

Lanliss

Player: Keith

Male elf wizard 1 - CR 1/2

Lawful Neutral Humanoid (Elf); Deity: **Gozreh**; Age: **160**;

Height: **5' 10"**; Weight: **117 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	17	+3	
WIS WISDOM	12	+1	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+1	=	+1				
Elven Immunities: +2 vs. enchantments							
REFLEX (DEXTERITY)	+2	=	+2				
Elven Immunities: +2 vs. enchantments							
WILL (WISDOM)	+3	=	+2	+1			
Issian: +1 trait bonus vs. mind-affecting effects, Elven Immunities: +2 vs. enchantments							

Elven Immunities	Issian
Elven Immunities - Sleep	

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

Touch AC	Flat-Footed AC
12	10

CM Bonus	BAB	Strength	Size	Misc
+1	-	+1	-	-

CM Defense	BAB	Strength	Dexterity	Size
13	= 10	-	+1	+2

Base Attack	HP
+0	8

Initiative	Speed	Damage / Current HP
+2	30 / 20 ft	

Light crossbow

Ranged: **+0, 1d8** Crit: 19-20/x2
 Ranged, both hands: **+2, 1d8** Rng: 80'
 2-hand, P

Quarterstaff

Both hands: **+1, 1d6+1** Crit: x2
 Double: **-3 (Off: -7), 1d6+1/1d6+0** Double, B, Monk



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-1	DEX (2)	-	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	+3	INT (3)	-	
Bluff	+1	CHA (1)	-	
Climb	-2	STR (1)	-	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	-1	DEX (2)	-	
Fly	-1	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	+1	CHA (1)	-	
Knowledge (arcana)	+7	INT (3)	1	
Knowledge (engineering)	+7	INT (3)	1	
Knowledge (local)	+7	INT (3)	1	
Knowledge (nature)	+7	INT (3)	1	
Perception	+3	WIS (1)	-	
Ride	-1	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Spellcraft	+7	INT (3)	1	
Elven Magic: +2 to identify magic item properties				
Stealth	-1	DEX (2)	-	
Survival	+1	WIS (1)	-	
Swim	-2	STR (1)	-	

Feats

Combat Casting
 Elven Weapon Proficiencies
 Scribe Scroll
 Wizard Weapon Proficiencies

Traits

Issian

Special Abilities

Elven Magic
 Empathic Link with Familiar (Su)
 Familiar Bonus: +3 to Survival checks
 Hand of the Apprentice (6/day) (Su)
 Low-Light Vision
 Share Spells with Familiar

Gear

Total Weight Carried: 46.3/130 lbs, Medium Load
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Crossbow bolts x50	0.1 lbs
Flint and steel	-
Ink, black	-
Inkpen	-
Light crossbow	4 lbs
Mess kit	1 lb
Money	0.34 lbs
Quarterstaff	4 lbs
Soap	0.5 lbs
Spell component pouch	2 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs
Wizard Starting Spellbook	3 lbs

Tracked Resources

Crossbow bolts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Hand of the Apprentice (6/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Celestial	Elven
Common	Sylvan
Draconic	

Spells & Powers

Wizard spells memorized (CL 1st; concentration +4)
Melee Touch +1 Ranged Touch +2
1st—*mage armor, magic missile*
0th (at will)—*detect magic, mending, resistance*

Experience & Wealth

Experience Points: **0/2,000**
Current Cash: **9 gp, 8 sp**

Companions

Arcane Familiar CR –
Goat (*Pathfinder RPG Ultimate Magic* 112)
N Small magical beast (animal)
Init +1; Senses low-light vision; Perception +0

Defense

AC 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)
hp 4 (1d8+1)

Fort +3, Ref +3, Will +2
Defensive Abilities improved evasion

Offense

Speed 30 ft.

Melee gore +2 (1d4+1)

Statistics

Str 12, **Dex** 13, **Con** 12, **Int** 6, **Wis** 11, **Cha** 5

Base Atk +0; **CMB** +0; **CMD** 11 (15 vs. trip)

Feats Nimble Moves

Skills Acrobatics +1 (+5 to jump), Climb +5, Spellcraft -1, Survival +0 (+4 find food); **Racial Modifiers** +4 Survival find food

SQ empathic link

Sourcebooks Used

- **Advanced Race Guide** - Sow Thought (spell); Windy Escape (spell)
- **Kingmaker** - Issian (trait)
- **Ultimate Combat** - Unerring Weapon (spell)
- **Ultimate Equipment** - Mess kit (equipment)

Lanliss – Abilities & Gear

Combat Casting **Feat**

You are adept at spellcasting when threatened or distracted.

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

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.

Issian **Trait**

You were raised northern Brevoiy, a land of misty shores and harsh hill lands, of snowy vistas and violet-hued mountains. You are descended from an able and intelligent people, and you have grand ambitions, a mind alert for opportunity, and the tenacity to fight for your goals no matter the challenge. You care for little more than achieving your aspirations and opportunities to win wealthy and grandeur, for which few costs prove too great. You see yourself as a citizen of Brevoiy through and through. The call for champions willing to help take back your country's rightful holdings in the Stolen Lands has inflamed your dreams of profit and possibilities, so you have joined an expedition to quest south.

Benefit: Your agile mind grants you a +1 trait bonus on all Will saves made to resist mind-affecting effects.

Appears In: Kingmaker

Elven Immunities **Racial Ability (Elf)**

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

Elven Immunities - Sleep **Unknown**

You are immune to magic sleep effects.

Elven Magic **Racial Ability (Elf)**

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

Low-Light Vision **Racial Ability, Senses**

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

Empathic Link with Familiar (Su) **Class Ability (Wizard)**

The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Familiar Bonus: +3 to Survival checks **Class Ability (Wizard)**

If you are within arm's reach of your familiar, you gain the benefits of the Alertness feat.

If you are within 1 mile of your familiar, you may gain other benefits.

Hand of the Apprentice (6/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.

Share Spells with Familiar **Class Ability (Wizard)**

The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Acid Splash 0**Pages in Spellbook:** 1 (Wizard Starting Spellbook)**Classes that cast this spell at this level:** Inquisitor, Magus, Sorcerer, Summoner, Summoner (Unchained), Underterror Evolution, Wizard**School** conjuration / earth elemental (creation) [acid]**Casting Time** 1 action**Components** V, S**Range** close (25 + 5 ft./2 levels)**Effect** one missile of acid**Duration** instantaneous**Saving Throw** none; **Spell Resistance** no

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

Arcane Mark 0**Pages in Spellbook:** 1 (Wizard Starting Spellbook)**Classes that cast this spell at this level:** Magus, Psychic, Shadowsworn, Shaman, Sorcerer, Summoner, Summoner (Unchained), Warlock, White Necromancer, Witch, Wizard**School** universal**Casting Time** 1 action**Components** V, S**Range** touch**Effect** one personal rune or mark, all of which must fit within 1 sq. ft.**Duration** permanent**Saving Throw** none; **Spell Resistance** no

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

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

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

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

Bleed 0**Pages in Spellbook:** 1 (Wizard Starting Spellbook)**Classes that cast this spell at this level:** Cleric, Inquisitor, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Warlock, White Necromancer, Witch, Wizard**School** necromancy**Casting Time** 1 action**Components** V, S**Range** close (25 + 5 ft./2 levels)**Target** one living creature**Duration** instantaneous**Saving Throw** DC 13 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 0**Pages in Spellbook:** 1 (Wizard Starting Spellbook)**Classes that cast this spell at this level:** Bard, Magus, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Underterror Evolution, Warlock, White Necromancer, Witch, Wizard**School** evocation [light]**Casting Time** 1 action**Components** V, S**Range** medium (100 + 10 ft./level)**Effect** up to four lights, all within a 10-ft.-radius area**Duration** 1 minute (D)**Saving Throw** none; **Spell Resistance** no

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-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 0**Pages in Spellbook:** 1 (Wizard Starting Spellbook)**Classes that cast this spell at this level:** Bard, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Underterror Evolution, Warlock, White Necromancer, Witch, Wizard**School** enchantment (compulsion) [mind-affecting]**Casting Time** 1 action**Components** V, S, M (a pinch of wool or similar substance)**Range** close (25 + 5 ft./2 levels)**Target** one humanoid creature of 4 HD or less**Duration** 1 round**Saving Throw** DC 13 Will negates; **Spell Resistance** yes

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

Detect Magic**0****Pages in Spellbook:** 1 (Wizard Starting Spellbook)

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

School divination**Casting Time** 1 action**Components** V, S**Range** 60 ft.**Area** cone-shaped emanation**Duration** concentration, up to 1 min./level (D)**Saving Throw** none; **Spell Resistance** no

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

1st Round: Presence or absence of magical auras.

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

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

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

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

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

Original Strength - Duration of Lingering Aura

Faint - 1d6 rounds

Moderate - 1d6 minutes

Strong - 1d6 x 10 minutes

Overwhelming - 1d6 days

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

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

Detect Poison**0****Pages in Spellbook:** 1 (Wizard Starting Spellbook)

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

School divination**Casting Time** 1 action**Components** V, S**Range** close (25 + 5 ft./2 levels)**Target** one creature, one object, or a 5-ft. cube**Duration** instantaneous**Saving Throw** none; **Spell Resistance** no

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

Disrupt Undead**0****Pages in Spellbook:** 1 (Wizard Starting Spellbook)

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

School necromancy**Casting Time** 1 action**Components** V, S**Range** close (25 + 5 ft./2 levels)**Effect** ray**Duration** instantaneous**Saving Throw** none; **Spell Resistance** yes

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

Flare**0****Pages in Spellbook:** 1 (Wizard Starting Spellbook)

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

School evocation [light]**Casting Time** 1 action**Components** V**Range** close (25 + 5 ft./2 levels)**Effect** burst of light**Duration** instantaneous**Saving Throw** DC 13 Fortitude negates; **Spell Resistance** yes

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

Ghost Sound 0**Pages in Spellbook:** 1 (Wizard Starting Spellbook)**Classes that cast this spell at this level:** Adept, Bard, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Underterror Evolution, Wizard**School** illusion (figment)**Casting Time** 1 action**Components** V, S, M (a bit of wool or a small lump of wax)**Range** close (25 + 5 ft./2 levels)**Effect** illusory sounds**Duration** 1 round/level (D)**Saving Throw** DC 13 Will disbelief; **Spell Resistance** no

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

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

Ghost sound can be made permanent with a permanency spell.

Light 0**Pages in Spellbook:** 1 (Wizard Starting Spellbook)**Classes that cast this spell at this level:** Adept, Bard, Cleric, Druid, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Underterror Evolution, Warlock, White Necromancer, Witch, Wizard**School** evocation / wood elemental [light]**Casting Time** 1 action**Components** V, M/DF (a firefly)**Range** touch**Target** object touched**Duration** 10 min./level**Saving Throw** none; **Spell Resistance** no

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

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

Mage Hand 0**Pages in Spellbook:** 1 (Wizard Starting Spellbook)**Classes that cast this spell at this level:** Bard, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Spellchymist, Spiritualist, Summoner, Summoner (Unchained), Underterror Evolution, Wizard**School** transmutation**Casting Time** 1 action**Components** V, S**Range** close (25 + 5 ft./2 levels)**Target** one nonmagical, unattended object weighing up to 5 lbs.**Duration** concentration**Saving Throw** none; **Spell Resistance** no

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

Mending 0**Pages in Spellbook:** 1 (Wizard Starting Spellbook)**Classes that cast this spell at this level:** Adept, Bard, Cleric, Druid, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Warlock, White Necromancer, Witch, Wizard**School** transmutation / metal elemental**Casting Time** 10 minutes**Components** V, S**Range** 10 ft.**Target** one object of up to 1 lb./level**Duration** instantaneous**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

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

Message 0**Pages in Spellbook:** 1 (Wizard Starting Spellbook)**Classes that cast this spell at this level:** Bard, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Spellchymist, Spiritualist, Summoner, Summoner (Unchained), Warlock, White Necromancer, Witch, Wizard**School** transmutation / air elemental [language-dependent]**Casting Time** 1 action**Components** V, S, F (a piece of copper wire)**Range** medium (100 + 10 ft./level)**Target** one creature/level**Duration** 10 min./level**Saving Throw** none; **Spell Resistance** no

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

Open/Close 0**Pages in Spellbook:** 1 (Wizard Starting Spellbook)**Classes that cast this spell at this level:** Bard, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard**School** transmutation**Casting Time** 1 action**Components** V, S, F (a brass key)**Range** close (25 + 5 ft./2 levels)**Target** object weighing up to 30 lbs. or portal that can be opened or closed**Duration** instantaneous**Saving Throw** DC 13 Will negates (object); **Spell Resistance** yes (object)

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

Prestidigitation 0**Pages in Spellbook:** 1 (Wizard Starting Spellbook)**Classes that cast this spell at this level:** Bard, Magus, Medium, Mesmerist, Psychic, Shadowsworn, Sorcerer, Wizard**School** universal**Casting Time** 1 action**Components** V, S**Range** 10 ft.**Target** see text**Effect** see text**Area** see text**Duration** 1 hour**Saving Throw** see text; **Spell Resistance** no

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

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

Ray of Frost 0**Pages in Spellbook:** 1 (Wizard Starting Spellbook)**Classes that cast this spell at this level:** Magus, Sorcerer, Underterror Evolution, White Necromancer, Wizard, fShadeUsk**School** evocation / water elemental [cold]**Casting Time** 1 action**Components** V, S**Range** close (25 + 5 ft./2 levels)**Effect** ray**Duration** instantaneous**Saving Throw** none; **Spell Resistance** yes

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

Read Magic 0**Pages in Spellbook:** 1 (Wizard Starting Spellbook)**Classes that cast this spell at this level:** Adept, Bard, Cleric, Druid, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Warlock, White Necromancer, Witch, Wizard**School** divination**Casting Time** 1 action**Components** V, S, F (a clear crystal or mineral prism)**Range** personal**Target** you**Duration** 10 min./level

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

Read magic can be made permanent with a permanency spell.

Resistance 0**Pages in Spellbook:** 1 (Wizard Starting Spellbook)**Classes that cast this spell at this level:** Bard, Cleric, Druid, Inquisitor, Medium, Occultist, Psychic, Shaman, Sorcerer, Spellchymist, Spiritualist, Summoner, Summoner (Unchained), Warlock, White Necromancer, Witch, Wizard**School** abjuration**Casting Time** 1 action**Components** V, S, M/DF (a miniature cloak)**Range** touch**Target** creature touched**Duration** 1 minute**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

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

Resistance can be made permanent with a permanency spell.

Touch of Fatigue 0**Pages in Spellbook:** 1 (Wizard Starting Spellbook)**Classes that cast this spell at this level:** Adept, Mesmerist, Occultist, Shaman, Sorcerer, Underterror Evolution, Warlock, White Necromancer, Witch, Wizard**School** necromancy**Casting Time** 1 action**Components** V, S, M (a drop of sweat)**Range** touch**Target** creature touched**Duration** 1 round/level**Saving Throw** DC 13 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.

Mage Armor**1****Pages in Spellbook:** 1 (Wizard Starting Spellbook)**Classes that cast this spell at this level:** Bloodrager, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), White Necromancer, Witch, Wizard**School** conjuration (creation) [force]**Casting Time** 1 action**Components** V, S, F (a piece of cured leather)**Range** touch**Target** creature touched**Duration** 1 hour/level (D)**Saving Throw** Will negates (harmless); **Spell Resistance** no

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

Magic Missile**1****Pages in Spellbook:** 1 (Wizard Starting Spellbook)**Classes that cast this spell at this level:** Bloodrager, Magus, Psychic, Sorcerer, Underterror Evolution, Wizard**School** evocation / aether elemental [force]**Casting Time** 1 action**Components** V, S**Range** medium (100 + 10 ft./level)**Target** up to five creatures, no two of which can be more than 15 ft. apart**Duration** instantaneous**Saving Throw** none; **Spell Resistance** yes

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

Protection from Evil**1****Pages in Spellbook:** 1 (Wizard Starting Spellbook)**Classes that cast this spell at this level:** Adept, Bloodrager, Cleric, Inquisitor, Medium, Paladin, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), White Necromancer, Wizard**School** abjuration [good]**Casting Time** 1 action**Components** V, S, M/DF**Range** touch**Target** creature touched**Duration** 1 min./level (D)**Saving Throw** Will negates (harmless); **Spell Resistance** no; see text

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects, such as *charm person*, *command*, and *dominate person*). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using *magic jar*), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Sow Thought**1****Racial Spell for Changeling****Pages in Spellbook:** 1 (Wizard Starting Spellbook)**Classes that cast this spell at this level:** Bard, Mesmerist, Psychic, Sorcerer, Witch, Wizard**School** enchantment (compulsion) [mind-affecting]**Casting Time** 1 action**Components** V, S**Range** close (25 ft. + 5 ft./2 levels)**Target** one creature**Duration** permanent**Saving Throw** DC 14 Will negates; **Spell Resistance** yes

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

Appears in: Advanced Race Guide

Unerring Weapon 1**Pages in Spellbook:** 1 (Wizard Starting Spellbook)**Classes that cast this spell at this level:** Bloodrager, Inquisitor, Magus, Medium, Psychic, Sorcerer, Witch, Wizard**School** transmutation**Casting Time** 1 action**Components** V, S**Range** close (25 + 5 ft./2 levels)**Target** one weapon or 20 projectiles, all of which must be together at the time of casting**Duration** 1 round/level**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell causes a weapon to veer closer to vital areas, improving the result of a critical threat. This transmutation grants a +2 bonus on attack rolls to confirm critical hits plus 1 additional bonus point per four caster levels (maximum total bonus +7). If the spell is cast on projectiles, the effect ends on a specific projectile whenever that projectile is used to make an attack, regardless of whether the attack hits. For this spell, shuriken are considered projectiles.

Appears in: Ultimate Combat**Windy Escape** 1**Racial Spell for Sylph****Pages in Spellbook:** 1 (Wizard Starting Spellbook)**Classes that cast this spell at this level:** Bard, Bloodrager, Druid, Magus, Sorcerer, Wizard**School** transmutation / air elemental [air]**Casting Time** 1 immediate action**Components** V, S**Range** personal**Target** you**Duration** instantaneous

You respond to an attack by briefly becoming vaporous and insubstantial, allowing the attack to pass harmlessly through you. You gain DR 10/magic against this attack and are immune to any poison, sneak attacks, or critical hit effect from that attack.

You cannot use *windy escape* against an attack of opportunity you provoked by casting a spell, using a spell-like ability, or using any other magical ability that provokes an attack of opportunity when used.

Appears in: Advanced Race Guide

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