

Lenata

Female aasimar cleric of Celestian 6/mystic theurge

3/wizard 4 - CL13 - CR 12

Neutral Good Outsider (Native); Deity: **Celestian**; Age: **34**;
Height: **5' 2"**; Weight: **110 lb.**; Eyes: **Purple**; Hair: **White**;
Skin: **Pale**

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	13	+1	
Angelic Blood: +2 to stabilize			
INT INTELLIGENCE	15	+2	
WIS WISDOM	19	+4	
CHA CHARISMA	15	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8	=	+7	+1			
Angelic Blood: +2 vs. [evil], Birthmark: +2 trait bonus vs. charm and compulsion							

REFLEX (DEXTERITY)	+5	=	+4	+1			
Angelic Blood: +2 vs. [evil], Birthmark: +2 trait bonus vs. charm and compulsion							

WILL (WISDOM)	+15	=	+11	+4			
Angelic Blood: +2 vs. [evil], Birthmark: +2 trait bonus vs. charm and compulsion							

Energy Resistance, Acid (5)	Energy Resistance, Electricity (5)
Energy Resistance, Cold (5)	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	=	+6		+1				

Touch AC 11	Flat-Footed AC 16
	BAB Strength Size Misc

CM Bonus +8	=	+7	+1	-	-
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CM Defense 19	=	10	+7	+1	+1	-
			BAB	Strength	Dexterity	Size

Hero Points	□ □ □	HP 77
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Base Attack	+7	Damage / Current HP
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Initiative	+1
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Speed	40 ft
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Adamantine dagger

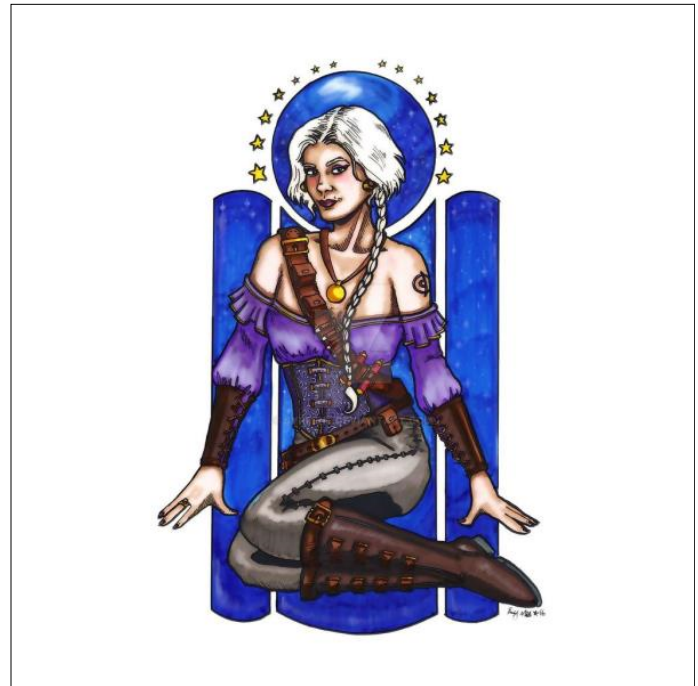
Main hand: **+9/+4, 1d4+1** Crit: 19-20/x2

Ranged: **+9, 1d4+1** Rng: 10'
Light, P/S

Dragon pistol

Ranged: **+8, 1d6** Crit: x4

Ranged, both hands: **+8, 1d6** 1-hand, B/P,



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-1	DEX (1)	-	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	+2	INT (2)	-	
Bluff	+2	CHA (2)	-	
Climb	-1	STR (1)	-	
Craft (firearms)	+4	INT (2)	1	
Diplomacy	+10	CHA (2)	3	
Disguise	+2	CHA (2)	-	
Escape Artist	-1	DEX (1)	-	
Fly	-1	DEX (1)	-	
Heal	+13	WIS (4)	4	
Intimidate	+2	CHA (2)	-	
Knowledge (arcana)	+11	INT (2)	6	
Knowledge (planes)	+11	INT (2)	6	
Knowledge (religion)	+9	INT (2)	4	
Knowledge (Wildspace)	+13	INT (2)	8	
Linguistics	+7	INT (2)	2	
Perception	+10	WIS (4)	4	
Profession (Pilot)	+13	WIS (4)	6	
Ride	-1	DEX (1)	-	
Sense Motive	+4	WIS (4)	-	
Spellcraft	+17	INT (2)	12	
Stealth	-1	DEX (1)	-	
Survival	+4	WIS (4)	-	
Swim	-1	STR (1)	-	
Use Magic Device	+4	CHA (2)	2	

Feats

Angelic Blood
 Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Divine Interference
 Exotic Weapon Proficiency (Firearms)
 Healer's Hands (+6, 6/day) (Su)
 Improved Familiar
 Scribe Scroll
 Selective Channeling
 Shield Proficiency
 Simple Weapon Proficiency - All
 Wizard Weapon Proficiencies

Traits

Birthmark
 Focused Mind

EIN Chainmail

+6

Max Dex: +4, Armor Check: -2
 Spell Fail: 20%, Light

Gear

**Total Weight Carried: 34.5/130 lbs, Light Load
 (Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)**

Adamantine dagger 1 lb
 Alchemist's fire x2 1 lb
 Alchemist's kindness x3 <In: Endless bandolier (12 @ 1.5 lbs) -
 Alchemist's kindness x2 <In: Endless bandolier (12 @ 1.5 lbs) -
 Antiplague x2 <In: Endless bandolier (12 @ 1.5 lbs)> -
 Antitoxin x2 <In: Endless bandolier (12 @ 1.5 lbs)> -
 Artisan's outfit (Free) -
 Belt pouch (empty) 0.5 lbs
 Bloodblock x2 <In: Endless bandolier (12 @ 1.5 lbs)> -
 Boots of elvenkind 1 lb
 Bottle of strong brandy <In: Endless bandolier (12 @ 1.5 lbs) -
 Dragon pistol 3 lbs
 EIN Chainmail 20 lbs
 Endless bandolier (12 @ 1.5 lbs) 2 lbs
 Healer's kit 1 lb
 Lenata's Spellbook Vol I 3 lbs
 Money -
 Potion of cure light wounds -
 Smelling salts -
 Soothe syrup x2 0.5 lbs

Special Abilities

Agile Feet (7/day) (Su)
 Aura (Ex)
 Cleric Domain (Travel)
 Cleric Domain (Wildspace)
 combined spells (2nd) (Su)
 Darkvision (60 feet)
 Deliver Touch Spells Through Familiar (Su)
 Empathic Link with Familiar (Su)
 Familiar Bonus: +3 to Stealth checks
 Hand of the Apprentice (5/day) (Su)
 Hero Points
 Magic Variant Channeling (±2 Sacred)
 Magic Variant Channeling 3d6 plus 2 channel bonus

Experience & Wealth

Current Cash: **54,601 gp**

Special Abilities

Share Spells with Familiar
 Spontaneous Casting

Spell-Like Abilities

Daylight (1/day)

Tracked Resources

Adamantine dagger
 Agile Feet (7/day) (Su)
 Alchemist's fire
 Alchemist's kindness
 Alchemist's kindness
 Antiplague
 Antitoxin
 Bloodblock
 Hand of the Apprentice (5/day) (Su)
 Healer's kit
 Healer's Hands (+6, 6/day) (Su)
 Magic Variant Channeling 3d6 plus 2 channel bonus (5/day, DC 15) (Su)
 Potion of cure light wounds
 Smelling salts
 Soothe syrup

Languages

Celestial	Elven
Common	Hellenic
Draconic	Sylvan

Spells & Powers

Cleric spells memorized (CL 9th; concentration +15)
Melee Touch +8 Ranged Touch +8
5th—teleport^D
4th—dimension door^D
3rd—fly^D
2nd—locate object^D
1st—abundant ammunition^{UC}, air bubble^{D,UC}, bless, comprehend languages
0th (at will)—light, light, read magic, stabilize
[D] Domain spell; Domains Travel, Wildspace
Wizard spells memorized (CL 7th; concentration +11)
Melee Touch +8 Ranged Touch +8
4th—dimensional anchor
3rd—dispel magic, fireball (DC 15)
2nd—fog cloud, invisibility, raiment of command (DC 14), rope trick
1st—magic missile, magic missile, protection from evil, protection from evil, true strike
0th (at will)—detect magic, mage hand, message, prestidigitation

Lenata – Abilities & Gear

Angelic Blood

Feat

Your blood is infused with holy power.

Prerequisites: Con 13, aasimar.

Benefit: You gain a +2 bonus on saving throws against effects with the evil descriptor and on Constitution checks to stabilize when you are reduced to negative hit points (but not dead). Furthermore, each time you take bleed or blood drain damage, each undead creature or creature with the evil subtype that is currently adjacent to you also takes 1 point of damage.

Appears In : Advanced Race Guide

Divine Interference

Feat

You can convert a spell to interfere with an enemy's attack.

Prerequisites: Divine spellcaster, caster level 10th.

Benefit: As an immediate action, when an enemy within 30 feet hits an ally with an attack, you can sacrifice a prepared divine spell or (if you are a spontaneous caster) an unused spell slot and make the enemy reroll the attack roll. The second attack roll takes a penalty equal to the level of the spell you sacrifice. You must sacrifice a spell of 1st-level or higher to use this ability. Whether or not the second attack is successful, you cannot use this effect on the same creature again for 1 day.

Appears In : Ultimate Magic

Exotic Weapon Proficiency (Firearms)

Feat

Choose one type of exotic weapon, such as the spiked chain or whip. You understand how to use that type of exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.

Prerequisite: Base attack bonus +1.

Benefit: The Exotic Weapon Proficiency (firearms) feat allows you to use all of the firearms presented here without penalty. A non-proficient character takes the standard -4 penalty on attack rolls with firearms and increases all misfire values by 4.

Even though Exotic Weapon Proficiency (firearms) grants you proficiency with all firearms, when you take feats that modify a single type of weapon (such as Weapon Focus or Rapid Reload), you must still pick one type of firearm (such as musket or pistol) for those feats to affect.

Appears In : Ultimate Combat, Inner Sea World Guide

Healer's Hands (+6, 6/day) (Su)

Feat

Your healing efforts are bolstered by positive energy.

Prerequisites: Heal 1 rank, Knowledge (planes) 1 rank.

Benefit: You can use the Heal skill to treat deadly wounds as a full-round action. You do not take a penalty for not using a healer's kit when treating deadly wounds this way, and you can do so on a given creature more than once per day. When treating deadly wounds this way, if your result exceeds the DC by 10 or more, add your ranks in Knowledge (planes) to the damage healed. These benefits do not apply to creatures that are not healed by positive energy.

You can use this feat's benefit a number of times per day equal to your ranks in Knowledge (planes).

Appears In : Planar Adventures

Improved Familiar

Feat

This feat allows you to acquire a powerful familiar, but only when you could normally acquire a new familiar.

Prerequisites: Ability to acquire a new familiar, compatible alignment, sufficiently high level (see below).

Benefit: When choosing a familiar, the creatures listed below are also available to you. You may choose a familiar with an alignment up to one step away on each alignment axis (lawful through chaotic, good through evil).

Improved familiars otherwise use the rules for regular familiars, with two exceptions: if the creature's type is something other than animal, its type does not change; and improved familiars do not gain the ability to speak with other creatures of their kind (although many of them already have the ability to communicate).

Note: To create the celestial or fiendish version of a normal familiar, add the Celestial or Fiendish template from the "Class Levels" list on your familiar. Since most familiar races set a default alignment, you may need to change this as well.

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.

Selective Channeling

Feat

You can choose whom to affect when you channel energy.

Prerequisite: Cha 13, channel energy class feature.

Benefit: When you channel energy, you can choose a number of targets in the area up to your Charisma modifier. These targets are not affected by your channeled energy.

Normal: All targets in a 30-foot burst are affected when you channel energy. You can only choose whether or not you are affected.

Birthmark

Trait

You were born with a strange birthmark that looks very similar to the holy symbol of the god you chose to worship later in life. This birthmark can serve you as a divine focus for casting spells, and, as a physical manifestation of your faith, increases your devotion to your god—you gain a +2 trait bonus on all saving throws against charm and compulsion effects as a result.

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

Focused Mind

Trait

Your childhood was either dominated by lessons of some sort (be they musical or academic) or by a horrible home life that encouraged your ability to block out distractions to focus on the immediate task at hand.

Benefit: You gain a +2 trait bonus on concentration checks.

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

Lenata – Abilities & Gear

Darkvision (60 feet)

Racial Ability, Senses (Outside)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Energy Resistance, Acid (5)

Unknown

You have the specified Energy Resistance against Acid attacks.

Energy Resistance, Cold (5)

Unknown

You have the specified Energy Resistance against Cold attacks.

Energy Resistance, Electricity (5)

Unknown

You have the specified Energy Resistance against Electricity attacks.

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

Lenata – Abilities & Gear

Magic Variant Channeling 3d6 plus 2 chann **Class Ability (Cleric)**

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

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

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

Agile Feet (7/day) (Su) **Class Ability (Cleric, Road Keeper)**

As a free action, you can gain increased mobility for 1 round. For the next round, you ignore all difficult terrain and do not take any penalties for moving through it. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

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

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

combined spells (2nd) (Su) **Class Ability (Mystic Theurge)**

A mystic theurge can prepare and cast spells from one of his spellcasting classes using the available slots from any of his other spellcasting classes. Spells prepared or cast in this way take up a slot one level higher than they originally occupied. This ability cannot be used to cast a spell at a lower level if that spell exists on both spell lists. At 1st level, a mystic theurge can prepare 1st-level spells from one of his spellcasting classes using the 2nd-level slots of the other spellcasting class. Every two levels thereafter, the level of spells that can be cast in this way increases by one, to a maximum of 5th-level spells at 9th level (these spells would take up 6th-level spell slots). The components of these spells do not change, but they otherwise follow the rules for the spellcasting class used to cast the spell.

Spontaneous spellcasters can only select spells that they have prepared that day using non-spontaneous classes for this ability, even if the spells have already been cast. For example, a cleric/sorcerer/mystic theurge can use this ability to spontaneously cast a *bless* spell using a 2nd-level sorcerer spell slot, if the character had a prepared *bless* spell using a 1st-level cleric spell slot, even if that spell had already been cast that day.

Note: The option to prepare combined spells has not been implemented yet.

Deliver Touch Spells Through Familiar (Su) **Class Ability (Wizard)**

If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the 'toucher'. The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

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

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

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

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

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

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

Hand of the Apprentice (5/day) (Su) **Class Ability (Wizard)**

You cause your melee weapon to fly from your grasp and strike a foe before instantly returning to you. As a standard action, you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your Intelligence modifier on the attack roll instead of your Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Magic Variant Channeling (±2 Sacred) **Class Ability (Cleric)**

Heal - Creatures gain a channel bonus on caster level checks and concentration checks until the end of your next turn. *Harm* - All creatures must make concentration checks (DC = channel energy DC plus spell level) to use spells or spell-like abilities until the end of your next turn.

Appears In : Ultimate Magic

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

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

Spontaneous Casting **Class Ability (Cleric)**

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

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

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

Lenata – Abilities & Gear

Antitoxin

Gear

This substance counteracts a specific toxin. If you drink a vial of antitoxin, you gain a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Alchemical Power Component

Like antiplague, this substance can augment certain healing spells.

Neutralize Poison (M) : Add +2 on your caster level check to neutralize poison on a target creature. Antitoxin has no effect when you cast the spell on an object.

Boots of elvenkind

Wondrous Item (Feet)

These soft boots are partially made out of living leaves and other natural materials. They enable the wearer to move nimbly about in virtually any surroundings, granting a +5 competence bonus on Acrobatics checks.

Construction

Requirements Craft Wondrous Item, creator must be an elf; **Cost** 1,250 gp

Endless bandolier (12 @ 1.5 lbs) Wondrous Item (Chest)

Small loops sewn into this bandolier look like they can hold twenty alchemical cartridges (ammunition for a firearm, see *Ultimate Combat*), but due to a subtle bending of space can actually hold up to 60 cartridges. Additionally, the six thin pockets on the bandolier are extradimensional spaces meant to hold extra guns and gear. The four small pockets can each hold a one-handed firearm, 1 pound of ammunition, a powder horn, or a similarly sized object. The two large pockets are large enough to hold a two-handed firearm or a similarly sized object. The wearer can draw an item stored in the bandolier as easily as if from an ordinary ammunition pouch or holster. The bandolier weighs the same no matter what is placed inside it.

Construction

Requirements Craft Wondrous Item, *secret chest*; **Cost** 750 gp

Appears In : Ultimate Equipment

Companions

Arcane Familiar CR –

Celestial cat (*Pathfinder RPG Bestiary*, 131)

N Tiny magical beast (animal)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

Defense

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 38 (1d8-1)

Fort +6, **Ref** +6, **Will** +12

Defensive Abilities improved evasion; **Resist** acid 5, cold 5, electricity 5; **SR** 17

Offense

Speed 30 ft.

Melee bite +11 (1d3-4), 2 claws +11 (1d2-4)

Space 2 ft.; **Reach** 0 ft.

Special Attacks deliver touch spells, smite evil

Statistics

Str 3, **Dex** 15, **Con** 8, **Int** 7, **Wis** 12, **Cha** 7

Base Atk +7; **CMB** +7; **CMD** 13 (17 vs. trip)

Feats Weapon Finesse^B

Skills Climb +6, Diplomacy +1, Heal +5, Linguistics +0, Perception +8, Spellcraft +10, Stealth +14, Use Magic Device +0; **Racial Modifiers** +4 Climb, +4 Stealth

SQ empathic link

Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Antiplague (equipment); Bloodblock (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Alchemist's kindness (equipment); Smelling salts (equipment); Soothe syrup (equipment)
- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Focused Mind (trait)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Birthmark (trait)
- **Advanced Race Guide** - Angelic Blood (feat); Urban Grace (spell)
- **Advanced Race Guide / Advanced Races Compendium / Bestiary / Blood of Angels / Inner Sea Races** - Aasimar (race)
- **Hell's Vengeance** - Gatefinder (Perception) (equipment)
- **Inner Sea World Guide / Ultimate Combat** - Exotic Weapon Proficiency (Firearms) (feat)
- **Planar Adventures** - Healer's Hands (feat)
- **Rise of the Runelords Anniversary Edition** - Raiment of Command (spell)
- **Seekers of Secrets** - Book Ward (spell)
- **Ultimate Combat** - Abundant Ammunition (spell); Air Bubble (spell)
- **Ultimate Combat / Ultimate Equipment** - Dragon pistol (weapon)
- **Ultimate Equipment** - Endless bandolier (equipment)
- **Ultimate Magic** - Divine Interference (feat); Magic Variant Channeling (special ability)

Lenata, Wizard 4 – Spells in Spellbook

Acid Splash 0

Pages in Spellbook : 1 (Lenata's Spellbook Vol I)

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 (Lenata's Spellbook Vol I)

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 (Lenata's Spellbook Vol I)

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 (Lenata's Spellbook Vol I)

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 (Lenata's Spellbook Vol I)

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.

Lenata, Wizard 4 – Spells in Spellbook

Detect Magic 0

Pages in Spellbook : 1 (Lenata's Spellbook Vol I)

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 (Lenata's Spellbook Vol I)

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 (Lenata's Spellbook Vol I)

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 (Lenata's Spellbook Vol I)

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.

Lenata, Wizard 4 – Spells in Spellbook

Ghost Sound 0

Pages in Spellbook : 1 (Lenata's Spellbook Vol I)

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 (Lenata's Spellbook Vol I)

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 (Lenata's Spellbook Vol I)

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 (Lenata's Spellbook Vol I)

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.

Lenata, Wizard 4 – Spells in Spellbook

Message 0

Pages in Spellbook : 1 (Lenata's Spellbook Vol I)

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 (Lenata's Spellbook Vol I)

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 (Lenata's Spellbook Vol I)

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 (Lenata's Spellbook Vol I)

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 (Lenata's Spellbook Vol I)

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 (Lenata's Spellbook Vol I)

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 (Lenata's Spellbook Vol I)

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.

Magic Missile **1**

Pages in Spellbook : 1 (Lenata's Spellbook Vol I)

Classes that cast this spell at this level : Bloodrager, Magus, Psychic, Sorcerer, Underterror Evolution, Wizard

School evocation / aether elemental [force]

Casting Time 1 action

Components V, S

Range medium (100 + 10 ft./level)

Target up to five creatures, no two of which can be more than 15 ft. apart

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

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

Protection from Evil **1**

Pages in Spellbook : 1 (Lenata's Spellbook Vol I)

Classes that cast this spell at this level : Adept, Bloodrager, Cleric, Inquisitor, Medium, Paladin, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), White Necromancer, Wizard

School abjuration [good]

Casting Time 1 action

Components V, S, M/DF

Range touch

Target creature touched

Duration 1 min./level (D)

Saving Throw Will negates (harmless); **Spell Resistance** no; see text

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

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

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

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

True Strike **1**

Pages in Spellbook : 1 (Lenata's Spellbook Vol I)

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 (Lenata's Spellbook Vol I)

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

Book Ward **2**

Pages in Spellbook : 2 (Lenata's Spellbook Vol I)

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

School abjuration

Casting Time 1 action

Components V, S, M/DF (a drop of clear oil)

Range touch

Target one touched object up to 10 lbs/level

Duration 1 day/level or until discharged (see text)

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

As *protection from energy*, except as noted above and that the spell only protects against acid and fire damage. While the energy protection remains, the item is also completely waterproof (this protection extends to other liquids as well, such as alcohol and oil).

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.

Alchemical Power Component: Alchemist's Fire (M) : If cast to ward against cold, increase the amount of cold damage absorbed by 5.

Appears in : Seekers of Secrets

Fog Cloud **2**

Pages in Spellbook : 2 (Lenata's Spellbook Vol I)

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.

Invisibility 2**Pages in Spellbook** : 2 (Lenata's Spellbook Vol I)**Classes that cast this spell at this level** : Adept, Alchemist, Antipaladin, Assassin, Bard, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Underterror Evolution, White Necromancer, Wizard**School** illusion / void elemental (glamer)**Casting Time** 1 action**Components** V, S, M/DF (an eyelash encased in gum arabic)**Range** personal or touch**Target** you or a creature or object weighing no more than 100 lbs. /level**Duration** 1 min./level (D)**Saving Throw** Will negates (harmless) or Will negates (harmless, object); **Spell Resistance** yes (harmless) or yes (harmless, object)

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a *permanency* spell.

Owl's Wisdom 2**Pages in Spellbook** : 2 (Lenata's Spellbook Vol I)**Classes that cast this spell at this level** : Alchemist, Cleric, Druid, Elven Archer, Medium, Paladin, Psychic, Ranger, Shaman, Sorcerer, Summoner, Summoner (Unchained), Wizard**School** transmutation**Casting Time** 1 action**Components** V, S, M/DF (feathers or droppings from an owl)**Range** touch**Target** creature touched**Duration** 1 min./level**Saving Throw** Will negates (harmless); **Spell Resistance** yes

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, and rangers (and other Wisdom-based spellcasters) who receive owl's wisdom do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

Raiment of Command 2**Pages in Spellbook** : 2 (Lenata's Spellbook Vol I)**Classes that cast this spell at this level** : Bard, Sorcerer, Wizard**School** illusion (glamer)**Casting Time** 1 action**Components** V, S**Range** personal**Duration** 1 hour/level**Saving Throw** DC 14 Will; **Spell Resistance** no

You are cloaked in an illusion of authority. Others perceive you to be a legitimate figure of authority, such as a higher-ranking official, a religious figure, or a more powerful warrior. This illusion grants you a +5 bonus on all Diplomacy and Intimidate checks. If you attempt to disguise yourself as a specific authority figure whom you have met in person, you gain a +10 competence bonus on the Disguise check and any Bluff check related to impersonating that authority figure.

In addition, others are uncomfortable acting against you. Creatures with an Intelligence of 3 or more take a -2 penalty on all opposed checks made against you, such as Sense Motive checks made to determine if you're bluffing, or Perception checks made to notice you when you're using Stealth to sneak (a result of their not wanting to question whether you belong there, and thus giving you the benefit of the doubt).

Appears in : Rise of the Runelords Anniversary Edition

Rope Trick 2**Pages in Spellbook** : 2 (Lenata's Spellbook Vol I)**Classes that cast this spell at this level** : Medium, Occultist, Psychic, Sorcerer, Wizard**School** transmutation**Casting Time** 1 action**Components** V, S, M (powdered corn and a twisted loop of parchment)**Range** touch**Target** one touched piece of rope from 5 ft. to 30 ft. long**Duration** 1 hour/level (D)**Saving Throw** none; **Spell Resistance** no

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space that is outside the usual multiverse of extradimensional spaces. Creatures in the extradimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes. The space holds as many as eight creatures (of any size). The rope cannot be removed or hidden. The rope can support up to 16,000 pounds. A weight greater than that can pull the rope free. Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3-foot-by-5-foot window were centered on the rope. The window is invisible, and even creatures that can see the window can't see through it. Anything inside the extradimensional space drops out when the spell ends. The rope can be climbed by only one person at a time. The rope trick spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

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Dispel Magic**3****Pages in Spellbook** : 3 (Lenata's Spellbook Vol I)**Classes that cast this spell at this level** : Antipaladin, Bard, Cleric, Inquisitor, Magus, Medium, Mesmerist, Occultist, Paladin, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Witch, Wizard**School** abjuration / void elemental**Casting Time** 1 action**Components** V, S**Range** medium (100 + 10 ft./level)**Target** one spellcaster, creature, or object**Duration** instantaneous**Saving Throw** none; **Spell Resistance** no

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stonewall (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stonewall (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stonewall would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected. You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect. If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by summon monster), you make a dispel check to end the spell that conjured the object or creature. If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this. You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

Fireball**3****Pages in Spellbook** : 3 (Lenata's Spellbook Vol I)**Classes that cast this spell at this level** : Bloodrager, Magus, Occultist, Sorcerer, Underterror Evolution, Wizard**School** evocation / fire elemental [fire]**Casting Time** 1 action**Components** V, S, M (a ball of bat guano and sulfur)**Range** long (400 + 40 ft./level)**Area** 20-ft.-radius spread**Duration** instantaneous**Saving Throw** DC 15 Reflex half; **Spell Resistance** yes

A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure. You point your finger and determine the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely. The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Alchemical Power Component: Alchemist's Fire (M) : One target per caster level that fails its Reflex saving throw (your choice) catches on fire as if it has been struck by alchemist's fire.

Magic Circle against Evil 3**Pages in Spellbook** : 3 (Lenata's Spellbook Vol I)**Classes that cast this spell at this level** : Cleric, Inquisitor, Medium, Occultist, Paladin, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard**School** abjuration [good]**Casting Time** 1 action**Components** V, S, M/DF (a 3-ft.-diameter circle of powdered silver)**Range** touch**Area** 10-ft.-radius emanation from touched creature**Duration** 10 min./level**Saving Throw** Will negates (harmless); **Spell Resistance** no; see text

All creatures within the area gain the effects of a *protection from evil* spell, and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from evil*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance. This spell has an alternative version that you may choose when casting it. A *magic circle against evil* can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the magic circle. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from evil* spell for that creature only. A magic circle leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow walk*, *teleport*, and similar abilities) can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself. You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the magic circle more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20. A successful diagram allows you to cast a *dimensional anchor* spell on the magic circle during the round before casting any summoning spell. The anchor holds any called creatures in the magic circle for 24 hours per caster level. A creature cannot use its spell resistance against a magic circle prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the *lesser planar binding* spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram - even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above. This spell is not cumulative with *protection from evil* and vice versa.

Protection from Evil

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

Dimensional Anchor 4**Pages in Spellbook** : 4 (Lenata's Spellbook Vol I)**Classes that cast this spell at this level** : Cleric, Occultist, Psychic, Sorcerer, Spiritualist, Summoner (Unchained), Wizard**School** abjuration**Casting Time** 1 action**Components** V, S**Range** medium (100 + 10 ft./level)**Effect** ray**Duration** 1 min./level**Saving Throw** none; **Spell Resistance** yes (object)

A green ray springs from your hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a dimensional anchor include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like abilities. The spell also prevents the use of a gate or teleportation circle for the duration of the spell. A dimensional anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, dimensional anchor does not prevent summoned creatures from disappearing at the end of a summoning spell.

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

- no notes -