to identify the properties of magic items.

Low-Light Vision

Racial Ability, Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Arcane Bond (Family Crest Amulet) (1/day) Class Ability (Wizard)

Wizards who select a bonded object begin play with one at no cost. Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. If a wizard attempts to cast a spell without his bonded object worn or in hand, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. If the object is a ring or amulet, it occupies the ring or neck slot accordingly.

A bonded object can be used once per day to cast any one spell that the wizard has in his spellbook and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the wizard, including casting time, duration, and other effects dependent on the wizard's level. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from the wizard's opposition schools (see arcane school).

A wizard can add additional magic abilities to his bonded object as if he has the required item creation feats and if he meets the level prerequisites of the feat. For example, a wizard with a bonded dagger must be at least 5th level to add magic abilities to the dagger (see the Craft Magic Arms and Armor feat in Chapter 5). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the wizard who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

If a bonded object is damaged, it is restored to full hit points the next time the wizard prepares his spells. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per wizard level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A wizard can designate an existing magic item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

Note: If your bonded object does not have any other powers or properties yet, there are power-less versions of the wand, staff, ring, and amulet available on the magic tab.

Hand of the Apprentice (7/day) (Su) Class Ability (Wizard)

You cause your melee weapon to fly from your grasp and strike a foe before instantly returning to you. As a standard action, you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your Intelligence modifier on the attack roll instead of your Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Antitoxin

Gear

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

Alchemical Power Component

Like antiplague, this substance can augment certain healing spells.

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

PFS: Outstanding Service to the Empire

Vanity

The Chelish Embassy of Absalom recognizes you for your outstanding service to the Empire. You are given a boon that grants you one free use of the divination spell from a Cleric of Asmodeus. You can only use this boon in Egorian, Cheliah's diabolical capital city.

The Andoren Embassy of Absalom regards you as an upstanding free citizen of the Republic.

This vanity represents a Chronicle Sheet for playing Scenario: 02: The Hydra's Fang Incident with the Outstanding Service to the Empire still available to your character.

Appears In : PFS Boons (as Vanities)

Family Crest Amulet

Wondrous Item (Neck)

This is for Wizards who have chosen an amulet as the bonded object for their Arcane Bond ability, but have not yet enchanted that item. This amulet has no capabilities or powers. If you have enchanted your amulet, select it as a normal magic item.

Acid Splash

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Pages in Spellbook : 1 (Wizard Starting Spellbook)

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

School conjuration / earth elemental (creation) [acid]

Casting Time 1 action

Components V, S

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

Effect one missile of acid

Duration instantaneous

Saving Throw none; **Spell Resistance** no

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

Arcane Mark

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Pages in Spellbook : 1 (Wizard Starting Spellbook)

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

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Pages in Spellbook : 1 (Wizard Starting Spellbook)

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 14 Will negates; **Spell Resistance** yes

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

Dancing Lights

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Pages in Spellbook : 1 (Wizard Starting Spellbook)

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

School evocation [light]

Casting Time 1 action

Components V, S

Range medium (100 + 10 ft./level)

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

Duration 1 minute (D)

Saving Throw none; **Spell Resistance** no

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-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

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Pages in Spellbook : 1 (Wizard Starting Spellbook)

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

School enchantment (compulsion) [mind-affecting]

Casting Time 1 action

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

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

Target one humanoid creature of 4 HD or less

Duration 1 round

Saving Throw DC 14 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.

Theranil, Wizard 1 – Spells in Spellbook

Detect Magic

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Pages in Spellbook : 1 (Wizard Starting Spellbook)

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

School divination

Casting Time 1 action

Components V, S

Range 60 ft.

Area cone-shaped emanation

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

Saving Throw none; **Spell Resistance** no

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

1st Round: Presence or absence of magical auras.

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

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

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

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

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

Original Strength - Duration of Lingering Aura

Faint - 1d6 rounds

Moderate - 1d6 minutes

Strong - 1d6 x 10 minutes

Overwhelming - 1d6 days

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

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

Detect Poison

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Pages in Spellbook : 1 (Wizard Starting Spellbook)

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

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Pages in Spellbook : 1 (Wizard Starting Spellbook)

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

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Pages in Spellbook : 1 (Wizard Starting Spellbook)

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

School evocation [light]

Casting Time 1 action

Components V

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

Effect burst of light

Duration instantaneous

Saving Throw DC 14 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

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Pages in Spellbook : 1 (Wizard Starting Spellbook)

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

School illusion (figment)

Casting Time 1 action

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

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

Effect illusory sounds

Duration 1 round/level (D)

Saving Throw DC 14 Will disbelief; **Spell Resistance** no

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

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

Ghost sound can be made permanent with a permanency spell.

Light

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Pages in Spellbook : 1 (Wizard Starting Spellbook)

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

School evocation / wood elemental [light]

Casting Time 1 action

Components V, M/DF (a firefly)

Range touch

Target object touched

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

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

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

Mage Hand

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Pages in Spellbook : 1 (Wizard Starting Spellbook)

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

School transmutation

Casting Time 1 action

Components V, S

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

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

Duration concentration

Saving Throw none; **Spell Resistance** no

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

Mending

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Pages in Spellbook : 1 (Wizard Starting Spellbook)

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

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Pages in Spellbook : 1 (Wizard Starting Spellbook)

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 (Wizard Starting Spellbook)

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 14 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 (Wizard Starting Spellbook)

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 (Wizard Starting Spellbook)

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

School evocation / water elemental [cold]

Casting Time 1 action

Components V, S

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

Effect ray

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

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

Read Magic

0

Pages in Spellbook : 1 (Wizard Starting Spellbook)

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 (Wizard Starting Spellbook)

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 (Wizard Starting Spellbook)

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

School necromancy

Casting Time 1 action

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

Range touch

Target creature touched

Duration 1 round/level

Saving Throw DC 14 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 (Wizard Starting Spellbook)

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.

Burning Hands

1

Pages in Spellbook : 1 (Wizard Starting Spellbook)

Classes that cast this spell at this level : Adept, Bloodrager, Magus, Occultist, Shaman, Sorcerer, Underterror Evolution, 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 15 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.

Charm Person

1

Pages in Spellbook : 1 (Wizard Starting Spellbook)

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

School enchantment / wood elemental (charm) [mind-affecting]

Casting Time 1 action

Components V, S

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

Target one humanoid creature

Duration 1 hour/level

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

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Chill Touch

1

Pages in Spellbook : 1 (Wizard Starting Spellbook)

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 15 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.

Detect Secret Doors

1

Pages in Spellbook : 1 (Wizard Starting Spellbook)

Classes that cast this spell at this level : Alchemist, Bard, Mesmerist, Occultist, Psychic, Sorcerer, 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 can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of secret doors.

2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to detect secret doors 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.

Mage Armor

1

Pages in Spellbook : 1 (Wizard Starting Spellbook)

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 (Wizard Starting Spellbook)

Classes that cast this spell at this level : Bloodrager, Magus, Psychic, Sorcerer, Underterror Evolution, 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.

True Strike

1

Pages in Spellbook : 1 (Wizard Starting Spellbook)

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

School divination / void elemental

Casting Time 1 action

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

Range personal

Target you

Duration see text

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

Scenario #55 - The infernal vault - Theranil (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2014/08/15

XP Reward: 1 XP; **Net Cash:** 513 gp

- no notes -

Scenario #55 - The Infernal Vault - Theranil (Prestige Journal)

Date (game world): 0000/00/00; **Date (real world):** 2014/08/15

Scarab Sages; **Prestige Award:** 2; **Prestige Spent:** 2

- no notes -

Scenario 02 - The Hydra's Fang Incident - Theranil (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2015/02/21

XP Reward: 1 XP; **Net Cash:** 456 gp

- no notes -

Scenario 2 - The Hydra's Fang Incident - Theranil (Prestige Journal)

Date (game world): 0000/00/00; **Date (real world):** 2015/02/21

Scarab Sages; **Prestige Award:** 1; **Prestige Spent:** 0

- no notes -