

## Gathlain Fighter/Cleric/Transmuter

Female gathlain cleric of Gorum 1/fighter 2/transmuter 1  
- CL4 - CR 3

Chaotic Neutral Fey; Deity: **Gorum**; Age: **35**; Height: **3' 9"**;  
Weight: **45 lb.**; Eyes: **brown**; Hair: **black**; Skin: **brown**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>15/16</b>	<b>+2/+3</b>	
<b>DEX</b> DEXTERITY	<b>10</b>	<b>0</b>	
<b>CON</b> CONSTITUTION	<b>12</b>	<b>+1</b>	
<b>INT</b> INTELLIGENCE	<b>12</b>	<b>+1</b>	
<b>WIS</b> WISDOM	<b>14</b>	<b>+2</b>	
<b>CHA</b> CHARISMA	<b>12</b>	<b>+1</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+6</b>	=	<b>+5</b>	<b>+1</b>			
<b>REFLEX</b> (DEXTERITY)	<b>+0</b>	=					
<b>WILL</b> (WISDOM)	<b>+6</b>	=	<b>+4</b>	<b>+2</b>			

Bravery: +1 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>12</b>	=			<b>+1</b>	<b>+1</b>			

<b>Touch AC</b> <b>11</b>	<b>Flat-Footed AC</b> <b>12</b>
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CM Bonus	+4	=	+2	+3	-1	-

CM Defense	14	=	10	+2	+3	+0	-1

<b>Base Attack</b>	<b>+2</b>	<b>HP</b>	<b>29</b>
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<b>Initiative</b>	<b>+0</b>	Damage / Current HP	
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<b>Speed</b>	<b>30 ft</b>
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### Dagger

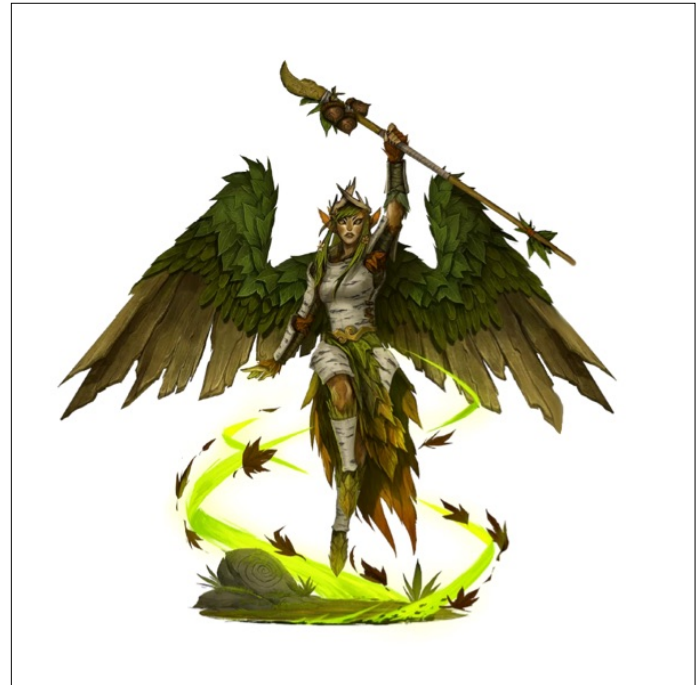
Main hand: **+6, 1d3+3** Crit: 19-20/x2  
Rng: 10'  
Ranged: **+3, 1d3+3** Light, P/S

### Darkwood composite shortbow

Ranged, both hands: **+4, 1d4+3** Crit: x3  
Rng: 70'  
2-hand, P

### Masterwork cold iron glaive

Both hands: **+7, 1d8+4** Crit: x3  
2-hand, S, Reach



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+0</b>	DEX (0)	-	
<b>Appraise</b>	<b>+1</b>	INT (1)	-	
<b>Bluff</b>	<b>+1</b>	CHA (1)	-	
<b>Climb</b>	<b>+3</b>	STR (3)	-	
<b>Diplomacy</b>	<b>+1</b>	CHA (1)	-	
<b>Disguise</b>	<b>+1</b>	CHA (1)	-	
<b>Escape Artist</b>	<b>+0</b>	DEX (0)	-	
<b>Fly</b>	<b>+5</b>	DEX (0)	4	
<b>Heal</b>	<b>+2</b>	WIS (2)	-	
<b>Intimidate</b>	<b>+1</b>	CHA (1)	-	
<b>Knowledge (arcana)</b>	<b>+5</b>	INT (1)	1	
<b>Knowledge (dungeoneering)</b>	<b>+5</b>	INT (1)	1	
<b>Knowledge (geography)</b>	<b>+5</b>	INT (1)	1	
<b>Knowledge (history)</b>	<b>+5</b>	INT (1)	1	
<b>Knowledge (local)</b>	<b>+5</b>	INT (1)	1	
<b>Knowledge (nature)</b>	<b>+5</b>	INT (1)	1	
<b>Knowledge (planes)</b>	<b>+5</b>	INT (1)	1	
<b>Knowledge (religion)</b>	<b>+5</b>	INT (1)	1	
<b>Perception</b>	<b>+2</b>	WIS (2)	-	
<b>Ride</b>	<b>+0</b>	DEX (0)	-	
<b>Sense Motive</b>	<b>+2</b>	WIS (2)	-	
<b>Stealth</b>	<b>+4</b>	DEX (0)	-	
<b>Survival</b>	<b>+2</b>	WIS (2)	-	
<b>Swim</b>	<b>+3</b>	STR (3)	-	

## Feats

### Arcane Strike

As a swift action, add +1 damage, +1 per 5 caster levels and your weapons are treated as magic for the purpose of overcoming damage reduction.

### Armor Proficiency (Heavy)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

### Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

### Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

### Channel Smite

Channel energy can be delivered through a Smite attack.

### Flyby Attack

You can take a standard action during your move action while flying.

### Hover

Can hover in place without Fly checks, and kick up dust cloud if within 20 ft of ground.

### Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

### Scribe Scroll

You can create magic scrolls.

### Shield Proficiency

You can use a shield and take only the standard penalties.

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

### Tower Shield Proficiency

You can use a tower shield and suffer only the standard penalties.

### Wizard Weapon Proficiencies

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

## Gear

### Total Weight Carried: 26.9/172.5 lbs, Encumbrance Ignored

(Light: 57 lbs, Medium: 114.75 lbs, Heavy: 172.5 lbs)

Arrows x20 <In: Darkwood composite shortbow>	0.075 lbs
Backpack (27 @ 16.25 lbs)	0.5 lbs
Bedroll <In: Backpack (27 @ 16.25 lbs)>	1.25 lbs
Belt pouch (4 @ 2 lbs)	0.125 lbs
Candle x10 <In: Backpack (27 @ 16.25 lbs)>	-
Dagger	0.5 lbs
Darkwood composite shortbow	0.5 lbs
Flint and steel <In: Backpack (27 @ 16.25 lbs)>	-
Holy symbol, wooden (Gorum) <In: Belt pouch (4 @ 2 lbs)>	-
Holy text (Gorum) <In: Backpack (27 @ 16.25 lbs)>	-
Ink, black <In: Backpack (27 @ 16.25 lbs)>	-
Inkpen <In: Backpack (27 @ 16.25 lbs)>	-
Masterwork cold iron glaive	5 lbs
Mess kit <In: Backpack (27 @ 16.25 lbs)>	1 lb
Money <In: Belt pouch (4 @ 2 lbs)>	-
Pearl of power (1st level, 1/day)	-
Pot <In: Backpack (27 @ 16.25 lbs)>	4 lbs
Potion of cat's grace <In: Belt pouch (4 @ 2 lbs)>	-
Scroll case (5 @ 0 lbs)	0.5 lbs
Scroll of cure light wounds x5 <In: Scroll case (5 @ 0 lbs)>	-
Soap <In: Backpack (27 @ 16.25 lbs)>	0.5 lbs
Spell component pouch <In: Belt pouch (4 @ 2 lbs)>	2 lbs
Torch x5 <In: Backpack (27 @ 16.25 lbs)>	1 lb

## Experience & Wealth

Current Cash: **You have no money!**

## Gear

### Total Weight Carried: 26.9/172.5 lbs, Encumbrance Ignored

(Light: 57 lbs, Medium: 114.75 lbs, Heavy: 172.5 lbs)

Trail rations x2 <In: Backpack (27 @ 16.25 lbs)>	0.25 lbs
Waterskin <In: Backpack (27 @ 16.25 lbs)>	1 lb
Wizard Starting Spellbook <In: Backpack (27 @ 16.25 lbs)>	3 lbs

## Special Abilities

### Arcane Bond (Masterwork cold iron glaive) (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

### Aura (Ex)

A cleric or warpriest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see *detect evil* on page 266 of the Core Rulebook for details).

### Bravery +1 (Ex)

Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

### Cleric Channel Negative Energy 1d6 (4/day, DC 11) (Su)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the

### Cleric Domain (Chaos)

**Granted Powers:** Your touch infuses life and weapons with chaos, and you revel in all things anarchic.

### Cleric Domain (Destruction)

**Granted Powers:** You revel in ruin and devastation, and can deliver particularly destructive attacks.

### Destructive Smite +1 (5/day) (Su)

You gain the destructive smite power: the supernatural ability to make a single melee attack with a morale bonus on damage rolls equal to 1/2 your cleric level (minimum 1). You must declare the destructive smite before making the attack.

### Fly (40 feet, Poor)

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

### Illusion

You must spend 2 slots to cast spells from the Illusion school.

### Low-Light Vision

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.

### Necromancy

You must spend 2 slots to cast spells from the Necromancy school.

### Nimbus of Vitality (5 rounds, 1/day)

Gathlains sometimes retain a powerful connection to the First World, which allows them to channel life-giving energy. As a standard action once per day, they can surround themselves in an aura that affects them as *faerie fire* and

### Physical Enhancement +1 (Strength) (Su)

You gain a +1 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus increases by +1 for every five wizard levels you possess to a maximum of +5 at 20th level. You can change this

### Spontaneous Casting

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to cast

### Transmutation

Transmuters use magic to change the world around them.

## Gathlain Fighter/Cleric/Transmuter – Abilities & Gear

### Arcane Strike

### Feat

You draw upon your arcane power to enhance your weapons with magical energy.

**Prerequisite:** Ability to cast arcane spells.

**Benefit:** As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, your weapons deal +1 damage and are treated as magic for the purpose of overcoming damage reduction. For every five caster levels you possess, this bonus increases by +1, to a maximum of +5 at 20th level.

### Channel Smite

### Feat

You can channel your divine energy through a melee weapon you wield.

**Prerequisite:** Channel energy class feature.

**Benefit:** Before you make a melee attack roll, you can choose to spend one use of your channel energy ability as a swift action. If you channel positive energy and you hit an undead creature, that creature takes an amount of additional damage equal to the damage dealt by your channel positive energy ability. If you channel negative energy and you hit a living creature, that creature takes an amount of additional damage equal to the damage dealt by your channel negative energy ability. Your target can make a Will save, as normal, to halve this additional damage. If your attack misses, the channel energy ability is still expended with no effect.

### Flyby Attack

### Feat

This creature can make an attack before and after it moves while flying.

**Prerequisite:** Fly speed.

**Benefit:** When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

**Normal:** Without this feat, the creature takes a standard action either before or after its move.

### Hover

### Feat

This creature can hover in place with ease and can kick up clouds of dust and debris.

**Prerequisite:** Fly speed.

**Benefit:** A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check.

If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

**Normal:** Without this feat, a creature must make a Fly skill check to hover and the creature does not create a cloud of debris while hovering.

### 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.

### Cleric Channel Negative Energy 1d6 (4/day), | Class Ability (Cleric)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good cleric (or a neutral cleric who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or a neutral cleric who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric of a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect. A cleric must be able to present her holy symbol to use this ability.

### Fly (40 feet, Poor)

### Unknown

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

### 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.

### Nimbus of Vitality (5 rounds, 1/day)

### Unknown

Gathlains sometimes retain a powerful connection to the First World, which allows them to channel life-giving energy. As a standard action once per day, they can surround themselves in an aura that affects them as *faerie fire* and grants fast healing 2. The nimbus lasts for 3 rounds plus 1 additional round per 2 character levels the gathlain possesses. This racial trait replaces the spell-like ability racial trait.

**Appears In:** Inner Sea Races

## Gathlain Fighter/Cleric/Transmuter – Abilities & Gear

### **Arcane Bond (Masterwork cold iron glaive) 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.

### **Aura (Ex) Class Ability (Cleric)**

A cleric or warpriest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see *detect evil* on page 266 of the Core Rulebook for details).

### **Bravery +1 (Ex) Class Ability (Fighter)**

Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

### **Destructive Smite +1 (5/day) (Su) Class Ability (Ape Shaman, Blig)**

You gain the destructive smite power: the supernatural ability to make a single melee attack with a morale bonus on damage rolls equal to 1/2 your cleric level (minimum 1). You must declare the destructive smite before making the attack. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

### **Illusion Class Ability (Wizard)**

You must spend 2 slots to cast spells from the Illusion school.

### **Necromancy Class Ability (Wizard)**

You must spend 2 slots to cast spells from the Necromancy school.

### **Physical Enhancement +1 (Strength) (Su) Class Ability (Wizard)**

You gain a +1 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus increases by +1 for every five wizard levels you possess to a maximum of +5 at 20th level. You can change this bonus to a new ability score when you prepare spells. At 20th level, this bonus applies to two physical ability scores of your choice.

### **Spontaneous Casting Class Ability (Cleric)**

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name).

An evil cleric (or a neutral cleric of an evil deity) can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with "inflict" in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric channels positive or negative energy (see channel energy).

### **Telekinetic Fist (1d4 bludgeoning, 4/day) (S) Class Ability (Wizard)**

As a standard action you can strike with a telekinetic fist, targeting any foe within 30 feet as a ranged touch attack. The telekinetic fist deals 1d4 points of bludgeoning damage + 1 for every two wizard levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

### **Touch of Chaos (5/day) (Sp) Class Ability (Cleric)**

You can imbue a target with chaos as a melee touch attack. For the next round, anytime the target rolls a d20, he must roll twice and take the less favorable result. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

### **Transmutation Class Ability (Wizard)**

Transmuters use magic to change the world around them.

### **Scroll of cure light wounds Scroll**

#### **Cure Light Wounds**

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

### **Pearl of power (1st level, 1/day) Wondrous Item**

This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells (clerics, druids, rangers, paladins, and wizards). Once per day on command, a pearl of power enables the possessor to recall any one spell that she had prepared and then cast. The spell is then prepared again, just as if it had not been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).

#### **Construction**

**Requirements:** Craft Wondrous Item, creator must be able to cast 1st level spells; **Cost** 500 gp

## Spell-Like Abilities

Telekinetic Fist (1d4 bludgeoning, 4/day) (Sp)   
Touch of Chaos (5/day) (Sp)

## Tracked Resources

Arcane Bond (Masterwork cold iron glaive) (1/day) (Sp)   
Arrows    
   
Cleric Channel Negative Energy 1d6 (4/day, DC 11) (Su)   
Dagger   
Destructive Smite +1 (5/day) (Su)   
Nimbus of Vitality (5 rounds, 1/day)   
Pearl of power (1st level, 1/day)   
Potion of cat's grace   
Torch   
Trail rations

## Languages

Common                      Sylvan  
Draconic

## Spells & Powers

**Cleric spells memorized** (CL 1st; concentration +3)

**Melee Touch +6    Ranged Touch +3**

**1st**—*divine favor, shield of faith, true strike*<sup>D</sup>

**0th (at will)**—*guidance, resistance, stabilize*

**[D]** Domain spell; **Domains** Chaos, Destruction

**Transmuter spells memorized** (CL 1st; concentration +2)

**Melee Touch +6    Ranged Touch +3**

**1st**—*enlarge person* (DC 12), *mage armor, shield*

**0th (at will)**—*acid splash, mage hand, open/close* (DC 11)

## Situational Modifiers

Will Save

**Bravery:** +1 vs. fear

## Gathlain Fighter/Cleric/Transmuter, Transmuter 1 – Spells in Spellbook

### 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 11 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 11 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.

## Gathlain Fighter/Cleric/Transmuter, Transmuter 1 – Spells in Spellbook

### 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 11 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.

## Gathlain Fighter/Cleric/Transmuter, Transmuter 1 – Spells in Spellbook

### 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 11 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.



## Gathlain Fighter/Cleric/Transmuter, Transmuter 1 – Spells in Spellbook

### 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 11 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.

## Gathlain Fighter/Cleric/Transmuter, Transmuter 1 – Spells in Spellbook

### 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 11 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.

### Animate Rope 1

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

**Classes that cast this spell at this level:** Bard, Mesmerist, Psychic, Sorcerer, Wizard

**School** transmutation / wood elemental

**Casting Time** 1 action

**Components** V, S

**Range** medium (100 + 10 ft./level)

**Target** one rope-like object, length up to 50 ft. + 5 ft./level; see text

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

You can animate a nonliving rope-like object. The maximum length assumes a rope with a 1-inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half. The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a move action, as if directing an active spell. The rope can enwrap only a creature or an object within 1 foot of it - it does not snake outward - so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch-diameter hemp rope has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must make a concentration check with a DC of 15 + the spell's level to cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check. The rope itself and any knots tied in it are not magical. The spell cannot affect objects carried or worn by a creature.

### Enlarge Person 1

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

**Classes that cast this spell at this level:** Alchemist, Bloodrager, Magus, Medium, Occultist, Psychic, Sorcerer, Summoner, Summoner (Unchained), Witch, Wizard

**School** transmutation

**Casting Time** 1 round

**Components** V, S, M (powdered iron)

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

**Target** one humanoid creature

**Duration** 1 min./level (D)

**Saving Throw** DC 12 Fortitude negates; **Spell Resistance** yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it - the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels reduce person.

Enlarge person can be made permanent with a permanency spell.

## Gathlain Fighter/Cleric/Transmuter, Transmuter 1 – Spells in Spellbook

### **Erase** **1**

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

**Classes that cast this spell at this level:** Bard, Occultist, Psychic, Sorcerer, Wizard

**School** transmutation

**Casting Time** 1 action

**Components** V, S

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

**Target** one scroll or two pages

**Duration** instantaneous

**Saving Throw** see text; **Spell Resistance** no

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.

### **Expeditious Retreat** **1**

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

**Classes that cast this spell at this level:** Alchemist, Bard, Bloodrager, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard

**School** transmutation

**Casting Time** 1 action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 min./level (D)

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

### **Feather Fall** **1**

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

**Classes that cast this spell at this level:** Assassin, Bard, Bloodrager, Magus, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard

**School** transmutation / air elemental

**Casting Time** 1 immediate action

**Components** V

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

**Target** one Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart

**Duration** until landing or 1 round/level

**Saving Throw** Will negates (harmless) or Will negates (object); **Spell Resistance** yes (object)

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.

### **Jump** **1**

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

**Classes that cast this spell at this level:** Alchemist, Assassin, Bloodrager, Druid, Elven Archer, Magus, Psychic, Ranger, Sorcerer, Summoner, Summoner (Unchained), Wizard

**School** transmutation

**Casting Time** 1 action

**Components** V, S, M (a grasshopper's hind leg)

**Range** touch

**Target** creature touched

**Duration** 1 min./level (D)

**Saving Throw** Will negates (harmless); **Spell Resistance** yes

The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

## Gathlain Fighter/Cleric/Transmuter, Transmuter 1 – Spells in Spellbook

### 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.

### Reduce Person 1

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

**Classes that cast this spell at this level:** Alchemist, Bloodrager, Magus, Medium, Occultist, Psychic, Sorcerer, Summoner, Summoner (Unchained), Witch, Wizard

**School** transmutation

**Casting Time** 1 round

**Components** V, S, M (a pinch of powdered iron)

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

**Target** one humanoid creature

**Duration** 1 min./level (D)

**Saving Throw** DC 12 Fortitude negates; **Spell Resistance** yes

This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size. A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed. All equipment worn or carried by a creature is similarly reduced by the spell. Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Multiple magical effects that reduce size do not stack. Reduce person counters and dispels enlarge person.

Reduce person can be made permanent with a permanency spell.

### Shield 1

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

**Classes that cast this spell at this level:** Alchemist, Bloodrager, Magus, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard

**School** abjuration / void elemental [force]

**Casting Time** 1 action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 min./level (D)

Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The shield also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance.