

Ezren

Male human (Keleshite) wizard 14 - CR 13

Neutral Good Humanoid (Human); Atheist; Age: **50**; Height: **5' 9"**; Weight: **175 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	20/26	+5/+8	
WIS WISDOM	12	+1	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+12	=	+4	+2	+4	+2	

History of Heresy: +1 trait bonus vs. divine spells

REFLEX (DEXTERITY)	+10	=	+4	+2	+4		
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History of Heresy: +1 trait bonus vs. divine spells

WILL (WISDOM)	+14	=	+9	+1	+4		
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History of Heresy: +1 trait bonus vs. divine spells

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	12	=	10		+2				

Touch AC	12		Flat-Footed AC	10		
			BAB	Strength	Size	Misc

CM Bonus	+7	=	+7	+0	-	-
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See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	19	=	10	+7	+0	+2	-
			BAB	Strength	Dexterity	Size	

Base Attack	+7		HP	107
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Demon Hunter: +2 morale bonus against demons

Initiative	+6		Damage / Current HP	
Speed	30 ft			

Cane

Main hand: **+8/+3, 1d6** Crit: $\times 2$
 Both hands: **+8/+3, 1d6** Rng: 10'
 Main w/ offhand: **+2/-3, 1d6** 1-hand, B
 Main w/ light off: **+4/-1, 1d6**
 Offhand: **-2, 1d6**

Ranged: **+10, 1d6**
 Ranged, both hands: **+10, 1d6**
 Ranged w/ offhand: **+4, 1d6**
 Ranged w/ light off: **+6, 1d6**
 Ranged offhand: **+0, 1d6**

Demon Hunter: +2 morale bonus against demons



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+15	INT (8)	4	
Bluff	+0	CHA (0)	-	
Climb	+0	STR (0)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+16	DEX (2)	14	
Fly	+12	DEX (2)	7	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Knowledge (arcana)	+26	INT (8)	14	
Knowledge (dungeoneering)	+17	INT (8)	6	
Knowledge (engineering)	+17	INT (8)	6	
Knowledge (geography)	+17	INT (8)	6	
Knowledge (history)	+26	INT (8)	14	
Knowledge (local)	+17	INT (8)	6	
Knowledge (nature)	+17	INT (8)	6	
Knowledge (nobility)	+17	INT (8)	6	
Knowledge (planes)	+25	INT (8)	14	
Demon Hunter: +2 to know the powers and abilities of demons				
Knowledge (religion)	+17	INT (8)	6	
Linguistics	+16	INT (8)	5	
Perception	+12	WIS (1)	11	
Ride	+2	DEX (2)	-	
Sense Motive	+15	WIS (1)	14	
Spellcraft	+25	INT (8)	14	
Stealth	+16	DEX (2)	14	
Survival	+1	WIS (1)	-	
Swim	+0	STR (0)	-	

Activated Abilities & Adjustments

Age Effects: Middle Age

Feats

Arcane Blast (Su)

Convert a level 1+ spell into a 30' ranged touch attack dealing 2d6+1d6/spell level

Feats

Brew Potion

You can create magic potions.

Combat Casting

+4 to Concentration checks to cast while on the defensive.

Craft Wand

You can create magic wands.

Demon Hunter

Gain Knowledge and combat bonuses vs. demons

Fast Learner

Choose two benefits when you gain a class level.

Great Fortitude

You get a +2 bonus on all Fortitude saving throws.

Greater Spell Penetration

+2 to caster level checks to overcome spell resistance.

Improved Initiative

You get a +4 bonus on initiative checks.

Scribe Scroll

You can create magic scrolls.

Spell Penetration

+2 to caster levels checks to overcome spell resistance.

Wizard Weapon Proficiencies

You are proficient with the Club, Dagger, Crossbow (Light and Heavy) and Quarterstaff.

Traits

History of Heresy

+1 save vs. divine spells

Scholar of the Ancients

+1 to Knowledge (arcana) and Knowledge (History)

Dagger

Main hand: **+7/+2, 1d4**

Crit: 19-20/x2

Main w/ offhand: **+1/-4, 1d4**

Rng: 10'

Main w/ light off: **+3/-2, 1d4**

Light, P/S

Offhand: **-1, 1d4**

Ranged: **+9, 1d4**

Ranged w/ offhand: **+3, 1d4**

Ranged w/ light off: **+5, 1d4**

Ranged offhand: **+1, 1d4**

Demon Hunter: +2 morale bonus against demons

Light crossbow

Ranged: **+7, 1d8**

Crit: 19-20/x2

Ranged, both hands: **+9, 1d8**

Rng: 80'

Ranged w/ offhand: **+1, 1d8**

2-hand, P

Ranged w/ light off: **+3, 1d8**

Ranged offhand: **-1, 1d8**

Demon Hunter: +2 morale bonus against demons

Unarmed strike

Main hand: **+7/+2, 1d3 nonlethal**

Crit: x2

Main w/ offhand: **+1/-4, 1d3**

Light, B, Nonlethal

nonlethal

Main w/ light off: **+3/-2, 1d3**

nonlethal

Offhand: **-1, 1d3 nonlethal**

Demon Hunter: +2 morale bonus against demons

Experience & Wealth

Experience Points: **445000/635,000**

Current Cash: **65 gp**

Gear

Total Weight Carried: 26.8/100 lbs, Light Load
(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)

Artisan's outfit (Free)	-
Cane	3 lbs
Cloak of resistance +4	1 lb
Crossbow bolts x10	0.1 lbs
Dagger	1 lb
Headband of vast intelligence +6 (Stealth, Escape)	1 lb
Light crossbow	4 lbs
Maximize metamagic rod (3/day)	5 lbs
Money	1.3 lbs
Ring of spell storing	-
Scroll case (empty)	0.5 lbs
Spell component pouch	2 lbs
Spellbook	3 lbs
Tanglefoot bag	4 lbs

Special Abilities

Arcane Bond (Ring of spell storing) (1/day) (Sp)

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

Hand of the Apprentice (11/day) (Su)

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

Metamagic Mastery (4/day) (Su)

At 8th level, you can apply any one metamagic feat that you know to a spell you are about to cast. This does not alter the level of the spell or the casting time. You can use this ability once per day at 8th level and one additional time per day

Tracked Resources

Arcane Bond (Ring of spell storing) (1/day) (Sp)	<input type="checkbox"/>
Cane	<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"/>
Dagger	<input type="checkbox"/>
Hand of the Apprentice (11/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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Maximize metamagic rod (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Metamagic Mastery (4/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Tanglefoot bag	<input type="checkbox"/>

Languages

Abyssal	Infernal
Celestial	Kelish
Common	Necril
Daemonic	Osiriani
Draconic	Osiriani, Ancient
Giant	Terran
Goblin	Thassilonian
Ignan	

Ezren – Abilities & Gear

Arcane Blast (Su)

Feat

You can convert any spell into an attack.

Prerequisites: Arcane spellcaster, caster level 10th.

Benefit: As a standard action, you can sacrifice a prepared spell or unused spell slot of 1st level or higher and transform it into a ray, targeting any foe within 30 feet as a ranged touch attack. This attack deals 2d6 points of damage plus an additional 1d6 points of damage for every level of the spell or spell slot you sacrificed. 0-level spells may not be sacrificed in this manner. This is a supernatural ability.

Appears In: Advanced Player's Guide

Brew Potion

Feat

You can create magic potions.

Prerequisite: Caster level 3rd.

Benefit: You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures or objects. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. See the magic item creation rules in Magic Items for more information.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Combat Casting

Feat

You are adept at spellcasting when threatened or distracted.

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

Craft Wand

Feat

You can create magic wands.

Prerequisite: Caster level 5th.

Benefit: You can create a wand of any 4th-level or lower spell that you know. Crafting a wand takes 1 day for each 1,000 gp in its base price. To craft a wand, you must use up raw materials costing half of this base price. A newly created wand has 50 charges. See the magic item creation rules in Magic Items for more information.

Demon Hunter

Feat

You are well-versed in demonic lore.

Prerequisites: Knowledge (planes) 6 ranks.

Benefit: You gain a +2 bonus on Knowledge (planes) checks to know the powers and abilities of demons. You gain a +2 morale bonus on all attack rolls and a +2 morale bonus on caster level checks to penetrate spell resistance made against creatures with the demon subtype you recognize as demons.

Appears In: Inner Sea World Guide

Fast Learner

Feat

You progress gain extra versatility.

Prerequisites: Int 13, human.

Benefit: When you gain a level in a favored class, you gain both +1 hit point and +1 skill rank instead of choosing either one or the other benefit or you can choose an alternate class reward.

Appears In: Advanced Race Guide

Great Fortitude

Feat

You are resistant to poisons, diseases, and other maladies.

Benefit: You get a +2 bonus on all Fortitude saving throws.

Greater Spell Penetration

Feat

Your spells break through spell resistance much more easily than most.

Prerequisite: Spell Penetration.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration.

Improved Initiative

Feat

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Scribe Scroll

Feat

You can create magic scrolls.

Prerequisite: Caster level 1st.

Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Magic Items for more information.

Spell Penetration

Feat

Your spells break through spell resistance more easily than most.

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

History of Heresy

Trait

You were raised with heretical views that have made it not only difficult for you to accept most religious beliefs, but you also have had to live with the fact that you or those you love were often treated as pariahs. As a result, you have turned your back on religious teachings, and as long as you do not possess any levels in a class that grants divine spellcasting power, you gain a +1 trait bonus on all saving throws made against divine spells.

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

Scholar of the Ancients

Trait

Growing up with your nose in books, you've had a great interest in past cultures and ancient history. Furthermore, having grown up in Varisia, you know the monuments dotting the landscape belong to an ancient civilization known as Thassilon. From your life of study and dogged research, you've pieced together the language and partial history of this once-great empire. You gain a +1 trait bonus on Knowledge (arcana) and Knowledge (history) checks, and begin play able to speak and read Thassilonian.

Appears In: Rise of the Runelords Anniversary Edition

Arcane Bond (Ring of spell storing) (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 (11/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.

Metamagic Mastery (4/day) (Su) Class Ability (Wizard)

At 8th level, you can apply any one metamagic feat that you know to a spell you are about to cast. This does not alter the level of the spell or the casting time. You can use this ability once per day at 8th level and one additional time per day for every two wizard levels you possess beyond 8th. Any time you use this ability to apply a metamagic feat that increases the spell level by more than 1, you must use an additional daily usage for each level above 1 that the feat adds to the spell. Even though this ability does not modify the spell's actual level, you cannot use this ability to cast a spell whose modified spell level would be above the level of the highest-level spell that you are capable of casting.

Ring of spell storing

Ring

A *ring of spell storing* contains up to 5 levels of spells (either divine or arcane, or even a mix of both spell types) that the wearer can cast. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not provide any material components or focus to cast the spell, and there is no arcane spell failure chance for wearing armor (because the ring wearer need not gesture). The activation time for the ring is the same as the casting time for the relevant spell, with a minimum of 1 standard action.

For a randomly generated ring, treat it as a scroll to determine what spells are stored in it. If you roll a spell that would put the ring over the five-level limit, ignore that roll; the ring has no more spells in it.

A spellcaster can cast any spells into the ring, so long as the total spell levels do not add up to more than 5. Metamagic versions of spells take up storage space equal to their spell level modified by the metamagic feat. A spellcaster can use a scroll to put a spell into the *ring of spell storing*.

The ring magically imparts to the wearer the names of all spells currently stored within it.

Construction

Requirements: Forge Ring, *imbue with spell ability*; **Cost** 25,000 gp

Maximize metamagic rod (3/day)

Rod

Metamagic rods hold the essence of a metamagic feat, allowing the user to apply metamagic effects to spells (but not spell like abilities) as they are cast. This does not change the spell slot of the altered spell. All the rods described here are use-activated (but casting spells in a threatened area still draws an attack of opportunity). A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with metamagic feats possessed by the rod's wielder. In this case, only the feats possessed by the wielder adjust the spell slot of the spell being cast.

Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day. A sorcerer still must take a full-round action when using a metamagic rod, just as if using a metamagic feat he possesses (except for *quicken metamagic rods*, which can be used as a swift action).

The wielder can cast up to three spells per day that are maximized as though using the Maximize Spell feat. Normal metamagic rods can be used with spells of 6th level or lower.

Construction

Requirements: Craft Rod, Maximize Spell feat; **Cost** 27,000 gp

Ezren – Abilities & Gear

Cloak of resistance +4 **Wondrous Item (Shoulders)**

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +4 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction

Requirements: Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 8,000 gp

Headband of vast intelligence +6 (Stealth, Wondrous Item (Headband))

This intricate gold headband is decorated with several small blue and deep purple gemstones. The headband grants the wearer an enhancement bonus to Intelligence of +6. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. A headband of vast intelligence has one skill associated with it per +2 bonus it grants. After being worn for 24 hours, the headband grants a number of skill ranks in those skills equal to the wearer's total Hit Dice. These ranks do not stack with the ranks a creature already possesses. These skills are chosen when the headband is created. If no skill is listed, the headband is assumed to grant skill ranks in randomly determined Knowledge skills.

Construction

Requirements: Craft Wondrous Item, *fox's cunning*; **Cost** 18,000 gp

Headband of vast intelligence +6 3rd skill bonus **Wondrous Item**

Spells & Powers

Wizard spells memorized (CL 14th; concentration +22)

Melee Touch +7 Ranged Touch +9

0th (at will)—*detect magic*

Ezren, Wizard 14 – Spells in Spellbook

Acid Splash Wizard 0

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 Wizard 0

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 Wizard 0

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 18 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 Wizard 0

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'-wisp), 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 Wizard 0

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 18 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.

Ezren, Wizard 14 – Spells in Spellbook

Detect Magic Wizard 0

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 Wizard 0

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 Wizard 0

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 Wizard 0

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 18 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 Wizard 0

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 18 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.

Ezren, Wizard 14 – Spells in Spellbook

Light	Wizard 0	Message	Wizard 0
<p>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</p> <p>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.</p> <p>Light can be used to counter or dispel any darkness spell of equal or lower spell level.</p>		<p>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</p> <p>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.</p>	
Mage Hand	Wizard 0	Open/Close	Wizard 0
<p>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</p> <p>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.</p>		<p>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 18 Will negates (object); Spell Resistance yes (object)</p> <p>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.</p>	
Mending	Wizard 0	Prestidigitation	Wizard 0
<p>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)</p> <p>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.</p>		<p>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</p> <p>Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitaton spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitaton 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.</p> <p>Prestidigitaton can create small objects, but they look crude and artificial. The materials created by a prestidigitaton spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitaton 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.</p>	

Ray of Frost **Wizard 0**

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 **Wizard 0**

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 **Wizard 0**

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 **Wizard 0**

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 18 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.

Abundant Ammunition **Wizard 1**

School conjuration (summoning)
Casting Time 1 action
Components V, S, M/DF (a single piece of ammunition)
Target one container touched
Duration 1 minute/level
Saving Throw none; **Spell Resistance** no

When cast on a container such as a quiver or a pouch that contains nonmagical ammunition or shuriken (including masterwork ammunition or shuriken, but not special materials, alchemical attributes, or nonmagical treatments on the ammunition), at the start of each round this spell replaces any ammunition taken from the container the round before. The ammunition taken from the container the round before vanishes. If, after casting this spell, you cast a spell that enhances projectiles, such as *align weapon* or *greater magic weapon*, on the same container, all projectiles this spell conjures are affected by that spell.

Appears in: Ultimate Combat

Aboleth's Lung **Wizard 2**

Racial Spell for Gillman
School transmutation
Casting Time 1 action
Components V, S, M/DF (piece of seaweed)
Range touch
Target living creatures touched
Duration 1 hour/level; see text
Saving Throw DC 20 Will negates; **Spell Resistance** yes

The targets are able to breathe water, freely. However, they can no longer breathe air. Divide the duration evenly among all the creatures you touch. This spell has no effect on creatures that can already breathe water.

Appears in: Advanced Race Guide

Title - Ezren (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2016/10/10

XP Reward: 436000 XP; **Net Cash:** 10 gp

- no notes -