

# Dusty (Prince)

Character Name

Sorcerer 14

CLASS

14 (13)

Character Level (CR)

300000 / 425000

EXP/NEXT LEVEL

# Len

Player Name

Halfling / Humanoid

RACE

24

AGE

Male

GENDER

None

Region

Small / 5 ft.

SIZE / FACE

3' 2" / 36 lbs.

HEIGHT / WEIGHT

Neutral Good

Alignment

Darkvision (60 ft.)

VISION

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED											
<b>STR</b> Strength	8	-1	8	-1			<b>HP</b> hit points	62							Walk 20 ft.											
<b>DEX</b> Dexterity	17	+3	17	+3			<b>AC</b> armor class	22	19	15	10	4	0	3	1	3	1	0	0	0	0	0	0	0	0	0
<b>CON</b> Constitution	11	+0	13	+1			<b>INITIATIVE</b> modifier		+3	+3	+0															
<b>INT</b> Intelligence	15	+2	15	+2			<b>Encumbrance</b>								Light											
<b>WIS</b> Wisdom	13	+1	13	+1																						
<b>CHA</b> Charisma	21	+5	27	+8																						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	TOTAL SKILLPOINTS: 56		<b>SKILLS</b>		MAX RANKS: 14/14				
<b>FORTITUDE</b> (constitution)	+9	+4	+1	+3	+1	+0				<b>SKILL NAME</b>		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<b>REFLEX</b> (dexterity)	+13	+4	+3	+3	+3	+0				✓ Acrobatics		DEX	5	= 3	+ 2	
<b>WILL</b> (wisdom)	+14	+9	+1	+3	+1	+0				✓ Acrobatics (Jump)		DEX	1	= 3	+ -2	
										✓ Appraise		INT	6	= 2	+ 1	+ 3
										✓ Bluff		CHA	21	= 8	+ 7	+ 6
										✓ Climb		STR	1	= -1	+ 2	
										✓ Craft (Untrained)		INT	2	= 2		
										✓ Diplomacy		CHA	29	= 8	+ 14	+ 7
										✓ Disguise		CHA	11	= 8	+ 3	
										✓ Escape Artist		DEX	3	= 3		
										✓ Fly		DEX	5	= 3	+ 2	
										✓ Heal		WIS	1	= 1		
										✓ Intimidate		CHA	28	= 8	+ 14	+ 6
										Knowledge (Arcana)		INT	11	= 2	+ 6	+ 3
										Knowledge (History)		INT	6	= 2	+ 1	+ 3
										✓ Perception		WIS	3	= 1	+ 2	
										✓ Perception (Notice unusual stonework)		WIS	5	= 1	+ 4	
										Perform (Percussion Instruments)		CHA	12	= 8	+ 1	+ 3
										✓ Perform (Untrained)		CHA	11	= 8	+ 3	
										✓ Ride		DEX	3	= 3		
										✓ Sense Motive		WIS	1	= 1		
										Spellcraft		INT	19	= 2	+ 14	+ 3
										✓ Stealth		DEX	7	= 3	+ 4	
										✓ Survival		WIS	1	= 1		
										✓ Swim		STR	-1	= -1		
										Use Magic Device		CHA	18	= 8	+ 4	+ 6

**Conditional Save Modifiers:**  
+2 vs. fear

<b>MELEE</b> attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+7/+2	+7/+2	-1	+1	+0	+0	
<b>RANGED</b> attack bonus	+11/+6	+7/+2	+3	+1	+0	+0	
<b>CMB</b> attack bonus	+5/+0	+7/+2	-1	-1			

<b>CMB</b>	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
+5/+0	+5/+0	+5/+0	+5/+0	+5	+5	
<b>CMD</b>	19	19	19	19	19	19

<b>UNARMED</b> (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7/+2	1d2-1	20/x2	5 ft.

<b>*Dagger (Alchemical Silver)</b>		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam		
1H-P	+5/+0	1d4-2	2W-P-(OH)	-1/-6	1d4-2	
1H-O	+1/-4	1d4-2	2W-P-(OL)	+1/-4	1d4-2	
2H	+5/+0	1d4-2	2W-OH	-5	1d4-2	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+9/+4	+7/+2	+5/+0	+3/-2	+1/-4	
Dam	1d4-2	1d4-2	1d4-2	1d4-2	1d4-2	

Special Properties: 10 hp/inch, hardness 8

<b>Acid (Flask)</b>		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	A	M	20/x2	5 ft.
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+9/+4	+7/+2	+5/+0	+3/-2	+1/-4	
Dam	1d6	1d6	1d6	1d6	1d6	

Special Properties: Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

<b>Holy Water (Flask)</b>		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped		M	20/x2	5 ft.
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+9/+4	+7/+2	+5/+0	+3/-2	+1/-4	
Dam	2d4	2d4	2d4	2d4	2d4	

Special Properties: Each undead creature or evil outsider within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

\*: weapon is equipped  
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

<b>ARMOR</b>		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Amulet of Natural Armor +3			+3		+0	0
*Bracers of Armor +4			+4		+0	0
*Ring of Protection +1			+1		+0	0

		SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
		✓ Acrobatics	DEX	5	= 3	+ 2	
		✓ Acrobatics (Jump)	DEX	1	= 3	+ -2	
		✓ Appraise	INT	6	= 2	+ 1	+ 3
		✓ Bluff	CHA	21	= 8	+ 7	+ 6
		✓ Climb	STR	1	= -1	+ 2	
		✓ Craft (Untrained)	INT	2	= 2		
		✓ Diplomacy	CHA	29	= 8	+ 14	+ 7
		✓ Disguise	CHA	11	= 8	+ 3	
		✓ Escape Artist	DEX	3	= 3		
		✓ Fly	DEX	5	= 3	+ 2	
		✓ Heal	WIS	1	= 1		
		✓ Intimidate	CHA	28	= 8	+ 14	+ 6
		Knowledge (Arcana)	INT	11	= 2	+ 6	+ 3
		Knowledge (History)	INT	6	= 2	+ 1	+ 3
		✓ Perception	WIS	3	= 1	+ 2	
		✓ Perception (Notice unusual stonework)	WIS	5	= 1	+ 4	
		Perform (Percussion Instruments)	CHA	12	= 8	+ 1	+ 3
		✓ Perform (Untrained)	CHA	11	= 8	+ 3	
		✓ Ride	DEX	3	= 3		
		✓ Sense Motive	WIS	1	= 1		
		Spellcraft	INT	19	= 2	+ 14	+ 3
		✓ Stealth	DEX	7	= 3	+ 4	
		✓ Survival	WIS	1	= 1		
		✓ Swim	STR	-1	= -1		
		Use Magic Device	CHA	18	= 8	+ 4	+ 6
					=	+	+
					=	+	+

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

**Conditional Skill Modifiers:**  
Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors.

**Touch of Destiny**  
Uses per Day

**Touch of Destiny (Su):**You can touch a creature as a standard action to give it a +9 insight bonus on attack rolls, skill checks, ability checks, and saving throws for 1 round. You can use this ability 11 times a day. [Paizo Inc. - Core Rulebook, p.74]

Masterwork Crossbow (Light/Small)		HAND Equipped	TYPE P	SIZE S	CRITICAL 19-20/x2	REACH 5 ft.
Range: 30 ft.		To Hit: +12/+7		Damage: 1d6		
	80 ft.	160 ft.	240 ft.	320 ft.	400 ft.	
TH	+12/+7	+10/+5	+8/+3	+6/+1	+4/-1	
Dam	1d6	1d6	1d6	1d6	1d6	
	480 ft.	560 ft.	640 ft.	720 ft.	800 ft.	
TH	+2/-3	+0/-5	-2/-7	-4/-9	-6/-11	
Dam	1d6	1d6	1d6	1d6	1d6	

Sling		HAND Equipped	TYPE B	SIZE M	CRITICAL 20/x2	REACH 5 ft.
Range: 30 ft.		To Hit: +9/+4		Damage: 1d4-1		
	50 ft.	100 ft.	150 ft.	200 ft.	250 ft.	
TH	+9/+4	+7/+2	+5/+0	+3/-2	+1/-4	
Dam	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1	
	300 ft.	350 ft.	400 ft.	450 ft.	500 ft.	
TH	-1/-6	-3/-8	-5/-10	-7/-12	-9/-14	
Dam	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1	

Thunderstone		HAND Equipped	TYPE So	SIZE M	CRITICAL none/x0	REACH 5 ft.
Range: 20 ft.		To Hit: +9/+4		Damage:		
	30 ft.	40 ft.	60 ft.	80 ft.	100 ft.	
TH	+7/+2	+7/+2	+5/+0	+3/-2	+1/-4	
Dam						

Special Properties: Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour.

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Circlet of Persuasion	Equipped	1	0 / 4,500
Headband of Alluring Charisma +6	Equipped	1	1 / 36,000
Amulet of Natural Armor +3	Equipped	1	0 / 18,000
Brooch of Shielding	Handy Haversack	1	0 / 1,351.5
Bracers of Armor +4	Equipped	1	1 / 16,000
Dagger (Alchemical Silver)	Equipped	1	1 / 22
Ring of Protection +1	Equipped	1	0 / 2,000
Gloves of the Commanding Conjurer	Equipped	1	0 / 30,000
Ring of Counterspells (Wall of Fire)	Equipped	1	0 / 4,000
Cloak of Resistance +3	Equipped	1	1 / 9,000
Belt of Dwarvenkind	Equipped	1	1 / 14,900
Robe of Arcane Heritage	Equipped	1	1 / 16,000
Boots of Levitation	Equipped	1	1 / 7,500
Handy Haversack	Equipped	1	5 / 2,000
Acid (Flask)	Handy Haversack	1	1 / 10
Bag of Air	Handy Haversack	1	1 / 0
Bolts (Crossbow/10) (Small)	Handy Haversack	2	0.5 (1) / 1 (2)
Bullet (Sling)	Handy Haversack	10	0.5 (5) / 0 (0.1)
Bullet (Sling/Alchemical Silver)	Handy Haversack	4	0.5 (2) / 2 (8)
Candle	Handy Haversack	10	0 (0) / 0 (0.1)
Cap of the Mountebank	Handy Haversack	1	1 / 10,800
TOTAL WEIGHT CARRIED/VALUE		12 lbs.	280,939.6gp

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Chalk (1 Piece)	Handy Haversack	1	0 / 0
Flask (Empty)	Handy Haversack	1	1.5 / 0
Flint and Steel	Handy Haversack	1	0 / 1
Gloves of Arrow Snaring	Handy Haversack	1	0 / 4,000
Holy Water (Flask)	Handy Haversack	5	1 (5) / 25 (125)
Ink (1 oz. Vial)	Handy Haversack	1	0 / 8
Inkpen	Handy Haversack	1	0 / 0.1
Masterwork Crossbow (Light/Small)	Handy Haversack	1	2 / 335
Masterwork Musical Instrument (Drums)	Handy Haversack	1	3 / 100
Silver with Jade	Handy Haversack	1	0.5 / 10
Mirror (Small/Steel)	Handy Haversack	6	1 (6) / 0.1 (0.6)
Oil (1 Pint Flask)	Handy Haversack	1	1.2 / 0
Outfit (Traveler's/Small)	Handy Haversack	5	0 (0) / 50 (250)
Potion of Cure Light Wounds	Handy Haversack	1	0 / 300
Potion of Cure Moderate Wounds	Handy Haversack	1	0 / 300
Potion of Protection from Arrows	Handy Haversack	1	0 / 300
Potion of Reduce Person	Handy Haversack	1	0 / 50
Rations (Trail/Per Day)	Handy Haversack	2	1 (2) / 0.5 (1)
Rod (Extend)	Handy Haversack	1	5 / 11,000
Rope (Silk/50 ft.)	Handy Haversack	1	5 / 10
Scroll (Burning Hands/Wizard/1st, Enlarge Person/Wizard/1st/Arcane/Minor)	Handy Haversack	1	0 / 50
Scroll (Charm Person)	Handy Haversack	1	0 / 25
Scroll (Comprehend Languages)	Handy Haversack	1	0 / 25
Scroll (Detect Secret Doors)	Handy Haversack	1	0 / 25
Scroll (Erase)	Handy Haversack	1	0 / 25
Scroll (Fog Cloud)	Handy Haversack	1	0 / 150
Scroll (Magic Circle Against Evil)	Handy Haversack	1	0 / 375
Scroll (Minor Image)	Handy Haversack	1	0 / 150
Scroll (Passwall)	Handy Haversack	5	0 (0.1) / 1,125 (5,625)
Scroll (Sleep)	Handy Haversack	2	0 (0) / 25 (50)
Scroll (Teleport/Wizard/11th, Dispel Magic (Greater)/Wizard/11th/Arcane/Major)	Handy Haversack	1	0 / 3,025
Scroll (Unseen Servant)	Handy Haversack	1	0 / 25
Scroll (Ventriloquism)	Handy Haversack	1	0 / 25
Sling	Handy Haversack	1	0 / 0
Staff of Conjuration	Handy Haversack	1	5 / 82,000
TOTAL WEIGHT CARRIED/VALUE		12 lbs.	280,939.6gp

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Thunderstone	Handy	1	1 / 30	
Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour.				
Torch	Handy	10	1 (10) / 0 (0.1)	
Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.				
Wand of True Strike	Handy	1	0.1 / 750	
You gain temporary, intuitive insight into the immediate future during your next attack.				
TOTAL WEIGHT CARRIED/VALUE		12 lbs.	280,939.6gp	

WEIGHT ALLOWANCE					
Light	20	Medium	40	Heavy	60
Lift over head	60	Lift off ground	120	Push / Drag	300

MONEY	
Total= 0 gp	

MAGIC	
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Languages	
Common, Dwarven, Elven, Goblin, Halfling	

Other Companions	
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Traits	
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**Ease of Faith** [Paizo Publishing - Ultimate Campaign]  
Your mentor, the person who invested your faith in you from an early age, took steps to ensure you understood that what powers your divine magic is no different from 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.

**Focused Mind** [Paizo Inc. - Advanced Player's Guide, p.329]  
Your childhood was either dominated by lessons of some sort (be they musical or academic) or by a horrible home life that encouraged your ability to block out distractions to focus on the immediate task at hand. You gain a +2 trait bonus on concentration checks.

Special Qualities	
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**Bloodline Arcana** [Paizo Inc. - Core Rulebook, p.74]  
Whenever you cast a spell with a range of "personal," you gain a luck bonus equal to the spell's level on all your saving throws for 1 round.

**Cantrips** [Paizo Inc. - Core Rulebook, p.71]  
You learn a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

**Destined Bloodline** [Paizo Inc. - Core Rulebook, p.74]  
Your family is destined for greatness in some way. Your birth could have been foretold in prophecy, or perhaps it occurred during an especially auspicious event, such as a solar eclipse. Regardless of its origin, you have a great future ahead of you.

**Fated (Su)** [Paizo Inc. - Core Rulebook, p.74]  
You gain a +4 luck bonus on all of your saving throws and to your AC during surprise rounds or if you are otherwise unaware of the attack.

**Fearless (Ex)** [Paizo Inc. - Core Rulebook, p.26]  
Halflings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.

**Halfling Luck (Ex)** [Paizo Inc. - Core Rulebook, p.26]  
Halflings receive a +1 racial bonus on all saving throws.

**Humanoid Traits (Ex)** [Paizo Inc. - Core Rulebook, p.308]  
Humanoids breathe, eat, and sleep.

**It Was Meant To Be (Su)** [Paizo Inc. - Core Rulebook, p.74]  
You may reroll any one attack roll, critical hit confirmation roll, or level check made to overcome spell resistance. You must decide to use this ability after the first roll is made but before the results are revealed. You must take the second result, even if it is worse. You can use this ability 2 times per day.

**Keen Senses (Ex)** [Paizo Inc. - Core Rulebook, p.26]  
Halflings receive a +2 bonus on Perception skill checks.

**Stonecunning (Ex)** [Paizo Inc. - Core Rulebook, p.21]

Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

**Sure-Footed (Ex)** [Paizo Inc. - Core Rulebook, p.26]

Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.

**Touch of Destiny (Su)** [Paizo Inc. - Core Rulebook, p.74]

You can touch a creature as a standard action to give it a +9 insight bonus on attack rolls, skill checks, ability checks, and saving throws for 1 round. You can use this ability 11 times a day.

**Weapon Familiarity (Ex)** [Paizo Inc. - Core Rulebook, p.26]

Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

**Within Reach (Su)** [Paizo Inc. - Core Rulebook, p.75]

Your ultimate destiny is drawing near. Once per day, when an attack or spell that causes damage would result in your death, you may attempt a DC 20 Will save. If successful, you are instead reduced to -1 hit points and are automatically stabilized. The bonus from your fated ability applies to this save.

Feats	
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**Augment Summoning** [Paizo Inc. - Core Rulebook, p.118]

Your summoned creatures are more powerful and robust than most. Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

**Empower Spell** [Paizo Inc. - Core Rulebook, p.122]

You can increase the power of your spells, causing them to deal more damage. All variable, numeric effects of an empowered spell are increased by half including bonuses to those dice rolls. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

**Leadership** [Paizo Inc. - Core Rulebook, p.129]

You attract followers to your cause and a companion to join you on your adventure. This feat enables you to attract a loyal cohort and a number of devoted subordinates who assist you. A cohort is generally an NPC with class levels, while followers are typically lower level NPCs. See Table 5-2 for what level of cohort and how many followers you can recruit.

**Lightning Reflexes** [Paizo Inc. - Core Rulebook, p.130]

You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

**Lucky Halfling** [Paizo Inc. - Advanced Player's Guide, p.165]

You bring luck to those with whom you travel. Once per day, when one of your allies within 30 feet makes a saving throw, you may roll the same saving throw as if you were the one subject to the effect requiring it. You may use this ability after your ally has rolled, but before the GM declares if the roll was a success or failure. Your ally may choose to use your saving throw in place of his own.

**Maximize Spell** [Paizo Inc. - Core Rulebook, p.130]

Your spells have the maximum possible effect. All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spell's actual level. An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus half the normally rolled result.

**Silent Spell** [Paizo Inc. - Core Rulebook, p.133]

You can cast your spells without making any sound. A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

**Spell Focus (Conjuration)** [Paizo Inc. - Core Rulebook, p.134]

Any spells you cast of your chosen school of magic are more difficult to resist. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

**Superior Summoning** [Paizo Inc. - Ultimate Magic, p.157]

You can summon more creatures.

Each time you cast a summoning spell that conjures more than one creature, add one to the total number of creatures summoned.

**Eschew Materials**

**[Paizo Inc. - Core Rulebook, p.123]**

You can cast many spells without needing to utilize minor material components.

You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.

**Proficiencies**

Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light)

# Magic Item Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will <a href="#">Levitate</a>	Transmutation, AirSchool	1 standard action	3 minutes [D]	Personal or Close	CR.p.304

**[V, S, F] TARGET:** You or one willing creature or one object [total weight up to 300 lbs.]; **EFFECT:** 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. **[SR:No]**  
 \* =Domain/Specialty Spell

## Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	9	6	6	5	5	4	3	1	—	—
PER DAY	at will	8	8	8	8	7	6	4	—	—
Concentration	+24									

## LEVEL 0 / Per Day:0 / Caster Level:14

Name	School	Time	Duration	Range	Source
□□□□ <a href="#">Acid Splash</a>	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	Instantaneous	Close (60 ft.)	CR.p.239

**[V, S] TARGET:** One missile of acid; **EFFECT:** 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. **[SR:No]**

□□□□ <a href="#">Detect Magic</a>	Divination	1 standard action	Concentration, up to 14 minutes [D]	60 ft.	CR.p.267
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**[V, S] TARGET:** Cone-shaped emanation; **EFFECT:** 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 auras, 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. **[SR:No]**

□□□□ <a href="#">Detect Poison</a>	Divination	1 standard action	Instantaneous	Close (60 ft.)	CR.p.268
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**[V, S] TARGET:** Or Area one creature, one object, or a 5-ft. cube; **EFFECT:** 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. **[SR:No]**

□□□□ <a href="#">Disrupt Undead</a>	Necromancy	1 standard action	Instantaneous	Close (60 ft.)	CR.p.273
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**[V, S] TARGET:** Ray; **EFFECT:** 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. **[SR:Yes]**

□□□□ <a href="#">Light</a>	Evocation [Light, WoodSchool]	1 standard action	140 minutes	Touch	CR.p.304
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**[V, M/DF] TARGET:** Object touched; **EFFECT:** 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. **[SR:No]**

□□□□ <a href="#">Mage Hand</a>	Transmutation	1 standard action	Concentration	Close (60 ft.)	CR.p.306
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**[V, S] TARGET:** One nonmagical, unattended object weighing up to 5 lbs.; **EFFECT:** 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. **[SR:No]**

□□□□ <a href="#">Mending</a>	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR.p.312
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**[V, S] TARGET:** One object of up to 14 lb.; **EFFECT:** 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. **[SR:Yes]** (harmless, object); **DC:18**, Will negates (harmless, object)

□□□□ <a href="#">Message</a>	Transmutation, AirSchool [Language-Depend]	1 standard action	140 minutes	Medium (240 ft.)	CR.p.313
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**[V, S, F] TARGET:** 14 creatures; **EFFECT:** 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. **[SR:No]**

□□□□ <a href="#">Read Magic</a>	Divination	1 standard action	140 minutes	Personal	CR.p.330
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**[V, S, F] TARGET:** You; **EFFECT:** 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.

## LEVEL 1 / Per Day:8 / Caster Level:14

Name	School	Time	Duration	Range	Source
□□□□ <a href="#">Alarm</a>	Abjuration	1 standard action	28 hours [D]	Close (60 ft.)	CR.p.240

**[V, S, F/DF] TARGET:** 20-ft.-radius emanation centered on a point in space; **EFFECT:** 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. **[SR:No]**

□□□□ <a href="#">Burning Hands</a>	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	15 ft.	CR.p.251
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**[V, S] TARGET:** Cone-shaped burst; **EFFECT:** 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. **[SR:Yes; DC:19**, Reflex half]

□□□□ <a href="#">Comprehend Languages</a>	Divination	1 standard action	140 minutes	Personal	CR.p.258
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**[V, S, M/DF] TARGET:** You; **EFFECT:** 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.

□□□□ <a href="#">Erase</a>	Transmutation	1 standard action	Instantaneous	Close (60 ft.)	CR.p.279
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**[V, S] TARGET:** One scroll or two pages; **EFFECT:** 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. **[SR:No; DC:19**, See text]

□□□□ <a href="#">Feather Fall</a>	Transmutation, AirSchool	1 immediate action	Until landing or 14 rounds	Close (60 ft.)	CR.p.281
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**[V] TARGET:** 14 Medium or smaller free-falling objects or creatures, no two of which may be more than 20 ft. apart; **EFFECT:** 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. **[SR:Yes (object); DC:19**, Will negates (harmless) or Will negates (object);]

□□□□ <a href="#">Magic Missile</a>	Evocation [Force]	1 standard action	Instantaneous	Medium (240 ft.)	CR.p.309
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**[V, S] TARGET:** Up to five creatures, no two of which can be more than 15 ft. apart; **EFFECT:** 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. **[SR:Yes]**

\* =Domain/Specialty Spell

# Sorcerer Spells

## LEVEL 2 / Per Day:8 / Caster Level:14

Name	School	Time	Duration	Range	Source
■■■■■ <a href="#">Blur</a>	Illusion (Glamer)	1 standard action	14 minutes [D]	Touch	CR:p.251
<b>[V] TARGET:</b> Creature touched; <b>EFFECT:</b> The subject's outline appears blurred, shifting, and wavering. This distortion grants the subject concealment [20% miss chance]. A see invisibility spell does not counteract the blur effect, but a true seeing spell does. Opponents that cannot see the subject ignore the spell's effect [though fighting an unseen opponent carries penalties of its own]. [SR:Yes (harmless); DC:20, Will negates (harmless)]					
■■■■■ <a href="#">Elemental Speech</a>	Divination, AirSchool, EarthSchool, FireSchool	1 standard action	14 minutes	Personal	APG:p.218
<b>[V, S, M] TARGET:</b> You; <b>EFFECT:</b> This spell enables you to converse with creatures associated with a chosen element, including but not limited to true elemental creatures. This spell gains the elemental subtype based on the version of the spell you cast. Elemental speech does not guarantee a friendly reaction; it merely enables communication. You may converse with all creatures of the selected type with an Intelligence score of 1 or greater, even if they do not understand one another. When cast as an air spell, you can converse in Auran and with any creature that has the air subtype or a fly speed. When cast as an earth spell, you can converse in Terran and with any creature that has the earth subtype or a burrow speed. When cast as a fire spell, you can converse in Ignan and with any creature that has the fire subtype. When cast as a water spell, you can converse in Aquan and with any creature that has the water subtype or a swim speed.					
■■■■■ <a href="#">Glitterdust</a>	Conjuration, EarthSchool (Creation) [MetalSc]	1 standard action	14 rounds	Medium (240 ft.)	CR:p.290
<b>[V, S, M (ground mica)] TARGET:</b> Creatures and objects within 10-ft.-radius spread; <b>EFFECT:</b> A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect. Any creature covered by the dust takes a -40 penalty on Stealth checks. [SR:No; DC:21, Will negates (blinding only)]					
■■■■■ <a href="#">Invisibility</a>	Illusion (Glamer)	1 standard action	14 minutes [D]	Personal or touch	CR:p.301
<b>[V, S, M/DF] TARGET:</b> You or a creature or object weighing no more than 1400 lbs.; <b>EFFECT:</b> The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so [thus, the effect is that of a light with no visible source]. Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable [such as swimming in water or stepping in a puddle]. If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area. Invisibility can be made permanent [on objects only] with a permanency spell. [SR:Yes (harmless) or yes (harmless, object); DC:20, Will negates (harmless) or Will negates (harmless, object)]					
■■■■■ <a href="#">Summon Monster II</a>	Conjuration, AirSchool, EarthSchool, FireSchool	1 round	14 rounds [D]	Close (60 ft.)	CR:p.352
<b>[V, S, F/DF] TARGET:</b> One summoned creature; <b>EFFECT:</b> This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. [SR:No]					
■■■■■ <a href="#">Web</a>	Conjuration (Creation) [WoodSchool]	1 standard action	140 minutes [D]	Medium (240 ft.)	CR:p.368
<b>[V, S, M] TARGET:</b> Webs in a 20-ft.-radius spread; <b>EFFECT:</b> Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spiderwebs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a web become grappled by the sticky fibers. Attacking a creature in a web doesn't cause you to become grappled. Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is inside the web but is otherwise unaffected. If the save fails, the creature gains the grappled condition, but can break free by making a combat maneuver check or Escape Artist check as a standard action against the DC of this spell. The entire area of the web is considered difficult terrain. Anyone moving through the webs must make a combat maneuver check or Escape Artist check as part of their move action, with a DC equal to the spell's DC. Creatures that fail lose their movement and become grappled in the first square of webbing that they enter. If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover. The strands of a web spell are flammable. A flaming weapon can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away one 5-foot square in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames. Web can be made permanent with a permanency spell. A permanent web that is damaged [but not destroyed] regrows in 10 minutes. [SR:No; DC:21, Reflex negates; see text]					

## LEVEL 3 / Per Day:8 / Caster Level:14

Name	School	Time	Duration	Range	Source
■■■■■ <a href="#">Fireball</a>	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Long (960 ft.)	CR:p.283
<b>[V, S, M] TARGET:</b> 20-ft.-radius spread; <b>EFFECT:</b> 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. [SR:Yes; DC:21, Reflex half]					
■■■■■ <a href="#">Fly</a>	Transmutation, AirSchool	1 standard action	14 minutes	Touch	CR:p.284
<b>[V, S, F] TARGET:</b> Creature touched; <b>EFFECT:</b> 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. [SR:Yes (harmless); DC:21, Will negates (harmless)]					
■■■■■ <a href="#">Haste</a>	Transmutation	1 standard action	14 rounds	Close (60 ft.)	CR:p.293
<b>[V, S, M] TARGET:</b> 14 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> The transmuted creatures move and act more quickly than normal. This extra speed has several effects. When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. [This effect is not cumulative with similar effects, such as that provided by a speed weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.] A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class [if any] also makes you lose dodge bonuses. All of the hasted creature's modes of movement [including land movement, burrow, climb, fly, and swim] increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow. [SR:Yes (harmless); DC:21, Fortitude negates (harmless)]					
■■■■■ <a href="#">Protection from Energy</a>	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	140 minutes or until discharged	Touch	CR:p.327
<b>[V, S, DF] TARGET:</b> Creature touched; <b>EFFECT:</b> Protection from energy grants temporary immunity to the type of energy you specify when you cast it [acid, cold, electricity, fire, or sonic]. When the spell absorbs 12 points per caster level of energy damage [to a maximum of 120 points at 10th level], it is discharged. Protection from energy overlaps [and does not stack with] resist energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted. [SR:Yes (harmless); DC:21, Fortitude negates (harmless)]					
■■■■■ <a href="#">Summon Monster III</a>	Conjuration (Summoning)	1 round	14 rounds [D]	Close (60 ft.)	CR:p.352
<b>[V, S, F/DF] TARGET:</b> One summoned creature; <b>EFFECT:</b> This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list. [SR:No]					

## LEVEL 4 / Per Day:8 / Caster Level:14

Name	School	Time	Duration	Range	Source
■■■■■ <a href="#">Black Tentacles</a>	Conjuration (Creation)	1 standard action	14 rounds [D]	Medium (240 ft.)	CR:p.248
<b>[V, S, M] TARGET:</b> 20-ft.-radius spread; <b>EFFECT:</b> This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area. Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round that black tentacles is cast. Creatures that enter the area of effect are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the tentacles' CMB, the tentacles use your caster level as their base attack bonus and receive a +4 bonus due to their Strength and a +1 size bonus. Roll only once for the entire spell effect each round and apply the result to all creatures in the area of effect. If the tentacles succeed in grappling a foe, that foe takes 1d6+4 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The black tentacles spell receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that black tentacles succeeds on a grapple check, it deals an additional 1d6+4 points of damage. The CMD of black tentacles, for the purposes of escaping the grapple, is equal to 10 + its CMB. The tentacles created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the tentacles last. [SR:No]					
■■■■■ <a href="#">Confusion</a>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	14 rounds	Medium (240 ft.)	CR:p.258
<b>[V, S, M/DF] TARGET:</b> All creatures in a 15-ft.-radius burst; <b>EFFECT:</b> This spell causes confusion in the targets, making them unable to determine their actions. Roll on the following table at the start of each subject's turn each round to see what it does in that round. d%   Behavior 01-25   Act normally 26-50   Do nothing but babble incoherently 51-75   Deal 1d8 points of damage + Str modifier to self with item in hand 76-100   Attack nearest creature [for this purpose, a familiar counts as part of the subject's self] A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking [either because of its most recent action or because it has just been attacked]. [SR:Yes; DC:22, Will negates]					
■■■■■ <a href="#">Elemental Body I</a>	Transmutation, AirSchool, EarthSchool, FireSchool	1 standard action	14 minutes [D]	Personal	CR:p.275
<b>[V, S, M] TARGET:</b> You; <b>EFFECT:</b> When you cast this spell, you can assume the form of a Small air, earth, fire, or water elemental. The abilities you gain depend upon the type of elemental into which you change. Elemental abilities based on size, such as burn, vortex, and whirlwind, use the size of the elemental you transform into to determine their effect. Air elemental: If the form you take is that of a Small air elemental, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus. You also gain fly 60 feet [perfect], darkvision 60 feet, and the ability to create a whirlwind. Earth elemental: If the form you take is that of a Small earth elemental, you gain a +2 size bonus to your Strength and a +4 natural armor bonus. You also gain darkvision 60 feet, the push ability, and the ability to earth glide. Fire elemental: If the form you take is that of a Small fire elemental, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus. You gain darkvision 60 feet, resist fire 20, vulnerability to cold, and the burn ability. Water elemental: If the form you take is that of a Small water elemental, you gain a +2 size bonus to your Constitution and a +4 natural armor bonus. You also gain swim 60 feet, darkvision 60 feet, the ability to create a vortex, and the ability to breathe water.					
■■■■■ <a href="#">Freedom of Movement</a>	Abjuration	1 standard action	140 minutes	Personal or touch	CR:p.287
<b>[V, S, M, DF] TARGET:</b> You or creature touched; <b>EFFECT:</b> This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing. [SR:Yes (harmless); DC:22, Will negates (harmless)]					
■■■■■ <a href="#">Summon Monster IV</a>	Conjuration, AirSchool, EarthSchool, FireSchool	1 round	14 rounds [D]	Close (60 ft.)	CR:p.352
<b>[V, S, F/DF] TARGET:</b> One summoned creature; <b>EFFECT:</b> This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list. [SR:No]					

\* =Domain/Specialty Spell

# Sorcerer Spells

## LEVEL 5 / Per Day:7 / Caster Level:14

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ <b>Break Enchantment</b>	Abjuration	1 minute	Instantaneous	Close (60 ft.)	CR:p.251
<p><b>[V, S] TARGET:</b> Up to one creature per level, all within 30 ft. of each other; <b>EFFECT:</b> This spell frees victims from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect. For each such effect, you make a caster level check [1d20 + caster level, maximum +15] against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is equal to the DC of the curse. If the spell is one that cannot be dispelled by dispel magic, break enchantment works only if that spell is 5th level or lower. If the effect comes from a permanent magic item, break enchantment does not remove the curse from the item, but it does free the victim from the item's effects. [SR:No; DC:23. See text]</p>					
☐☐☐☐☐ <b>Magic Jar</b>	Necromancy	1 standard action	14 hours or until you return to your body	Medium (240 ft.)	CR:p.309
<p><b>[V, S, F] TARGET:</b> One creature; <b>EFFECT:</b> By casting magic jar, you place your soul in a gem or large crystal [known as the magic jar], leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the magic jar. You may move back to the jar [thereby returning the trapped soul to its body] and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty. To cast the spell, the magic jar must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead. While in the magic jar, you can sense and attack any life force within 10 feet per caster level [and on the same plane of existence]. You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more HD between one creature and another and can determine whether a life force is powered by positive or negative energy. [Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.] You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly. Attempting to possess a body is a full-round action. It is blocked by protection from evil or a similar ward. You possess the body and force the creature's soul into the magic jar unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the magic jar, and the target automatically succeeds on further saving throws if you attempt to possess its body again. If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the magic jar. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks [or more advantageous two-weapon attacks] than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body. As a standard action, you can shift freely from a host to the magic jar if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body. If the host body is slain, you return to the magic jar, if within range, and the life force of the host departs [it is dead]. If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain. If the spell ends while you are in the magic jar, you return to your body [or die if your body is out of range or destroyed]. If the spell ends while you are in a host, you return to your body [or die, if it is out of range of your current position], and the soul in the magic jar returns to its body [or dies if it is out of range]. Destroying the receptacle ends the spell, and the spell can be dispelled at either the magic jar or the host's location. [SR:Yes; DC:23. Will negates; see text]</p>					
☐☐☐☐☐ <b>Summon Monster V</b>	Conjuration, AirSchool, EarthSchool, FireSch1	1 round	14 rounds [D]	Close (60 ft.)	CR:p.352
<p><b>[V, S, F/DF] TARGET:</b> One summoned creature; <b>EFFECT:</b> This spell functions like summon monster I, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list. [SR:No]</p>					
☐☐☐☐☐ <b>Teleport</b>	Conjuration (Teleportation)	1 standard action	Instantaneous	Personal and touch	CR:p.358
<p><b>[V] TARGET:</b> You and touched objects or other touched willing creatures; <b>EFFECT:</b> This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature [carrying gear or objects up to its maximum load] or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use [attended] by another person receive saving throws and spell resistance. You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. To see how well the teleportation works, roll d% and consult the table at the end of this spell. Refer to the following information for definitions of the terms on the table. Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic such as scrying. "False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from. On Target: You appear where you want to be. Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly. Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead. Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you roll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll. [Table not included] [SR:No and yes (object); DC:24. None and Will negates (object)]</p>					

## LEVEL 6 / Per Day:6 / Caster Level:14

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ <b>Contingency</b>	Evocation	at least 10 minutes;	ser14 days [D] or until discharged	Personal	CR:p.259
<p><b>[V, S, M] TARGET:</b> You; <b>EFFECT:</b> You can place another spell upon your person so that it comes into effect under some condition you dictate when casting contingency. The contingency spell and the companion spell are cast at the same time. The 10-minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that instead. You must pay any costs associated with the companion spell when you cast contingency. The spell to be brought into effect by the contingency must be one that affects your person and be of a spell level no higher than one-third your caster level [rounded down, maximum 6th level]. The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the contingency immediately brings into effect the companion spell, the latter being "cast" instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination [contingency and the companion magic] may fail when triggered. The companion spell occurs based solely on the stated conditions, regardless of whether you want it. You can use only one contingency spell at a time; if a second is cast, the first one [if still active] is dispelled.</p>					
☐☐☐☐☐ <b>Disintegrate</b>	Transmutation [MetalSchool]	1 standard action	Instantaneous	Medium (240 ft.)	CR:p.271
<p><b>[V, S, M/DF] TARGET:</b> Ray; <b>EFFECT:</b> A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage per caster level [to a maximum of 40d6]. Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected. When used against an object, the ray simply disintegrates as much as a 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as forceful hand or a wall of force, but not magical effects such as a globe of invulnerability or an antimagic field. A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated. Only the first creature or object struck can be affected; that is, the ray affects only one target per casting. [SR:Yes; DC:24. Fortitude partial (object)]</p>					
☐☐☐☐☐ <b>Mislead</b>	Illusion (Figment, Glamer)	1 standard action	14 rounds [D] and concentration + 3 rounds	Close (60 ft.)	CR:p.315
<p><b>[S] TARGET:</b> You/one illusory double; <b>EFFECT:</b> You become invisible [as greater invisibility, a glamer], and at the same time, an illusory double of you [as major image, a figment] appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it [which requires concentration beginning on the first round after the casting]. You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so. The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The greater invisibility lasts for 1 round per level, regardless of concentration. [SR:No; DC:24. None or Will disbelief (if interacted with); see text.]</p>					
☐☐☐☐☐ <b>Summon Monster VI</b>	Conjuration, AirSchool, EarthSchool, FireSch1	1 round	14 rounds [D]	Close (60 ft.)	CR:p.352
<p><b>[V, S, F/DF] TARGET:</b> One summoned creature; <b>EFFECT:</b> This spell functions like summon monster I, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list. [SR:No]</p>					

## LEVEL 7 / Per Day:4 / Caster Level:14

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ <b>Summon Monster VII</b>	Conjuration, AirSchool, EarthSchool, FireSch1	1 round	14 rounds [D]	Close (60 ft.)	CR:p.352
<p><b>[V, S, F/DF] TARGET:</b> One summoned creature; <b>EFFECT:</b> This spell functions like summon monster I, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list. [SR:No]</p>					

\* =Domain/Specialty Spell

## Magic Item Spell-like Abilities

At Will Levitate

# Dusty (Prince)

Halfling

RACE

24

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

3' 2"

HEIGHT

36 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

## Description:

Narkle the tailor - thief

Summon Monster I - Dire Rat, Dog, Dolpin, Eagle, Fire Beetle, Poisonous Frog, Pony, Viper.

Celestial Dog: 1d4+1 Smite Evil HD +1 (+2)

Celestial Eagle: Bite 1d4, 2 Talons 1d4, Smite Evil HD+1 (+2) AT +3, AC 15, HP: 8

## Biography:

Raised in the orphanage in Callimar.

Thug is friend