

## Ef Utan Izenik

**Male human eldritch knight 2/fighter 6/transmuter 5 - CL13 - CR 12**  
 Lawful Neutral Humanoid (Human); Atheist; Age: **30**;  
 Height: **5' 8"**; Weight: **185 lb.**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>14</b>	<b>+2</b>	
<b>DEX</b> DEXTERITY	<b>15/17</b>	<b>+2/+3</b>	
<b>CON</b> CONSTITUTION	<b>18</b>	<b>+4</b>	
<b>INT</b> INTELLIGENCE	<b>14</b>	<b>+2</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>+13</b>	<b>=</b>	<b>+7</b>	<b>+4</b>		<b>+2</b>	
<b>Iron Liver:</b> +2 trait bonus vs. poison or drugs (+4 to avoid effects of alcohol)							

<b>REFLEX</b> (DEXTERITY)	<b>+9</b>	<b>=</b>	<b>+4</b>	<b>+3</b>		<b>+2</b>	
<b>WILL</b> (WISDOM)	<b>+11</b>	<b>=</b>	<b>+7</b>	<b>+2</b>		<b>+2</b>	
<b>Bravery:</b> +2 vs. fear							

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>21</b>	<b>=</b>	<b>+10</b>		<b>+1</b>				
<b>Touch AC</b> <b>11</b>								
<b>CM Bonus</b> <b>+12</b>	<b>=</b>	<b>+10</b>		<b>+2</b>		<b>-</b>		<b>-</b>

CM Defense	25	=	10	BAB	Strength	Dexterity	Size
				<b>+10</b>	<b>+2</b>	<b>+3</b>	<b>-</b>

<b>Hero Points</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>HP</b>	<b>123</b>
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<b>Base Attack</b>	<b>+10</b>	<b>Damage / Current HP</b>
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<b>Initiative</b>	<b>+4</b>
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<b>Speed</b>	<b>30 / 20 ft</b>
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### +1 acheron clearsteel dagger

Main hand: **+13/+8, 1d4+3** Crit: 19-20/x2  
 Main w/ offhand: **+9/+4, 1d4+3** Rng: 10'  
 Main w/ light off: **+11/+6, 1d4+3** Light, P/S  
 Offhand: **+11, 1d4+2**  
 Ranged: **+14, 1d4+3**  
 Ranged w/ offhand: **+10, 1d4+3**  
 Ranged w/ light off: **+12, 1d4+3**  
 Ranged offhand: **+12, 1d4+2**



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>-3</b>	DEX (3)	-	
<b>Speed greater/less than 30 ft. : -4 to jump</b>				
<b>Appraise</b>	<b>+6</b>	INT (2)	1	
<b>Bluff</b>	<b>+1</b>	CHA (1)	-	
<b>Climb</b>	<b>+0</b>	STR (2)	1	
<b>Diplomacy</b>	<b>+7</b>	CHA (1)	6	
<b>Disguise</b>	<b>+1</b>	CHA (1)	-	
<b>Escape Artist</b>	<b>-3</b>	DEX (3)	-	
<b>Fly</b>	<b>-3</b>	DEX (3)	-	
<b>Heal</b>	<b>+2</b>	WIS (2)	-	
<b>Intimidate</b>	<b>+6</b>	CHA (1)	2	
<b>Knowledge (arcana)</b>	<b>+18</b>	INT (2)	13	
<b>Knowledge (local)</b>	<b>+6</b>	INT (2)	1	
<b>Knowledge (planes)</b>	<b>+12</b>	INT (2)	7	
<b>Gatekeeper (Knowledge [Planes]):</b> +5 to open lawful neutral soulgates, <b>Gatekeeper (Knowledge [Planes]):</b> cannot open any chaotic, neutral good, or neutral evil soulgates				
<b>Linguistics</b>	<b>+6</b>	INT (2)	1	
<b>Perception</b>	<b>+19</b>	WIS (2)	13	
<b>Gatefinder (Perception):</b> +5 to notice lawful neutral soulgates, <b>Gatefinder (Perception):</b> -5 to notice chaotic good and chaotic evil soulgates				
<b>Profession (Bodyguard)</b>	<b>+8</b>	WIS (2)	3	
<b>Profession (Pilot)</b>	<b>+6</b>	WIS (2)	1	
<b>Ride</b>	<b>-3</b>	DEX (3)	-	
<b>Sense Motive</b>	<b>+19</b>	WIS (2)	10	
<b>Sleight of Hand</b>	<b>-1</b>	DEX (3)	2	
<b>Spellcraft</b>	<b>+12</b>	INT (2)	7	
<b>Stealth</b>	<b>-3</b>	DEX (3)	-	
<b>Survival</b>	<b>+2</b>	WIS (2)	-	
<b>Swim</b>	<b>-4</b>	STR (2)	-	

### Activated Abilities & Adjustments

Leadership (score 14: 10th; 15/1): Show Cohort/Follower

### Feats

Alertness  
 Arcane Strike  
 Armor Proficiency (Heavy)  
 Armor Proficiency (Light)  
 Armor Proficiency (Medium)  
 Bodyguard  
 Catch Off-Guard  
 Combat Reflexes (4 AoO/round)  
 Eschew Materials  
 Great Fortitude  
 Improved Unarmed Strike  
 Iron Will  
 Leadership (score 14: 10th; 15/1)  
 Lightning Reflexes  
 Martial Weapon Proficiency - All  
 Scribe Scroll  
 Shield Proficiency

## Feats

Silent Spell  
Simple Weapon Proficiency - All  
Still Spell  
Tower Shield Proficiency  
Two-Weapon Fighting  
Wizard Weapon Proficiencies

## Traits

Iron Liver  
Tactician (1/day)

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Main w/ light off: **+11/+6, 1d4+3** Light, P/S  
Offhand: **+11, 1d4+2**  
Ranged: **+14, 1d4+3**  
Ranged w/ offhand: **+10, 1d4+3**  
Ranged w/ light off: **+12, 1d4+3**  
Ranged offhand: **+12, 1d4+2**

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Main w/ offhand: **+9/+4, 1d4+3** Rng: 10'  
Main w/ light off: **+11/+6, 1d4+3** Light, P/S  
Offhand: **+11, 1d4+2**  
Ranged: **+14, 1d4+3**  
Ranged w/ offhand: **+10, 1d4+3**  
Ranged w/ light off: **+12, 1d4+3**  
Ranged offhand: **+12, 1d4+2**

### +2 adamantine dagger

Main hand: **+14/+9, 1d4+4** Crit: 19-20/x2  
Main w/ offhand: **+10/+5, 1d4+4** Rng: 10'  
Main w/ light off: **+12/+7, 1d4+4** Light, P/S  
Offhand: **+12, 1d4+3**  
Ranged: **+15, 1d4+4**  
Ranged w/ offhand: **+11, 1d4+4**  
Ranged w/ light off: **+13, 1d4+4**  
Ranged offhand: **+13, 1d4+3**

## Experience & Wealth

Current Cash: **38,684 gp**

### Dagger of doubling

Main hand: **+13/+8, 1d4+3** Crit: 19-20/x2  
Main w/ offhand: **+9/+4, 1d4+3** Rng: 10'  
Main w/ light off: **+11/+6, 1d4+3** Light, P/S  
Offhand: **+11, 1d4+2**

Ranged: **+14, 1d4+3**  
Ranged w/ offhand: **+10, 1d4+3**  
Ranged w/ light off: **+12, 1d4+3**  
Ranged offhand: **+12, 1d4+2**

### Dwarven Fighting Mug

Main hand: **+9/+4, 1d6+3** Crit: N/A  
Main w/ offhand: **+5/+0, 1d6+3** Rng: 10'  
Main w/ light off: **+7/+2, 1d6+3** Light, B  
Offhand: **+7, 1d6+2**

Ranged: **+10, 1d6+3**  
Ranged w/ offhand: **+6, 1d6+3**  
Ranged w/ light off: **+8, 1d6+3**  
Ranged offhand: **+8, 1d6+2**

### Fiend Bane Katana

Main hand: **+14/+9, 1d8+4 plus 2d6 vs. fiends** Crit: 19-20/x2  
Both hands: **+14/+9, 1d8+5 plus 2d6 vs. fiends** 1-hand, S  
Main w/ offhand: **+10/+5, 1d8+4 plus 2d6 vs. fiends**  
Main w/ light off: **+12/+7, 1d8+4 plus 2d6 vs. fiends**  
Offhand: **+10, 1d8+3 plus 2d6 vs. fiends**

### Flametongue

Main hand: **+14/+9, 1d8+4 plus 1d6 fire** Crit: 19-20/x2+1d10 fire  
Both hands: **+14/+9, 1d8+5 plus 1d6 fire**  
Main w/ offhand: **+10/+5, 1d8+4 plus 1d6 fire**  
Main w/ light off: **+12/+7, 1d8+4 plus 1d6 fire**  
Offhand: **+10, 1d8+3 plus 1d6 fire**

### Gauntlet (from armor)

Main hand: **+12/+7, 1d3+2** Crit: x2  
Main w/ offhand: **+8/+3, 1d3+2** Light, B  
Main w/ light off: **+10/+5, 1d3+2**  
Offhand: **+10, 1d3+1**

## Ef Utan Izenik – Abilities & Gear

### Alertness Feat

You often notice things that others might miss.

**Benefit:** You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

**Appears In :** Not Consolidated Skills

### 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.

### Bodyguard Feat

Your swift strikes ward off enemies attacking nearby allies.

**Prerequisite:** Combat Reflexes.

**Benefit:** When an adjacent ally is attacked, you may use an attack of opportunity to attempt the aid another action to improve your ally's AC. You may not use the aid another action to improve your ally's attack roll with this attack.

**Normal:** Aid another is a standard action.

**Appears In :** Advanced Player's Guide

### Catch Off-Guard Feat

Foes are surprised by your skilled use of unorthodox and improvised weapons.

**Benefit:** You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flat-footed against any attacks you make with an improvised melee weapon.

**Normal:** You take a –4 penalty on attack rolls made with an improvised weapon.

### Combat Reflexes (4 AoO/round) Feat

You can make additional attacks of opportunity.

**Benefit:** You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

**Normal:** A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

**Special:** The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

### Eschew Materials Feat

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

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

### Great Fortitude Feat

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

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

### Improved Unarmed Strike Feat

You are skilled at fighting while unarmed.

**Benefit:** You are considered to be armed even when unarmed – you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

**Normal:** Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

### Iron Will Feat

You are more resistant to mental effects.

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

### Leadership (score 14: 10th; 15/1) Feat

You attract followers to your cause and a companion to join you on your adventures.

**Prerequisite:** Character level 7th.

**Benefit:** This feat enables you to attract a loyal cohort and a number of devoted subordinates who assist you. A cohort is generally an NPC with class levels, while followers are typically lower level NPCs. See Table: Leadership for what level of cohort and how many followers you can recruit.

**Appears In :** Not New Paths Option: Split Leadership Feat

### Lightning Reflexes Feat

You have faster reflexes than normal.

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

### 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.

### Silent Spell Feat

You can cast your spells without making any sound.

**Benefit:** A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

**Special:** Bard spells cannot be enhanced by this feat.

### Still Spell Feat

You can cast spells without moving.

**Benefit:** A stilled spell can be cast with no somatic components. Spells without somatic components are not affected. A stilled spell uses up a spell slot one level higher than the spell's actual level.

**Two-Weapon Fighting****Feat**

You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.

**Prerequisite:** Dex 15.

**Benefit:** Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Combat.

**Normal:** If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

**Appears In :** Not New Paths Option: Use Scaling Feats

**Iron Liver****Trait**

Due to a lucky constitution or frequent exposure, your body is resistant to poison, including alcohol and drugs. You gain a +2 trait bonus on Fortitude saves against poison and drugs, and a +4 trait bonus on Fortitude saves to avoid the effects of alcohol.

**Appears In :** Adventurer's Armory

**Tactician (1/day)****Trait**

You know how to take advantage of enemies who are unprepared for your assault. You gain a +1 trait bonus on initiative checks. In addition, once per day when you make an attack of opportunity, you gain a +2 trait bonus on the attack roll.

**Appears In :** Ultimate Campaign

**Automatic Writing (Linguistics, 1/week)****Unknown**

You can produce mysterious writing that pertains to the immediate future, either under the influence of enigmatic guiding spirits or by unleashing your subconscious intuition.

**Check:** Once per week, you can spend 1 hour posing questions while your hand unconsciously scribbles messages of varying legibility and accuracy. At the end of this hour, you attempt a Linguistics check to decipher the meanings of these messages. If successful, you gain information as though you had used *augury*. If you have 10 or more ranks in Linguistics, you can attempt a higher DC check to instead gain information as though you had used *divination*. The chance of successfully producing coherent or meaningful writing from any of these effects equals 60% plus 5% for every 1 by which your check result exceeds the DC (to a maximum of 90%). You must choose which DC you'll try to meet before attempting the check. The GM rolls the check and d% roll secretly, so that you can't tell whether the messages are accurate.

**Writing Results — Ranks Required — DC**

As *augury* spell — 1 — 20

As *divination* spell — 10 — 30

**Action:** Automatic writing takes 1 hour.

**Try Again :** Yes. You can attempt to learn more about a subject, but can still attempt only one check per week.

**Distant Viewing (Perception, 1/day)****Unknown**

You are able to see places not in your line of sight.

**Benefit:** You may make Perception checks to view an area beyond your line of sight as if you were present at that area. This allows you to see things beyond cover (such as on the other side of a door), but does not make you any more likely to spot hidden or concealed objects or creatures. Despite being called distant viewing, this psychic ability can also transmit information about sounds, smells, textures, and even taste - any sensory detail the psychic could pick up if present.

To make a Perception check in an area you must select a location that is obvious (on the other side of a door, around the corner, inside a carriage, 40 feet north, and so on), or one you are familiar with. Your Perception check takes a penalty based on the amount of material between you and the area you wish to view, the distance to that location and the time you take to use your ability, as outlined in Table: Distance Viewing Penalties. For spotting things that are out in the open and obvious, a DC 0 check is successful (see the Perception skill description in the Pathfinder Roleplaying Game Core Rulebook for more information on Perception DCs).

If you have both distant viewing and psychometry and have successfully identified the psychic frequency of an object (or creature that touched that object), you can attempt to view places strongly associated with the object or its owner. This is risky, however, as you do not know how far away such a location is, and thus don't know what penalties you are taking to your distant viewing check. See psychometry for more information on learning psychic frequencies.

Any defense that is effective against, or prevents, magic scrying is also effective against, or prevents, distant viewing.

**Action:** Distant Viewing attempts take 10 minutes to initiate. The results of the check persist for 10 minutes afterward.

**Try Again :** Yes, but still only once per day.

**Appears In :** Rogue Genius Games: Anachronistic

**Gatefinder (Perception)****Unknown**

You can notice soulgates compatible with your alignment.

**Check:** You are familiar with soulgates and might notice those with an alignment matching your own. To notice a soulgate that you're not already familiar with, you must succeed at a DC 20 Perception check—this DC could be higher if the portal is obscured or damaged, or at the GM's discretion. If the soulgate shares your exact alignment, you gain a +5 bonus on your check to notice the portal, feeling an instinctual draw toward it. If your alignment and the portal's share none of the same components, you take a –5 penalty on your check to notice the portal. If your alignment is neutral with no other alignment components, you take no penalties on checks to find soulgates.

For example, a lawful good character would gain a +5 bonus on her Perception checks to find lawful good soulgates, but would take a –5 penalty on checks to find chaotic evil, chaotic neutral, and neutral evil soulgates, as she has no chaotic, neutral, or evil components to her alignment. A neutral character, however, gains a +5 bonus on checks to find neutral gates, but gains no bonus on checks to find chaotic neutral, lawful neutral, neutral good, and neutral evil soulgates. Additionally, she takes no penalty on checks to notice chaotic good, chaotic evil, lawful good, or lawful evil soulgates.

Once you are aware of a soulgate, you never need to succeed at a Perception check to find that particular gate again, as long as some remarkable event doesn't change its appearance or location.

**Appears In :** Hell's Vengeance

## Gatekeeper (Knowledge [Planes])

Unknown

You can attempt to open soulgates compatible with your alignment.

**Check:** Once you are aware of a soulgate, you can use your knowledge of the planes and your place as a child of the multiverse to attempt to open the portal. This attempt takes 1 minute to perform. The DC of the Knowledge (planes) check to open a soulgate is 30. If your alignment perfectly matches that of the soulgate, you gain a +5 bonus on this check. You can also attempt to open a soulgate with an alignment that is within one step of your own. However, unless you are neutral, you cannot open a soulgate with an alignment two or more steps away from your own.

For example, a lawful evil character would gain a +5 bonus on her attempt to open a soulgate connecting the Material Plane to Hell (lawful evil) or other planes of lawful evil alignment. She can also attempt to open soulgates to Abaddon (neutral evil), Axis (lawful neutral), and other planes that share those planes' alignments, because their alignments are one step away from lawful evil. She can never open a soulgate to the Abyss (chaotic evil), the Boneyard (neutral), Elysium (chaotic good), Heaven (lawful good), the Maelstrom (chaotic neutral), Nirvana (neutral good), or any other plane with those alignments.

If your alignment is neutral with no other alignment components, you can open soulgates with an alignment two steps away from your own, but you take a –10 penalty on attempts to do so.

Once opened, you can keep a soulgate open for a number of rounds equal to your Charisma modifier. An open soulgate closes at the end of that time, or you can close it earlier as a standard action.

## Hero Points

Unknown

Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of combat. Whenever a hero point is spent, it can have any one of the following effects.

**Act Out of Turn:** You can spend a hero point to take your turn immediately. Treat this as a readied action, moving your initiative to just before the currently acting creature. You may only take a move or a standard action on this turn.

**Bonus:** If used before a roll is made, a hero point grants you a +8 luck bonus to any one d20 roll. If used after a roll is made, this bonus is reduced to +4. You can use a hero point to grant this bonus to another character, as long as you are in the same location and your character can reasonably affect the outcome of the roll (such as distracting a monster, shouting words of encouragement, or otherwise aiding another with the check). Hero points spent to aid another character grant only half the listed bonus (+4 before the roll, +2 after the roll).

**Extra Action:** You can spend a hero point on your turn to gain an additional standard or move action this turn.

**Inspiration:** If you feel stuck at one point in the adventure, you can spend a hero point and petition the GM for a hint about what to do next. If the GM feels that there is no information to be gained, the hero point is not spent.

**Recall:** You can spend a hero point to recall a spell you have already cast or to gain another use of a special ability that is otherwise limited. This should only be used on spells and abilities possessed by your character that recharge on a daily basis.

**Reroll:** You may spend a hero point to reroll any one d20 roll you just made. You must take the results of the second roll, even if it is worse.

**Special:** You can petition the GM to allow a hero point to be used to attempt nearly anything that would normally be almost impossible. Such uses are not guaranteed and should be considered carefully by the GM. Possibilities include casting a single spell that is one level higher than you could normally cast (or a 1st-level spell if you are not a spellcaster), making an attack that blinds a foe or bypasses its damage reduction entirely, or attempting to use Diplomacy to convince a raging dragon to give up its attack. Regardless of the desired action, the attempt should be accompanied by a difficult check or penalty on the attack roll. No additional hero points may be spent on such an attempt, either by the character or her allies.

**Cheat Death:** A character can spend 2 hero points to cheat death. How this plays out is up to the GM, but generally the character is left alive, with negative hit points but stable. For example, a character is about to be slain by a critical hit from an arrow. If the character spends 2 hero points, the GM decides that the arrow pierced the character's holy symbol, reducing the damage enough to prevent him from being killed, and that he made his stabilization roll at the end of his turn. Cheating death is the only way for a character to spend more than 1 hero point in a turn. The character can spend hero points in this way to prevent the death of a familiar, animal companion, eidolon, or special mount, but not another character or NPC.

**Note:** Hero points gained must be added manually.

**Appears In:** Advanced Player's Guide Hero Points

### Hypnotism (Diplomacy, 1/day)

Unknown

You use the power of suggestion and subtle psychic influence to alter a subject's mind and dredge up repressed memories.

**Check:** You can use hypnotism once per day. The DC of a Diplomacy check to hypnotize is 20 + the subject's Will save modifier against mind-affecting enchantment (compulsion) effects. All uses of hypnotism are mind-affecting enchantment (compulsion) effects.

**Implant Suggestion:** You can implant a suggested course of reasonable action in the mind of a willing creature, along with a defined trigger. To implant a suggestion, you spend 1 minute inducing a trance-like state in the subject, after which you attempt a Diplomacy check. If the check is successful, you implant the course of action, as a *suggestion* spell with a duration of 10 minutes plus 10 additional minutes for every 1 by which your check result exceeds the DC. If the subject ceases to be willing, it can attempt a Will save once each round to shake off the effects. The save DC is equal to 10 + 1/2 your character level + your Charisma modifier. You can attempt to subtly implant a suggestion in the mind of an unwilling creature with an attitude of indifferent or better after 1 minute of continuous, calm interaction with that creature, but the DC is 10 higher.

**Recall Memory:** You can draw out forgotten memories from a willing subject. You spend 1 minute inducing a calming, trance-like state in the subject, after which you attempt a Diplomacy check. If you succeed at the check, the hypnotized creature can reroll any previously failed Intelligence or Knowledge check to recall the forgotten information with a +4 bonus. The information must be something the subject once knew or was exposed to.

**Action:** Hypnotism takes 1 minute of calm interaction.

**Try Again:** Yes. You can try to hypnotize the same creature more than once, but only once per day.

### Medium (Perception, 1/day)

Unknown

You can see the ripples caused by spirits as they pass through ley fields.

**Benefit:** As a standard action you may make Perception checks at -10 to see and hear creatures on the ethereal plane, and invisible creatures that are incorporeal.

You cannot use this ability to perceive any other form of invisible creature, and even those you do find have total concealment (though you can pinpoint what space they are in).

If you successfully perceive a creature, you may talk to it, making Diplomacy (or, potentially, Intimidate) checks possible.

**Action:** Medium attempts take 10 minutes to initiate. The results of the check persist for 10 minutes afterward.

**Try Again:** Yes, but still only once per day.

**Appears In:** Rogue Genius Games: Anachronistic

### Mesmerism (Bluff, 1/day)

Unknown

You can send false information into the mind of a target, causing it to believe something that isn't true.

**Benefit:** This allows you to make Bluff checks to deceive (rather than to feint or send secret messages) at range against a target you can see. You do not have to speak to, or share a language with, your target though it must have an Int of 2 or greater. Using mesmerism is a standard action, regardless of how complex a lie you attempt to convince your target is true.

If you attempt to convince a target of the falsehood of something it can directly observe (such as claiming you are holding a banana, rather than a gun), the target may choose to resist your Bluff check with a Perception check (rather than a Sense Motive check). You suffer normal penalties for attempting to convince your target of unlikely or impossible lies, but gain no bonus for having proof of your lie. Mesmerism has no obvious visible or audible effects.

Someone observing you may make a Perception check opposed by your mesmerism check to realize you are intently focused on your target (and if your target begins acting in an obviously unusual way, such observers may conclude you are responsible, even if they do not know exactly how).

While you are not dependent on language, trying to use mesmerism on a radically different mind is difficult. When attempting mesmerism on a creature of a different type than you are, you suffer a -4 penalty.

If your Bluff check against a target is successful, it is unaware that you influenced it (though a target can later contemplate its behavior, and how you benefited from it, and conclude you are somehow responsible). If your Bluff check fails, the target makes a Will save (DC 10 + 1/2 your total Bluff bonus) to realize you are somehow attempting to alter its perception of reality. On a failed check, you suffer no penalty to future efforts to use mesmerism to Bluff the target.

**Action:** Mesmerism attempts take 10 minutes to initiate. The results of the check persist for 10 minutes afterward.

**Try Again:** Yes, but still only once per day.

**Appears In:** Rogue Genius Games: Anachronistic

**Mind Over Matter (Wisdom, 1/day)****Unknown**

You can manipulate the physical world by extending your aura to move objects without touching them.

**Benefit:** The maximum Strength value you can apply with mind over matter is equal to your Wisdom score -18. If this results in a value of 0 or less, divide the carrying capacity of a 1 Strength by the number of points your total is less than 1 to determine your mind over matter carrying capacity.

The range of mind over matter is very short, limited to the range of your normal melee attacks. When determining what you can do with mind over matter carrying capacity, assume you can accomplish anything you could accomplish with a single hand. In many cases, this is limited to bending cutlery and moving very light objects (such as keys) short distances.

You can extend the range of mind over matter by making a Wisdom check with a DC of 10 + total range in feet. A failed check results in psychic backlash (see Psychic Backlash). You can also use mind over matter to replace the tools required to make a skill check, allowing you to use such skills as Disable Device and Heal without penalty. When used in this way, a failed skill check results in psychic backlash.

**Action:** Mind Over Matter attempts take 1 minute to initiate. The results of the check persist for 10 minutes afterward.

**Try Again :** Yes, but still only once per day.

**Appears In :** Rogue Genius Games: Anachronistic

**Phrenology (Knowledge [Arcana], 1/day)****Unknown**

You examine the skulls of intelligent creatures to analyze the subjects' psychological attributes, since the shape of the brain influences the shape of the skull.

**Check:** Once per day, you can use your fingertips to examine the shape of a creature's skull. Reading a creature's skull requires 1 minute of concentration and scrutiny while you physically manipulate the skull. This technique can be used on a willing, helpless, or paralyzed creature, or on decomposed remains (as long as the skull is intact or can be pieced together). This skill can't be used on creatures without discernible skulls, such as constructs, elementals, oozes, or plants. After the minute is up, the GM attempts a secret Knowledge (arcana) check. The DC is typically modified by the subject's Hit Dice. With a single check, you determine all the information whose DC you meet. For instance, if you had a result of 22 when examining a creature with 2 HD, you would learn that creature's race and age, gender, alignment, and class, but not its level or HD.

**Task — DC**

Determine race and age — 10

Determine gender — 15

Determine alignment — 15 + creature's HD †

Determine class — 20 + creature's HD †

Determine level or HD — 25 + creature's HD †

† A dead creature's skull uses the HD the creature had when alive.

**Action:** Reading a creature's cranium requires 1 minute of uninterrupted study.

**Try Again :** Yes. Reexamining a skull may provide new insights. You can attempt only one such check per day.

**Prognostication (Sense Motive, 1/day)****Unknown**

You are skilled in means of folk divination. The most common methods are cartomancy (reading cards), cheiromancy (reading a creature's palms), crystallo-mancy (crystal-gazing), extispicy (reading animal entrails), horoscopy (reading a creature's birth stars), oneiromancy (interpreting dreams), osteomancy (reading cast bones), and pyromancy (reading flames).

**Check:** Once per day, you can predict a creature's fortune for the near future. You spend 10 minutes interpreting the divination means at your disposal. The GM then attempts a secret Sense Motive check with a DC modified by the subject's Hit Dice (see the table below). The result of the check can give you basic insight into the subject's nature, including its alignment, class, and levels or Hit Dice, and might reveal clues to the creature's immediate future. Determining the immediate future as an *augury* spell has a chance of successfully interpreting meaningful readings equal to 60% plus 5% for every point by which the check result exceeds the DC (to a maximum of 90%). With a single check, you determine all the information whose DC you meet. For instance, if you had a result of 22 when telling the fortune of a creature with 2 HD, you would learn that creature's alignment and class, but not its level, HD, or fortune.

**Task — DC**

Determine alignment — 15 + creature's HD

Determine class — 20 + creature's HD

Determine level or HD — 25 + creature's HD

Determine fortune as *augury* spell — 25 + creature's HD

**Action:** Reading a creature's fortune requires 10 minutes of uninterrupted contemplation, and the subject creature must be present.

**Try Again :** Yes. You can attempt to read a particular creature's fortune repeatedly, but only once per 24 hours.

**Special:** Specially crafted items purchased for the exclusive use of this skill grant a +2 circumstance bonus on Sense Motive checks to prognosticate.

## Psychometry (Appraise, 1/day)

Unknown

You can read the psychic impressions left on objects or in places by previous owners and events.

**Check:** Once per day, you can concentrate for 1 minute while in physical contact with an item or location, during which you receive flashes of insight regarding the subject's nature and ownership. After 1 minute, you attempt a DC 15 Appraise check to decipher the visions. You gain one piece of information about the historical significance or the last previous owner—such as a glimpse of the last owner's appearance or its emotional state when it last used the item—determined by the GM. You learn one more piece of information for every 10 by which your check result exceeds the DC, as long as you concentrate for 1 additional minute for each piece of information. If you fail the check by less than 5 or the item has no significant psychic imprint, you don't learn any information. If you fail this check by 5 or more, the item appears to be psychically significant even if it's not, and the information you gain is wildly inaccurate. If you attempt to use psychometry on an item affected by *charge object* or *implant false reading*, you automatically learn all information imprinted by the spell. You must also attempt a Will save. If the item is affected by an *implant false reading* spell, on a success, you realize the information was false, and can determine the true information as well. On a failure, or if the item is affected by a *charge object* spell, you believe the information is true.

**Action:** Reading an object requires at least 1 minute of uninterrupted concentration.

**Try Again :** Yes. Multiple readings on an object or place always give the same results unless its circumstances or ownership have changed, but additional checks might reach further back into an object's history. You don't reroll the saving throw to determine if a psychic imprint is false. You can still use psychometry only once per day.

## Read Aura (Perception, 1/day)

Unknown

Your psychic sensitivity allows you to read the psychic and magical auras of creatures and objects.

**Check:** Once per day, you can examine the natural aura of a creature or object to discern the subject's alignment, emotions, health, or magic. This requires 10 minutes of concentration, after which you attempt a Perception check. Each time, you must pick one of four auras to read: alignment, emotion, health, or magic. The result of the check applies only to the selected aura. You must be within 30 feet of the subject at all times during the reading. Objects typically have only magic auras, though some also have alignment auras (and intelligent items have emotion auras). You can still attempt to detect a type of aura an object doesn't have, but you get no results. The DC varies depending on the aura, as shown on the table.

**Read Alignment Aura :** You attempt to read the alignment aura, learning the alignment and its strength. An alignment aura's strength depends on the creature's Hit Dice or item's caster level, as noted in the description of the *detect evil* spell.

**Read Emotion Aura :** The colors within the target's aura reveal its emotional state. If successful, you learn the target's disposition and its attitude toward any creatures within 30 feet of it. For a number of rounds equal to the amount by which you exceeded the skill check's DC, you gain a +2 circumstance bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks against the target.

**Read Health Aura :** Viewing the flow of vital force, you assess a creature's physical condition. You learn if the creature is unharmed or wounded, if it is poisoned or diseased, and whether it is affected by any of the following conditions: confused, disabled, dying, nauseated, panicked, staggered, stunned, and unconscious. You also learn the total number of points available in its ki pool, grit pool, or similar resource.

**Read Magic Aura :** You attempt to determine the number and power of all magical auras on a target creature or object (see *detect magic* to determine a magic aura's power). If the check is successful, you can attempt Knowledge (arcana) or Spellcraft checks to determine the school or identify properties of a magic item, as normal. If the item is affected by *magic aura* or a similar spell, you can realize this and determine the actual properties of the item if your check result exceeds the DC by 5 or more. If the spell is of a higher level (such as *aura alteration*), increase this threshold DC by 2 for every spell level beyond 1st.

### Task — DC

Read alignment aura — 15 + creature's HD or item's caster level  
 Read emotion aura — 20 + creature's HD or item's caster level †  
 Read health aura — 15 + creature's HD  
 Read magic aura — 20 + creature's HD or item's caster level  
 † Intelligent items only.

**Action:** Reading an aura requires 10 minutes of study.

**Try Again :** Yes. You can read a creature or object's aura more than once, whether you read the same aura or a different one. You can still attempt only one skill check to read an aura per day.



## Ef Utan Izenik – Abilities & Gear

### Thought Transference (Bluff, 1/day) Unknown

You can read the thoughts and emotions of others, and broadcast your own thoughts directly into the minds of your targets.

**Benefit:** This allows you to make certain skill checks at range against a target you can see. You may use thought transference to make Bluff checks to send secret messages (rather than to feint or lie) and Intimidate checks to influence attitude (rather than demoralize). You do not have to speak to, or share a language with, your target, though it must have an Int of 4 or greater. If you succeed at a Bluff check to send a secret message, you may also read a reply the target intentionally sends back to you. If you succeed at an Intimidate check, and wish the target to give you information, you receive the information in your mind with no need for the target to speak.

Using thought transference is a standard action. You are limited to what could reasonably be said in a single round of normal conversation with each use of this ability.

While you are not dependent on language, trying to use thought transference on a radically different mind is difficult. When attempting thought transference on a creature of a different type than you are, you suffer a -4 penalty.

If you use thought transference to pass secret messages, the target is aware you are the source of the messages if your effort succeeds, and notices nothing if it fails. If you use thought transference to influence attitude, the target receives a Will save (DC 10 +1/2 your total Intimidate bonus) regardless if your effort is successful or a failure. On a failed check the target just has a vague sense of unease, and its later attitude toward you does not change, nor do you take penalties for future attempts to intimidate it (though a target can later contemplate its behavior, and how you benefited from it, and conclude you are somehow responsible). If the save succeeds the target realizes you are somehow "in its mind," and reacts to you as it would if you had made a conventional Intimidate check (even if it cannot explain exactly what you have done).

**Action:** Thought Transference attempts take 10 minutes to initiate. The results of the check persist for 10 minutes afterward.

**Try Again :** Yes, but still only once per day.

**Appears In :** Rogue Genius Games: Anachronistic

### Arcane Bond (Folding brooch) (1/day) (Sp) 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.

### Bravery +2 (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.

### Enchantment Class Ability (Wizard)

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

### Illusion Class Ability (Wizard)

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

### Physical Enhancement +2 (Dexterity) (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.

### Telekinetic Fist (1d4+2 bludgeoning, 5/day) 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.

### Transmutation Class Ability (Wizard)

Transmuters use magic to change the world around them.

### Weapon Training (Blades, Heavy) +1 (Ex) Class Ability (Fighter)

Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Every four levels thereafter (9th, 13th, and 17th), a fighter becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a fighter reaches 9th level, he receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

A fighter also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the fighter's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

**Blades, Heavy** : bastard sword, elven curve blade, falchion, greatsword, longsword, scimitar, scythe, and two-bladed sword.

### Bane (fiends) (Fiend Bane Katana) Weapon Power

A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against the foe. Bows, crossbows, and slings so crafted bestow the bane quality upon their ammunition.

#### Construction

**Requirements**: Craft Magic Arms and Armor, *summon monster I* ;  
**Cost** +1 Bonus

### Folding plate Armor

This item normally looks like a heavy steel brooch or cloak clasp, often depicting a heavy helm or sturdy shield. On command, the brooch transforms in a clatter of metallic plates and panels to instantly cover the wearer in a complete suit of *+1 full plate*, with the design of the brooch displayed on the armor's breastplate. The same command word causes the armor to transform into the brooch. The brooch only transforms if the wearer's armor slot is unoccupied, thus it won't work if the wearer is already armored.

**Note**: This armor will have negligible weight while it is not equipped - presumably it is in brooch form while not in use.

#### Construction

**Requirements** Craft Magic Arms and Armor, *instant summons* ;  
**Cost** 7,650 gp

**Appears In** : Advanced Player's Guide, Ultimate Equipment

### Earplugs

Made of waxed cotton or cork, earplugs give you a +2 circumstance bonus on saves against effects that require hearing but also cause a –5 penalty on hearing-based Perception checks.

**Appears In** : Advanced Player's Guide, Adventurer's Armory, Ultimate Equipment

### Scroll of levitate (x3) Scroll

#### Levitate (x3)

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed). A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

### Scroll of mass (x4) planar adaptation Scroll

#### Planar Adaptation, Mass (x4), Will negates (DC 19)

This spell functions like *planar adaptation*, except as noted above.

### Elemental metamagic rod (fire, 3/day) Rod

Each elemental metamagic rod is built with the power to control and transform a specific energy type (acid, cold, electricity, or fire). The wielder can cast up to three spells per day that deal damage of the rod's energy type instead of the spell's normal damage type, as though using the Elemental Spell feat. For example, an elemental metamagic rod (cold) always makes spells deal cold damage.

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

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

**Lesser and Greater Metamagic Rods** : Normal metamagic rods can be used with spells of 6th level or lower. Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower.

#### Construction

**Requirements** Craft Rod, Elemental Spell; **Cost** 5,500 gp

**Appears In** : Advanced Player's Guide, Ultimate Equipment

### Bag of holding III (41 @ 61.6 lbs) Wondrous Item

This appears to be a common cloth sack about 2 feet by 4 feet in size. The *bag of holding* opens into a nondimensional space: its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount.

The Type III Bag of Holding can carry contents weighing up to 1,000 lbs and/or taking up a maximum volume of 150 cubic feet.

If a *bag of holding* is overloaded, or if sharp objects pierce it (from inside or outside), the bag immediately ruptures and is ruined, and all contents are lost forever. If a *bag of holding* is turned inside out, all of its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a *bag of holding* is a move action, unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action. Magic items placed inside the bag do not offer any benefit to the character carrying the bag.

If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in the space: bag and hole alike are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane: the hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the *portable hole* and *bag of holding* in the process.

#### Construction

**Requirements:** Craft Wondrous Item, *secret chest*; **Cost** 3,700 gp

### Dimensional shackles Wondrous Item (Wrist)

These shackles have golden runes traced across their cold iron links. Any creature bound within them is affected as if a *dimensional anchor* spell were cast upon it (no save). They fit any Small to Large creature. The DC to break or slip out of the shackles is 30.

#### Construction

**Requirements:** Craft Wondrous Item, *dimensional anchor*; **Cost** 14,000 gp

### Folding brooch Wondrous Item (Neck)

This item normally looks like a heavy steel brooch or cloak clasp, often depicting a heavy helm or sturdy shield. On command, the brooch transforms in a clatter of metallic plates and panels to instantly cover the wearer in a complete suit of +1 full plate, with the design of the brooch displayed on the armor's breastplate. The same command word causes the armor to transform into the brooch. The brooch only transforms if the wearer's armor slot is unoccupied, thus it won't work if the wearer is already armored.

#### Construction

**Requirements:** Craft Magic Arms and Armor, instant summons; **Cost** 7,650 gp

**Appears In :** Advanced Player's Guide, Ultimate Equipment

### Shackles of Catapsi Wondrous Item (Wrist)

These shackles generate a catapsi effect whose range and area of effect are altered to affect only the wearer

### Unarmed strike

Main hand: **+12/+7, 1d3+2** Crit: x2  
Main w/ offhand: **+8/+3, 1d3+2** Light, P  
Main w/ light off: **+10/+5, 1d3+2**  
Offhand: **+10, 1d3+1**

### Wakazashi- glows near Celestials

Main hand: **+13, 1d6+3** Crit: 19-20/x2  
Main w/ offhand: **+9, 1d6+3** Light, P  
Main w/ light off: **+11, 1d6+3**  
Offhand: **+11, 1d6+2**

### Folding plate

**+10**

Max Dex: +2, Armor Check: -4  
Spell Fail: 35%, Heavy, Slows

### Gear

**Total Weight Carried: 119.1/175 lbs, Heavy Load**  
**(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)**

+1 acheron clearsteel dagger	1 lb
+1 acheron clearsteel dagger	1 lb
+1 acheron clearsteel dagger	1 lb
+1 acheron clearsteel dagger	1 lb
+2 adamantite dagger <In: Wrist sheath, spring	1 lb
Acolyte ale x5 <In: Bag of holding III (41 @ 61.6 lbs)>	-
Backpack (1 @ 35 lbs)	2 lbs
Bag of holding III (41 @ 61.6 lbs) <In: Backpack (1	35 lbs
Bedroll <In: Bag of holding III (41 @ 61.6 lbs)>	5 lbs
Belt pouch (2 @ 4 lbs)	0.5 lbs
Belt pouch (5 @ 0 lbs)	0.5 lbs
Brush, shaving <In: Bag of holding III (41 @ 61.6	0.1 lbs
Climber's kit <In: Bag of holding III (41 @ 61.6 lbs)>	5 lbs
Cup, shaving	0.2 lbs
Dagger of doubling <In: Wrist sheath, spring loaded (1	1 lb
Dimensional shackles <In: Bag of holding III (41 @	5 lbs
Dvati blood x3 vials <In: Bag of holding III (41 @ 61.6	-
Dwarven Fighting Mug <In: Bag of holding III (41 @ 61.6	-
Earplugs <In: Belt pouch (5 @ 0 lbs)>	-
Ef Utan's Spellbook <In: Bag of holding III (41 @	3 lbs
Elemental metamagic rod (fire, 3/day)	5 lbs
Elven absinthe <In: Bag of holding III (41 @ 61.6 lbs)>	-
Everburning torch <In: Bag of holding III (41 @ 61.6	1 lb
Explorer's outfit (Free)	-
False-bottomed scabbard	1 lb
Fiend Bane Katana	4 lbs
Flametongue	4 lbs
Flint and steel <In: Belt pouch (5 @ 0 lbs)>	-
Folding brooch	-
Folding plate	50 lbs
Gold chased garnet on a chain, from Bernaditi	-
Grappling hook <In: Belt pouch (2 @ 4 lbs)>	4 lbs
Imaskari blood x6 vials	0.2 lbs
Ink, black <In: Belt pouch (5 @ 0 lbs)>	-
Inkpen <In: Belt pouch (5 @ 0 lbs)>	-
Mead (per gallon) <In: Bag of holding III (41 @ 61.6	8 lbs
Mess kit <In: Bag of holding III (41 @ 61.6 lbs)>	1 lb
Mirror <In: Bag of holding III (41 @ 61.6 lbs)>	0.5 lbs
Money <In: Dropped to ground (1 @ 0 lbs)>	-

### Gear

**Total Weight Carried: 119.1/175 lbs, Heavy Load**  
**(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)**

plain silver ring set with ruby from "Grudge", very fine	-
Pot <In: Bag of holding III (41 @ 61.6 lbs)>	4 lbs
Potion of bull's strength x3 <In: Bag of holding III (41 @	-
Potion of cure serious wounds <In: Bag of holding III (41	-
Scroll of levitate (x3) <In: Bag of holding III (41 @ 61.6	-
Scroll of mass (x4) planar adaptation <In: Bag of holding	-
Shackles of Catapsi <In: Bag of holding III (41 @	5 lbs
Shaving powder (one shave) x50	0.01 lbs
Soap <In: Bag of holding III (41 @ 61.6 lbs)>	0.5 lbs
Spell component pouch	2 lbs
Spider's silk rope x2 <In: Bag of holding III (41 @	4 lbs
Straight razor	0.2 lbs
The Earrings of Ef Utan: Prime	-
Trail rations x5 <In: Bag of holding III (41 @ 61.6	1 lb
Trail rations x5 <In: Bag of holding III (41 @ 61.6	1 lb
Tuning Fork: The Harrowing <In: Belt pouch (2 @ 4 lbs)>	-
Twine (50') <In: Bag of holding III (41 @ 61.6 lbs)>	0.5 lbs
Voidmarks and Voidlens <In: Belt pouch (5 @ 0 lbs)>	-
Wakazashi- glows near Celestials	2 lbs
Waterskin <In: Bag of holding III (41 @ 61.6 lbs)>	4 lbs
Whetstone <In: Bag of holding III (41 @ 61.6 lbs)>	1 lb
Wrist sheath, spring loaded (1 @ 1 lbs)	1 lb
Wrist sheath, spring loaded (1 @ 1 lbs)	1 lb

### Special Abilities

[N/A] Arcane Bond (Folding brooch) (1/day) (Sp)  
Automatic Writing (Linguistics, 1/week)  
Bane (fiends)  
Bravery +2 (Ex)  
Distant Viewing (Perception, 1/day)  
Enchantment  
Gatefinder (Perception)  
Gatekeeper (Knowledge [Planes])  
Hero Points  
Hypnotism (Diplomacy, 1/day)  
Illusion  
Medium (Perception, 1/day)  
Mesmerism (Bluff, 1/day)  
Mind Over Matter (Wisdom, 1/day)  
Phrenology (Knowledge [Arcana], 1/day)  
Physical Enhancement +2 (Dexterity) (Su)  
Prognostication (Sense Motive, 1/day)  
Psychometry (Appraise, 1/day)  
Read Aura (Perception, 1/day)  
Thought Transference (Bluff, 1/day)  
Transmutation  
Weapon Training (Blades, Heavy) +1 (Ex)

### Spell-Like Abilities

Telekinetic Fist (1d4+2 bludgeoning, 5/day) (Sp) ☐☐☐☐☐

### Tracked Resources

+1 acheron clearsteel dagger	<input type="checkbox"/>
+1 acheron clearsteel dagger	<input type="checkbox"/>
+1 acheron clearsteel dagger	<input type="checkbox"/>
+1 acheron clearsteel dagger	<input type="checkbox"/>

## Tracked Resources

+2 adamantine dagger	<input type="checkbox"/>
Acolyte ale	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Automatic Writing (Linguistics, 1/week)	<input type="checkbox"/>
Dagger of doubling	<input type="checkbox"/>
Distant Viewing (Perception, 1/day)	<input type="checkbox"/>
Dwarven Fighting Mug	<input type="checkbox"/>
Elemental metamagic rod (fire, 3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Elven absinthe	<input type="checkbox"/>
Hypnotism (Diplomacy, 1/day)	<input type="checkbox"/>
Mead (per gallon)	<input type="checkbox"/>
Medium (Perception, 1/day)	<input type="checkbox"/>
Mesmerism (Bluff, 1/day)	<input type="checkbox"/>
Mind Over Matter (Wisdom, 1/day)	<input type="checkbox"/>
Phrenology (Knowledge [Arcana], 1/day)	<input type="checkbox"/>
Potion of bull's strength	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of cure serious wounds	<input type="checkbox"/>
Prognostication (Sense Motive, 1/day)	<input type="checkbox"/>
Psychometry (Appraise, 1/day)	<input type="checkbox"/>
Read Aura (Perception, 1/day)	<input type="checkbox"/>
Tactician (1/day)	<input type="checkbox"/>
Thought Transference (Bluff, 1/day)	<input type="checkbox"/>
Trail rations	<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"/>

## Languages

Common	Elven
Draconic	Lower Planar Trade

## Spells & Powers

**Transmuter spells memorized** (CL 6th; concentration +8)

**Melee Touch +12 Ranged Touch +13**

**3rd**—*fly*, *fly*

**2nd**—*badger's ferocity*<sup>UM</sup> (DC 14), *bullet shield*<sup>UC</sup>, *destabilize powder*<sup>UC</sup> (DC 14)

**1st**—*air bubble*<sup>UC</sup>, *comprehend languages*, *true strike* (2), *urban grace*<sup>ARG</sup>

**0th (at will)**—*detect magic*, *prestidigitation*, *read magic* (2)

## Background

An orphan on Carrigmoor he worked his way up from the streets to become a competent bodyguard. After a "job gone wrong" he decided to vacate through one of the city's portals and eventually ended up in Sigil. Now a citizen of The Cage and member of the Planewalker's Guild he is a freelance bodyguard with a yen to visit as many planes of existence as possible. After spending at least a fortnight there, he adds a new ear ring to remind himself of that plane.

## Sourcebooks Used

- **Advanced Player's Guide** - Bodyguard (feat); Draconic Reservoir (spell); Life Bubble (spell)
- **Advanced Player's Guide / Adventurer's Armory / Pathfinder Society Field Guide** - Twine (50') (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Earplugs (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Elemental metamagic rod (fire) (equipment); Folding plate (armor); Spider's silk rope (equipment)
- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Advanced Race Guide** - Urban Grace (spell)
- **Adventurer's Armory** - Iron Liver (trait); Wrist sheath, spring loaded (equipment)
- **Adventurer's Armory / Ultimate Equipment** - False-bottomed scabbard (equipment)
- **Dark Markets: A Guide to Katapesh** - Acolyte ale (equipment)
- **Eberron Campaign Setting** - Eberron Mechanic, Action Points (equipment)
- **GameMastery Guide** - Elven absinthe (equipment)
- **Hell's Vengeance** - Gatefinder (Perception) (equipment)
- **Rogue Genius Games: Anachronistic** - Distant Viewing (Perception) (equipment); Medium (Perception) (equipment); Mesmerism (Bluff) (equipment); Mind Over Matter (Wisdom) (equipment); Thought Transference (Bluff) (equipment)
- **The Harrowing** - Beer Mug (weapon)
- **Ultimate Campaign** - Tactician (trait)
- **Ultimate Combat** - Air Bubble (spell); Bullet Shield (spell); Destabilize Powder (spell); Peacebond (spell)
- **Ultimate Equipment** - Dagger of doubling (weapon); Mead (per gallon) (equipment); Mess kit (equipment)
- **Ultimate Magic** - Badger's Ferocity (spell); Corrosive Touch (spell); Defensive Transmutation (equipment)

**Acid Splash****0****Pages in Spellbook** : 1 (Ef Utan's 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 (Ef Utan's 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 (Ef Utan's 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 12 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 (Ef Utan's 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'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit.

Dancing lights can be made permanent with a permanency spell.

**Daze****0****Pages in Spellbook** : 1 (Ef Utan's 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 12 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 (Ef Utan's 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 (Ef Utan's 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 (Ef Utan's 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 (Ef Utan's 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 12 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 (Ef Utan's 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 12 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 (Ef Utan's 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 (Ef Utan's 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 (Ef Utan's 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 (Ef Utan's 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 (Ef Utan's 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 12 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 (Ef Utan's 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 (Ef Utan's 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 (Ef Utan's 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 (Ef Utan's 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 (Ef Utan's 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 12 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.

**Air Bubble****1****Pages in Spellbook** : 1 (Ef Utan's Spellbook)

**Classes that cast this spell at this level** : Cleric, Druid, Elven Archer, Psychic, Ranger, Sorcerer, Witch, Wizard

**School** conjuration / air elemental (creation)**Casting Time** 1 action**Components** S, M/DF (a small bladder filled with air)**Range** touch**Target** one creature or one object no larger than a Large twohanded weapon**Duration** 1 minute/level**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

*Air bubble* creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The *air bubble* allows the creature touched to breathe underwater or in similar airless environments, or protects the object touched from water damage.

A firearm within an *air bubble* can be loaded - assuming the black powder comes from a powder horn, a cartridge, or some other airtight protective device - and fired. When shooting such a firearm underwater, the shot still takes the standard -2 penalty on attack rolls for every 5 feet of water the bullet passes through, in addition to normal penalties due to range. If a firearm within the *air bubble* explodes, the explosion occurs normally.

**Appears in** : Ultimate Combat

**Blade Tutor's Spirit****1****Pages in Spellbook** : 1 (Ef Utan's Spellbook)

**Classes that cast this spell at this level** : Wizard

**School** conjuration (creation)**Casting Time** 1 action**Components** V, S**Range** personal**Target** you**Duration** 1 minute/level**Saving Throw** none

You summon an insubstantial spirit of force that resembles a cloudy vapor hovering around your fists or any melee weapons you wield. The spirit compensates for your defensive or reckless melee attacks, nudging your weapons in the proper direction.

When you voluntarily use one or more actions or feats that apply penalties to attack rolls with your melee weapons (such as a charge, fighting defensively, or using the Power Attack feat), the spirit reduces the total penalty on affected attacks by 1 (to a minimum penalty of 0). The penalty is reduced by an additional 1 for every 5 caster levels you possess (to a minimum penalty of 0). Only penalties incurred by voluntary use of feats or maneuvers are reduced by this spell.

The spirit can't be attacked or harmed by physical attacks, but disintegrate, dispel magic, a rod of cancellation, or a sphere of annihilation can affect it. A protective spirit's AC against touch attacks is equal to 10 + your Dexterity modifier.

Pathfinder Player Companion: Melee Tactics Toolbox © 2015, Paizo Inc.; Authors: Paris Crenshaw, Ron Lundeen, and David Schwartz.

**Burning Hands****1****Pages in Spellbook** : 1 (Ef Utan's Spellbook)**Classes that cast this spell at this level** : Adept, Bloodrager, Magus, Occultist, Shaman, Sorcerer, Underterror Evolution, Witch, Wizard**School** evocation / fire elemental [fire]**Casting Time** 1 action**Components** V, S**Range** 15 ft.**Area** cone-shaped burst**Duration** instantaneous**Saving Throw** DC 13 Reflex half; **Spell Resistance** yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

**Comprehend Languages****1****Pages in Spellbook** : 1 (Ef Utan's Spellbook)**Classes that cast this spell at this level** : Adept, Alchemist, Bard, Cleric, Inquisitor, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Underterror Evolution, Witch, Wizard**School** divination**Casting Time** 1 action**Components** V, S, M/DF (pinch of soot and salt)**Range** personal**Target** you**Duration** 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a permanency spell.

**Corrosive Touch****1****Pages in Spellbook** : 1 (Ef Utan's Spellbook)**Classes that cast this spell at this level** : Bloodrager, Magus, Sorcerer, Summoner, Summoner (Unchained), Wizard**School** conjuration / earth elemental (creation) [acid]**Casting Time** 1 action**Components** V, S**Range** touch**Target** creature or object touched**Duration** instantaneous**Saving Throw** none; **Spell Resistance** yes

Your successful melee touch attack deals 1d4 points of acid damage per caster level (maximum 5d4).

**Appears in** : Ultimate Magic**Endure Elements****1****Pages in Spellbook** : 1 (Ef Utan's Spellbook)**Classes that cast this spell at this level** : Adept, Alchemist, Bloodrager, Cleric, Demon Hunter, Druid, Elven Archer, Paladin, Psychic, Ranger, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard**School** abjuration**Casting Time** 1 action**Components** V, S**Range** touch**Target** creature touched**Duration** 24 hours**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

**Grease****1****Pages in Spellbook** : 1 (Ef Utan's Spellbook)**Classes that cast this spell at this level** : Bard, Magus, Mesmerist, Sorcerer, Summoner, Summoner (Unchained), Wizard**School** conjuration / earth elemental (creation)**Casting Time** 1 action**Components** V, S, M (butter)**Range** close (25 + 5 ft./2 levels)**Target** one object or 10-ft. square**Duration** 1 min./level (D)**Saving Throw** see text; **Spell Resistance** no

A grease spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of grease at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Acrobatics skill for details). Creatures that do not move on their turn do not need to make this check and are not considered flat-footed. The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature requires its bearer to make a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the greased item. A creature wearing greased armor or clothing gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.

**Identify****1****Pages in Spellbook** : 1 (Ef Utan's Spellbook)**Classes that cast this spell at this level** : Alchemist, Bard, Medium, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), White Necromancer, Witch, Wizard**School** divination**Casting Time** 1 action**Components** V, S, M (wine stirred with an owl's feather)**Range** 60 ft.**Area** cone-shaped emanation**Duration** 3 rounds/level (D)**Saving Throw** none; **Spell Resistance** no

This spell functions as *detect magic*, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts.

**Detect Magic**

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.

**Mage Armor****1****Pages in Spellbook** : 1 (Ef Utan's 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 (Ef Utan's 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.

**Magic Weapon****1****Pages in Spellbook** : 1 (Ef Utan's Spellbook)**Classes that cast this spell at this level** : Antipaladin, Bloodrager, Cleric, Demon Hunter, Inquisitor, Magus, Occultist, Paladin, Shaman, Sorcerer, Wizard**School** transmutation / metal elemental**Casting Time** 1 action**Components** V, S, DF**Range** touch**Target** weapon touched**Duration** 1 min./level**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls. You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see magic fang). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

**Peacebond****1****Pages in Spellbook** : 1 (Ef Utan's Spellbook)**Classes that cast this spell at this level** : Inquisitor, Occultist, Psychic, Sorcerer, Witch, Wizard**School** abjuration**Casting Time** 1 action**Components** S**Range** close (25 + 5 ft./2 levels)**Target** one sheathed or slung weapon**Duration** 1 minute/level**Saving Throw** DC 13 Will negates (object); **Spell Resistance** yes (object)

You lock a weapon in place on its owner's body, or within the weapon's sheath or holster. Anyone who then tries to draw the weapon must spend a standard action and succeed at a Strength check (DC equal to the saving throw DC) to do so, provoking attacks of opportunity whether the attempt succeeds or fails.

**Appears in** : Ultimate Combat**Shield****1****Pages in Spellbook** : 1 (Ef Utan's 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 disk 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.

**Shocking Grasp****1****Pages in Spellbook** : 1 (Ef Utan's Spellbook)**Classes that cast this spell at this level** : Bloodrager, Magus, Occultist, Sorcerer, Wizard**School** evocation / air elemental / metal elemental [electricity]**Casting Time** 1 action**Components** V, S**Range** touch**Target** creature or object touched**Duration** instantaneous**Saving Throw** none; **Spell Resistance** yes

Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or is carrying a metal weapon or is made of metal).

**True Strike****1****Pages in Spellbook** : 1 (Ef Utan's Spellbook)**Classes that cast this spell at this level** : Alchemist, Assassin, Bloodrager, Inquisitor, Magus, Medium, Psychic, Sorcerer, Wizard**School** divination / void elemental**Casting Time** 1 action**Components** V, F (small wooden replica of an archery target)**Range** personal**Target** you**Duration** see text

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

**Urban Grace****1****Racial Spell for Half-Elf****Pages in Spellbook** : 1 (Ef Utan's Spellbook)**Classes that cast this spell at this level** : Alchemist, Bard, Elven Archer, Ranger, Sorcerer, Witch, Wizard**School** transmutation**Casting Time** 1 action**Components** V, S**Range** personal**Target** you**Duration** 1 minute/level

You become one with the city around you, allowing you to move more easily through its crowds and buildings. For the duration of this spell, your base land speed increases by 10 feet. In addition, it does not cost you 2 squares of movement to enter a square with crowds, though the crowd still provides cover to you. This ability does not allow you to enter the space of enemy creatures without making the appropriate Acrobatics check. In addition, you receive a +4 circumstance bonus on Acrobatics checks made to move across uneven urban surfaces, such as roofs and broken pavement, and on Climb checks made to scale walls and other artificial surfaces. Whenever you make an Acrobatics check to make a long jump between two buildings or artificial structures, you are always treated as if you had a running start, regardless of the actual distance traveled.

**Appears in** : Advanced Race Guide

**Badger's Ferocity****2****Pages in Spellbook** : 2 (Ef Utan's Spellbook)**Classes that cast this spell at this level** : Elven Archer, Occultist, Ranger, Sorcerer, Wizard**School** transmutation**Casting Time** 1 action**Components** V, S**Range** close (25 + 5 ft./2 levels)**Target** one weapon/3 levels**Duration** concentration**Saving Throw** DC 14 Will negates (harmless); **Spell Resistance** yes (harmless)

This functions like *keen edge*, except it affects multiple weapons and requires your concentration. You select the weapons to be affected, and can only affect one weapon per creature. If a creature's weapon exceeds the spell's range, the spell ends for that weapon.

**Keen Edge**

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19-20, a threat range of 19-20 becomes 17-20, and a threat range of 18-20 becomes 15-20. The spell can be cast only on piercing or slashing weapons. If cast on arrows or crossbow bolts, the keen edge on a particular projectile ends after one use, whether or not the missile strikes its intended target. Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell. Multiple effects that increase a weapon's threat range (such as the keen special weapon property and the Improved Critical feat) don't stack. You can't cast this spell on a natural weapon, such as a claw.

**Appears in** : Ultimate Magic**Bullet Shield****2****Pages in Spellbook** : 2 (Ef Utan's Spellbook)**Classes that cast this spell at this level** : Alchemist, Bloodrager, Occultist, Psychic, Sorcerer, Wizard**School** abjuration / metal elemental**Casting Time** 1 action**Components** V, S, M (a bullet)**Range** touch**Target** creature touched**Duration** 10 minutes/level (D)**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The warded creature gains a +4 deflection bonus to AC against firearm and ranged attacks, with an additional +1 to the bonus for every five caster levels you have (to a maximum of +8 at 20th level). Though the spell is called *bullet shield*, it also grants this protection from attacks made from firearms with the scatter weapon quality.

**Appears in** : Ultimate Combat**Destabilize Powder****2****Pages in Spellbook** : 2 (Ef Utan's Spellbook)**Classes that cast this spell at this level** : Sorcerer, Witch, Wizard**School** transmutation**Casting Time** 1 action**Components** V, S, M (a few drops of liquor)**Range** close (25 + 5 ft./2 levels)**Target** 1 loaded firearm**Duration** instantaneous**Saving Throw** DC 14 Will negates (object); **Spell Resistance** yes (object)

This spell makes the ammunition in the target firearm is prone to misfire. Increase the misfire range by 1 + 1 per five caster levels (maximum +5) for the ammunition currently loaded into that firearm. If aware of this spell's effect prior to firing the altered ammunition (a DC 17 Spellcraft check to identify the spell being cast or similar effect), the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition.

**Appears in** : Ultimate Combat**Fog Cloud****2****Pages in Spellbook** : 2 (Ef Utan's Spellbook)**Classes that cast this spell at this level** : Druid, Magus, Shaman, Sorcerer, Summoner (Unchained), White Necromancer, Witch, Wizard**School** conjuration / water elemental (creation)**Casting Time** 1 action**Components** V, S**Range** medium (100 ft. + 10 ft. level)**Effect** fog spreads in 20-ft. radius**Duration** 10 min./level**Saving Throw** none; **Spell Resistance** no

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round. The spell does not function underwater.

**Make Whole****2****Pages in Spellbook** : 2 (Ef Utan's Spellbook)**Classes that cast this spell at this level** : Cleric, Occultist, Psychic, Sorcerer, Wizard**School** transmutation / metal elemental**Casting Time** 10 minutes**Components** V, S**Range** 10 ft.**Target** one object of up to 10 cu. ft./level or one construct creature of any size**Duration** instantaneous**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell functions as *mending*, except that it repairs 1d6 points of damage per level when cast on a construct creature (maximum 5d6).

Make whole can fix destroyed magic items (at 0 hit points or less), and restores the magic properties of the item if your caster level is at least twice that of the item. Items with charges (such as wands) and single-use items (such as potions and scrolls) cannot be repaired in this way. When *make whole* is used on a construct creature, the spell bypasses any immunity to magic as if the spell did not allow spell resistance.

**Mending**

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.

**Scorching Ray****2****Pages in Spellbook** : 2 (Ef Utan's Spellbook)**Classes that cast this spell at this level** : Adept, Bloodrager, Magus, Sorcerer, Underterror Evolution, Wizard**School** evocation / fire elemental [fire]**Casting Time** 1 action**Components** V, S**Range** close (25 + 5 ft./2 levels)**Effect** one or more rays**Duration** instantaneous**Saving Throw** none; **Spell Resistance** yes

You blast your enemies with a searing beam of fire. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

**Draconic Reservoir****3****Pages in Spellbook** : 3 (Ef Utan's Spellbook)**Classes that cast this spell at this level** : Alchemist, Bloodrager, Sorcerer, Wizard**School** evocation / all elements [acid, cold, electricity, fire]**Casting Time** 1 action**Components** V, S, M (a scale from dragon that produces the energy you seek to absorb)**Range** touch**Target** creature touched**Duration** 10 minutes/level or until discharged; see text**Saving Throw** DC 15 Fortitude negates (harmless); **Spell Resistance** yes (harmless)

*Draconic reservoir* functions as *protection from energy*, absorbing 6 points of one type of energy damage per caster level (acid, cold, electricity, or fire, maximum 60 points). Each round, as a swift action, the subject can release 1d6 points of the absorbed energy and apply it to any melee attack, as if using an acidic, flaming, frost, or shock weapon. The first creature the subject strikes with this attack takes the energy damage in addition to any other consequences of the attack. Releasing energy in this way does not "free up" space to absorb still more energy; the maximum amount of energy the spell can absorb remains fixed. The subject cannot release more energy than he currently has absorbed. Once the subject has absorbed all the energy allowed by the spell, he takes damage as normal from that energy type. Once the energy has been released, the spell is discharged.

*Draconic reservoir* does not stack with *protection from energy*. *Draconic reservoir* overlaps (and does not stack with) *resist energy*. If a character is warded by *draconic reservoir* and *resist energy*, *draconic reservoir* absorbs damage until it reaches its maximum limit.

**Protection from Energy**

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

Protection from energy overlaps (and does not stack with) *resist energy*. If a character is warded by protection from energy and *resist energy*, the protection spell absorbs damage until its power is exhausted.

**Appears in** : Advanced Player's Guide

**Fly****3****Pages in Spellbook** : 3 (Ef Utan's Spellbook)

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

**School** transmutation / air elemental**Casting Time** 1 action**Components** V, S, F (a wing feather)**Range** touch**Target** creature touched**Duration** 1 min./level**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the fly spell is dispelled, but not if it is negated by an antimagic field.

**Life Bubble****Pages in Spellbook** : 5 (Ef Utan's Spellbook)

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

**School** abjuration**Casting Time** 1 action**Components** V, S, M/DF (a bit of eggshell)**Range** touch**Target** creatures touched, up to one/level**Duration** 2 hours/level; see text**Saving Throw** DC 17 Will negates (harmless); **Spell Resistance** yes (harmless)

You surround the touched creatures with a constant and moveable 1-inch shell of tolerable living conditions. This shell enables the subjects to breathe freely, even underwater or in a vacuum, as well as making them immune to harmful gases and vapors, including inhaled diseases and poisons and spells like cloudkill and stinking cloud. In addition, the shell protects subjects from extremes of temperature (per endure elements) as well as extremes of pressure.

Life bubble does not provide protection from negative or positive energy (such as found on the Negative and Positive Energy planes), the ability to see in conditions of poor visibility (such as in smoke or fog), nor the ability to move or act normally in conditions that impede movement (such as underwater).

When you cast this spell it has a total duration of 2 hours per caster level. You can divide this duration up in any manner you wish, not necessarily equally, between up to 1 creature per caster level.

**Appears in** : Advanced Player's Guide



### **Ef's Earrings - Ef Utan Izenik (Adventure Journal)**

**Date (game world):** 0000/00/00; **Date (real world):** 2020/08/27

**XP Reward:** 0 XP; **Net Cash:**

The Earrings of Ef Utan:

Prime Material, a simple gold hoop to remember what it really comes down to;

Mechanus, a Ziggurat Spider's red webbing wound and knotted in the shape of a gear;

Ethereal, a ring of Stabilized Protomatter created by Aionias, the Sapphire Mage, just before being sent 15 years into the future through the demi-plane of time;

Bytopia, raw silver ore carved into the shape of a Bytopian silversnake with two heads, from an artisan in Valedon after a successful, pleasant job, my first after getting to Sigil;

Acheron, a bent and sharpened Clearsteel shard found on the battlefield, this was the first and inspiration for this collection, also the piece used to make the holes for any new earring.

The Harrowing (carved from the dragon Zassirion's claw after his defeat)

### **Memberships and Misc - Ef Utan Izenik (Adventure Journal)**

**Date (game world):** 0000/00/00; **Date (real world):** 2020/08/28

**XP Reward:** 0 XP; **Net Cash:**

Affiliation:

Planewalker's Guild, 3rd circle

Two Headed Silver Coins x48

"Party Starter" kit

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Dream Barren- Can never have any dream traits. Dreams cannot be degraded or sacrificed to affect you. Those who attempt to steal your dreams fail, become Dazed for one round, and suffer a -3 penalty to Will Saves for one hour. You do not suffer the normal penalties for having no dreams.