Everyman Iconics
Taka'shi Tomoshiba

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Designation of Product Identity

Declaration of Open Game Content

About the Author

Special Thanks

Author Anecdotes

Everyman Iconics is a very different product line from anything that's currently on the market (for now), and its a product series that I'm super excited to talk about. Traditionally, NPC stat block products don't cater to roughly 4/5th of players because they don't offer anything particularly new for players to dig into, so to speak. *Everyman Iconics* isn't different in that regard; it focuses on using material that's already part of the *Pathfinder Roleplaying Game* for its builds.

What it makes it different is the emphasis on functionality, the emphasis on creating a PC-quality builds for characters and placing those into the hands of consumers. Perhaps you're the kind of player who wants something cool and exciting to play with, but you don't have the time to do a lot of research on different builds and tactics.

Everyman Iconics is for you.

Perhaps you're a GM who wants a fundamentally different NPC to place into your game, but you don't have time to do tons of research building your character.

Everyman Iconics is for you.

Maybe you just want a portfolio with all of the rules required to play your new character in one place with an easy-to-read format, or maybe you're looking for ideas on how to create a background for a character.

Everyman Iconics is for you.

I'm hoping that this product line speaks to you, and that you find it as satisfying to read and tinker with as I found making it to be.

— Alexander Augunas

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Everyman Iconics: Taka'shi Tomoshiba is broken down into the following sections.

Brandon Chang '17

Character Biography

"Heh, ethics. Now, where have I heard that before? Ah, yes. How could I forget? Virtually everywhere. People get awfully fussy, you know, once they find out that with a snap of your fingers you can make them change their mind about something. Or reduce them to a smoldering pile of ash. That's when people start caring about ethics, when those above them have the power to inconvenience them even slightly. Never when the people beneath them suffer, starve, and die. You see, that's where you and I differ. You may not have powers such as I, but you nevertheless have power. You could have stopped this man yourself. The ethical way. But you didn't, so now I'm taking matters into my own hands. My own brand of ethics. And if that means taking absolute control over a man who profits at the expense and inconvenience of others, well, then I suppose I'm guilty of mixing business with pleasure. But I digress, I see no qualm in this. And should you continue to pester me regarding things that are frankly not of your concern, perhaps I'll see to it that you find no qualm in my actions either. Ethically, of course."

— Taka'shi Tomoshiba

Taka'shi Tomoshiba

Race: Kitsune
Age: 22
Birthday: December 23rd
Height: 6'1
Weight: 125 lbs.
Hair: Red-brown
Eyes: Bright blue
Code: *Only fools complain that the world is cold and cruel, for it is neither of those things. People can be cold, people can be cruel, and people can be kind, but the world is ultimately indifferent. Most go about their daily lives without ever having a second thought about those beyond their immediate cognizance. And it is this indifference that permits the natural order—be it a lion's indifference to his prey's offspring, or an aristocrat's indifference to a starving child. As such, it is no crime to climb upon and above the indifferent, to take your rightful place above them. For if you deserve the place you carved for yourself, the world shall be indifferent to your success.*

Description

Like all members of the shapechanging kitsune race, Taka'shi has two forms: his foxlike true form and his human form, whose skin is yellow-peach in coloration. In both forms, Taka'shi has shortly-cut hair and eyes as blue as the sea. Standing just over six feet tall and weighing only 125 pounds, Taka'shi is lanky even by kitsune standards, likely a result of malnutrition as a child. In kitsune form, Taka'shi has orange-brown fur, a foxlike face and anywhere from two to nine foxlike tails, digitigrade legs, and short, black nails on each of his digits.

Taka'shi isn't particularly outspoken about color or clothing, although he favors dark reds and maroons and prefers soft, comfortable clothing with hints of luxury, such as gold spun embroideries and jewelry. He wears a rather large, gaudy necklace around his neck, the first item of wealth he ever acquired, and a simple, childish bracelet around his right wrist that he refuses to remove and takes meticulous care of. Although he rarely fights hand-to-hand, Taka'shi carries a magical staff whose head resembles a mystical kumiho.

Background

To say that Taka'shi Tomoshiba's childhood was unpleasant would be an understatement, for shortly after his eighth birthday inquisitors of Shuten-doji, The Most Wicked of Oni, barged into the family's home and hunted them like wild foxes long into the night. When it became clear that they would not survive until dawn, Taka'shi's father, San, stole a barrel and hide his son in it, sending hum downstream towards a nearby city while he and Taka'shi's mother, Roshune, stayed behind. They promised to rendezvous with their son within the city's walls. Taka'shi never saw either of them again.

Eight years old and without a penny to his name, Taka'shi tried to carve a meager living for himself doing whatever he needed to in order to survive, all while pretending to be a simple human boy. Petty theft and begging were daily activities for him, and most nights he went to bed hungry and hopeless. Taka'shi scraped by for two years until one night when a powerful daimyo that the boy did not know noticed him wandering the streets. The daimyo promised Taka'shi many wonderful things, like a warm bath, hot food, clean clothes, and fancy toys. Taka'shi was enticed, naively believing that the daimyo would rescue him from poverty forever and raise him like his own son. His last memory of that night is of the strength of the daimyo's hands as he helped Taka'shi into his carriage.

To date, Taka'shi is unable to recall what befell him or the daimyo that night within the mansion; all he knows for certain is that he awoke in his true form with two tails, his clothes tattered and his fur matted with dried blood and tears. The daimyo lay beside Taka'shi, a broken shell who filled him with dread and childish fear despite the man's inability to move or even think independently of Taka'shi's commands. In a morbid sense, the daimyo fulfilled Taka'shi's wildest dreams after all. Taka'shi commanded his new puppet through the motions of daily living for nearly five years, quickly learning that he could order the daimyo about telepathically. He established himself as the daimyo's heir and apprentice, delighting in the irony that while the world saw him as but a boy, he was in truth the master

of a daimyo's estate. As keen as he was politically, however, Taka'shi struggled with the social and empathetic elements of sovereignty, and instead appointed skilled majordomos to take care of such matters for the daimyo. Ironically, the city flourished without his daimyo's greedy fingers nestled in the common folk's daily lives, and both the daimyo and his young steward were beloved. Taka'shi's only true love, however, lay in the acquisition of magical lore. Whether he was studying ancient religions, learning the theories behind draconic spellcasting, or delving the depths of his own burgeoning powers, Taka'shi explored the histories and secrets of magic with single minded determination.

Taka'shi's ruse, however, could not last forever. One evening, Taka'shi's puppet was murdered in the dead of night by an unknown assailant. Although the 15 year-old kyubi had been careful to make sure the daimyo left him his estate in his will, political power and status could not be so easily transferred, and while Taka'shi could technically take upon the mantle of daimyo himself, he cared little for politics, and without his puppet shackling him to his estate, Taka'shi immediately sold all of the daimyo's lands and possessions and began planning his travels across the world in pursuit of arcane knowledge. He dreamed of attending eldritch lectures, comparing notes with wizards and experiences with sorcerers, and perhaps sitting down to tea with powerful beings such as majestic angels, ancient dragons, and elusive kumiho. Armed with arcane power and more wealth than all but the most privileged of youths, Taka'shi set out towards places unknown.

Personality

Quiet and somewhat withdrawn, Taka'shi is uncharacteristically serious for a kitsune and has difficulty opening up to others, empathizing with others, and correctly interpreting sarcasm, metaphors, and social cues, especially nonverbal ones. When he's comfortable enough to move past his reservations and engage with others, he is endearing, witty, and warmhearted, and generally cares about the wellbeing of his friends. But as they say, the kindest hearts are capable of the worse cruelties, and Taka'shi's wrath when provoked knows no mercy. Furthermore, Taka'shi often fails to consider the wants and needs of others, even those he values, when extrapolating his plans—he is sometimes called self-centered as a result, but rather than knowingly place himself before others he fails to consider the needs of other people alongside his own in the first place.

Despite these shortcomings, Taka'shi is witty and exceedingly bright, combining his potent sorcerous powers with his kyubi heritage. A veritable wellspring of arcane energies, Taka'shi often has magical power to spare when other spellcasters have exhausted all of their might, and he is a quick-thinking problem solver who is able to find practical use for nearly all of the varied spells at his disposal. In addition, the young kitsune is a living grimoire of eldritch lore and knowledge—Taka'shi has meticulously studied hundreds of tomes and thousands of magical works in the pursuit of eldritch lore, and actively seeks out opportunities to further his understanding in this field. He attends lectures and university programs taught by the leading arcane minds in their respective fields, discusses magic with innately powerful beings such as dragons, other sorcerers, and kumiho, and even takes time to watch the practices of spellcasters of other magical traditions, such as clerics and psychics.

Those closest to Taka'shi compare his interest in magic to a goal-less obsession—he learns for the sake of learning, without any long-term plans or practical application for the knowledge he amasses. Although he played an entire court for fools in his youth, Taka'shi has no aspirations for courtly power and no desire to resume such responsibilities. He has relatively simple tastes and wants only that which is necessary for a comfortable lifestyle that would enable him to dedicate and indulge every waking hour to his life's one true love—magic.

Character Build

Taka'shi Tomoshiba is a multiclass sorcerer/kyubi paragon who specializes in using his magic to control and manipulate his environment. In combat, he uses his awesome arcane powers to attempt to incapacitate his enemies as quickly as possible. He prefers to encounter enemies on his own terms, and frequently disengages in combat to set up a better ambush later.

Taka'shi possesses the following archetypes, feats, and class options. His full character advancement build is detailed on Table: Taka'shi Tomoshiba, as well as which feats he possesses and his vital statistics, such as his base attack bonus and base save bonuses. All of the content used in Taka'shi's build stems from other *Pathfinder Roleplaying Game* sources, and the complete list of all sources used to build Taka'shi are listed first in the Section 15 of this product's OGL.

Taka'shi's base ability scores are **Str** 6, **Dex** 14, **Con** 14, **Int** 14, **Wis** 10, **Cha** 18. His racial traits are included in a side bar on page 11.

Taka'shi's Archetypes

Taka'shi's base class is modified with the following archetypes.

Nine Tailed Heir (Archetype)

Stories often tell of kitsune with multiple tails, but not many realize that fewer than one kitsune in every thousand has this potential, and those that do usually have a magical quirk in their blood or have been blessed by their race's deific matron. As a result, most that harness the mystic powers of their newfound tails often gain sorcerous powers, becoming nine-tailed heirs.

Only kitsune characters qualify for this archetype.

Magical Tail: At 3rd level and every 4 levels thereafter, a nine-tailed heir gains Magical Tail as a bonus feat. If the nine-tailed heir already has nine tails, each additional time the feat is taken, the sorcerer gains one additional daily use of the lowest level Magical Tail ability not already affected by this effect.

This ability replaces the bloodline spell class feature.

Wildblooded (Archetype)

A wildblooded sorcerer has a mutated version of a more common bloodline, with one arcana and at least one bloodline power that are different from those of an unmutated bloodline. When creating a wildblooded sorcerer, select an existing bloodline, then select one of the following mutated bloodlines associated with that bloodline. Use the normal bloodline's class skill, bonus spells, and bonus feats, and the mutated bloodline's bloodline arcana. Use the normal bloodline's bloodline powers, except when the mutated bloodline replaces one of those powers.

Taka'shi's Bloodline

Taka'shi possesses the following sorcerer bloodline.

Kitsune Bloodline

One of your ancestors was a kitsune who achieved the apex of their race's mystical powers. Your sorcerous abilities stem from the same font of mystic power, allowing you to effortlessly dominate the minds of your enemies with powerful enchantments and illusions.

Class Skill: Disguise.

Bonus Spells: *silent image* (3rd), *invisibility* (5th), *major image* (7th), *charm monster* (9th), *magic jar* (11th), *mislead* (13th), *project image* (15th), *mass charm monster* (17th), *wish* (19th).

Bonus Feats: Alertness, Craft Wondrous Item, Dodge, Lightning Reflexes, Improved Initiative, Skill Focus (Disguise)

Bloodline Arcana: Whenever you cast an enchantment or illusion spell, creatures targeted by or that interact with your spell suffer a −2 penalty on their saving throw if you have won them over with Diplomacy or fooled them with Bluff in the past 24 hours.

Bloodline Powers: You manifest mystical powers that allow you to befuddle and outwit your enemies with magic.

Foxfire (Sp): At 1st level, as a standard action, you can create up to four eerie spheres of light that function as *dancing lights*. While in possession of one or more of these spheres, you can attack one target within 30 feet as a ranged touch attack by directing a sphere at it. This sphere deals 1d6 points of fire damage. Whether or not the sphere hits, it disappears as if its duration ended. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Shift Form (Su): At 3rd level, you gain the ability to change shape (as the spell *alter self*) for a number of minutes per day equal to your sorcerer level. These minutes need not be consecutive. At 7th level, you can also change shape into any animal allowed by *beast shape I*. At 11th level, you can also change shape into any animal allowed by *beast shape II*. At 15th level, you can also change shape into any animal allowed by *beast shape III*. At 19th level, you can also change shape into any natural, inanimate object (such as a rock or a tree) as the spell *statue* except this ability is a polymorph effect and grants you a +10 racial bonus on Disguise checks to appear as an ordinary object.

Potent Illusions (Su): At 9th level, any illusion spell that you cast with a duration of concentration lasts an additional number of rounds equal to half your sorcerer level. Additionally, when casting an illusion spell you can expend two spell slots of the spell's level (including level adjustments from metamagic) as a free action in order to imbed an illusion within your illusion. Effectively, if a creature disbelieves the illusion, it sees a second, identical illusion in its place, which it must attempt to disbelieve

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Table: Taka'shi Tomoshiba

Level	Class	Base Attack	Fort	Ref	Will	Advancement	Special
1st	Sor 1	+0	+0	+0	+2	Magical Tail	Bloodline, bloodline power, cantrips, eschew materials
2nd	Sor 2	+0	+0	+0	+3	—	—
3rd	Sor 3	+1	+1	+1	+3	Kyubi Awakening (kyubi magic)	Bloodline power, Magical Tail
4th	Sor 4	+1	+1	+1	+4	+1 Cha	—
5th	Sor 5	+2	+1	+1	+4	Magical Tail	—
6th	KPg 1	+2	+1	+1	+4	—	Aligned class (sorcerer), chakra reservoir, kyubi trick (prehensile tails)
7th	KPg 2	+3	+2	+2	+5	Spell Focus (enchantment)	Embodiment (magic), Magical Tail
8th	KPg 3	+4	+2	+2	+5	+1 Cha	Chakra infusion (Extend Spell), kyubi trick (greater invisibility), mystic protection +1
9th	KPg 4	+5	+2	+2	+5	Magical Tail	Racial paragon, shapeshift
10th	KPg 5	+5	+3	+3	+6	—	Kyubi trick (dimensional jaunt), Magical Tail
11th	KPg 6	+6	+3	+3	+6	Greater Spell Focus (enchantment)	Chakra infusion (Persistent Spell), greater embodiment
12th	KPg 7	+7	+3	+3	+6	+1 Cha	Kyubi trick (ghostlight wreath), racial paragon
13th	KPg 8	+8	+4	+4	+7	Quicken Spell	Magical Tail
14th	KPg 9	+8	+4	+4	+7	—	Chakra infusion (Bouncing Spell), kyubi trick (kyubi illusionist), mystic protection +2
15th	KPg 10	+9	+4	+4	+7	Extra Kyubi Trick (greater possession)	Racial paragon, true embodiment
16th	Sor 6	+10	+5	+5	+8	+1 Cha	—
17th	Sor 7	+10	+5	+5	+8	Extra Kyubi Trick (rewrite reality)	Bloodline feat (Craft Wondrous Item), Magical Tail
18th	Sor 8	+11	+5	+5	+9	—	—
19th	Sor 9	+11	+6	+6	+9	Extra Kyubi Trick (dominate monster)	Bloodline power
20th	Sor 10	+12	+6	+6	+10	+1 Cha	—

Taka'shi's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Disguise (Cha), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha). Taka'shi gains Disguise as a class skill from his sorcerer bloodline.

At 6th level, Taka'shi adds Acrobatics (Dex), Diplomacy (Cha), Escape Artist (Dex), Sleight of Hand (Dex), Spellcraft (Int), and Stealth (Dex) to his list of class skills.

separately. You cannot imbed more than two illusions into a spell using this ability or any similar one.

Formless Casting (Su): At 15th level, you can complete the verbal and somatic components of spells while polymorphed into any creature allowed by *greater polymorph* or while possessing a living creature with *magic jar* by substituting various noises and gestures for the normal verbal and somatic components of a spell. You can also use any material components or focuses you possess, even if such items are melded within your current form. At 20th level, you gain this benefit while under any polymorph effect, even if the form you take cannot normally make any noise or gestures.

Master Manipulator (Su): At 20th level, you no longer need to make concentration checks to cast enchantment spells and can concentrate on illusion spells as a swift action, rather than a standard action. Additionally, you can expend a spell slot as a free action in order to regain a number of minutes of your shift form ability equal to the spell's level. This ability does not allow you to exceed the ability's maximum minutes per day–any excess minutes are lost.

Taka'shi's Mutated Bloodline

Taka'shi's base class is modified with the following archetypes.

Kyubi Bloodline

The ki of a powerful nine-tailed kyubi sleeps within your blood, which you harness to empower your spellcasting.

Associated Bloodline: Kitsune.

Bloodline Arcana: You gain a +1 bonus to your caster level with enchantment and illusion spells.

Bloodline Powers: You enhance your considerable magical prowess with the *ki* of a nine-tailed kyubi.

Ki Pool (Su): At 9th level, you gain a pool of ki points, supernatural energy you can use to accomplish amazing feats. The number of points in your ki pool is equal to 1/3 of your sorcerer level + your Charisma modifier. The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. If you possess levels in another class that grants points to a ki pool, ki points gained from the sorcerer class stack with those gained from the other class to determine the total number of ki points in the combined pool, but only one ability score modifier is added to the total. The choice of which score to use is made when the second class ability is gained, and once made, the choice is permanent. You can use ki points from this pool to power the abilities of every class you possess that grants a ki pool.

As long as you have at least 1 point in your ki pool, your gain a +1 bonus on caster level checks made to overcome spell resistance

per 4 sorcerer levels you possess (max. +5). As a swift action, you may spend 1 point of ki to gain one of the following benefits.

Ki Insight: Gain a +4 insight bonus on skill checks made with your bloodline's associated class skill for 1 round.

Ki Magic: Add +1 to the DC of the next spell you cast on your turn.

Taka'shi's Embodiment

Taka'shi possesses the following embodiment.

Embodiment of Magic

Whether arcane, divine, or psychic, the kyubi paragon embodies magical power. As he gains experience, his spellcasting ability grows more powerful, fueled by his chakra.

Embodiment: Starting at 2nd level, whenever a kyubi paragon gains a level in the prestige class, he also gains new spells per day as if he had also gained a level in his aligned class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. This ability counts as a spells per day class feature for the purpose of feats and other effects.

Greater Embodiment (Su): At 6th level, a kyubi paragon can use his chakra infusion ability with his aligned class's spells as well as his Magical Tail and kyubi trick spell-like abilities. Using his chakra infusion ability to enhance a spell costs twice the normal number of points from his chakra reservoir.

True Embodiment (Su): At 10th level, a kyubi paragon can use his chakra infusion ability to apply up to two metamagic feats to any one spell or spell-like ability he casts simultaneously. He can augment any spell-like ability he possesses with his chakra infusions, not just those he gained from his Magic Tail feats or kyubi tricks. In addition, whenever he enhances a spell or spell-like ability with chakra infusion, the spell's caster level increases by 1.

Taka'shi's Feats

Taka'shi possesses the following feats.

Bouncing Spell (Metamagic)

You can direct a failed spell against a different target.

Benefit: Whenever a bouncing spell targeting a single creature has no effect on its intended target (whether due to spell resistance or a successful saving throw) you may, as a swift action, redirect it to target another eligible creature within range. The redirected spell behaves in all ways as if its new target were the original target for the spell. Spells that affect a target in any way (including a lesser effect from a successful saving throw) may not be redirected in this manner. A bouncing spell uses up a spell slot one level higher than the spell's actual level.

Conceal Spell

You can hide the evidence of spells you cast.

Prerequisites: Deceitful, Bluff 1 rank, Disguise 1 rank, Sleight of Hand 1 rank.

Benefit: When you cast a spell or use a spell-like ability, you can attempt to conceal verbal and somatic components among other speech and gestures, and to conceal the manifestation of casting the spell, so others don't realize you're casting a spell or using a spell-like ability until it is too late. The attempt to hide the spell slows your casting slightly, such that spells that normally take a standard action to cast now take a full-round action, and spells that normally take longer than a standard action take twice as long. (Swift action spells still take a swift action.) To discover your ruse, a creature must succeed at a Perception, Sense Motive, or Spellcraft check (the creature receives an automatic check with whichever of those skills has the highest bonus) against a DC equal to 15 + your number of ranks in Bluff or Disguise (whichever is higher) + your Charisma modifier; the creature gains a bonus on its check equal to the level of the spell or spell-like ability you are concealing.

If your spell has a somatic component, any creature that can see you receives a Perception or Spellcraft check (whichever has the highest bonus) against a DC equal to 15 + your number of ranks in Sleight of Hand + your Dexterity modifier; the creature gains a bonus on its check equal to the level of the spell or spell-like ability you are concealing.

Since you are concealing the spell's manifestation through other actions, others observing you realize you're doing something, even if they don't realize you're casting a spell. If there is a verbal component, they still hear your loud, clear voice but don't notice the spell woven within.

If an opponent fails its check, your casting also does not provoke attacks of opportunity, and an opponent that fails its check can't use readied actions that depend on realizing that you're casting a spell or using a spell-like ability, or readied actions such as counterspelling that require identifying the spell you're casting. Spells such as fireball that create an additional obvious effect (aside from the manifestation of casting that all spells and spell-like abilities share) still create that effect, though it might not be obvious who cast the spell unless it emanates from you.

If a character interacts with you long enough to attempt a Sense Motive check without realizing you have been casting spells, that character can use Sense Motive to gain a hunch that you're behaving unusually.

Craft Wondrous Item (Item Creation)

You can create wondrous items, a type of magic item.

Prerequisite: Caster level 3rd.

Benefit: You can create a wide variety of magic wondrous items. Crafting a wondrous item takes 1 day for each 1,000 gp in its price. To create a wondrous item, you must use up raw materials costing half of its base price. See the magic item creation rules in Magic Items for more information.

You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item.

Extend Spell (Metamagic)

You can make your spells last twice as long.

Benefit: An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

Extra Kyubi Trick

Your magical tails grant you more kyubi tricks then most kitsune of comparable ability.

Prerequisite: Kyubi Awakening, Magical Tail, character level 3rd, change shape racial trait, kitsune.

Benefit: You gain an additional kyubi trick (see page 7). You must meet the kyubi trick's prerequisites, including the required number of Magical Tail feats.

Special: This feat can be selected multiple times.

Greater Spell Focus

Choose a school of magic to which you have already applied the Spell Focus feat. Spells you cast of this school are hard to resist.

Prerequisite: Spell Focus.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school to which you already have applied the Spell Focus feat.

Kyubi Awakening

Your kyubi heritage manifests abruptly, granting you longevity.

Prerequisite: Magical Tail, character level 3rd, change shape racial trait, kitsune.

Benefit: Choose one kyubi trick. You gain the chosen kyubi trick. You must meet the chosen trick's prerequisites, including the required number of Magical Tail feats. Additionally, you use Table: Kyubi Aging Effects (*RACIAL PRESTIGE: KYUBI PARAGON* 10) to determine your maximum age, as well as your aging penalties to your Strength, Dexterity, and Constitution instead of the standard list for kitsune characters (*DYNASTIC RACES COMPENDIUM* 150). You still use the standard list when determining your aging bonuses to your mental ability scores. Gaining new Magical Tail feats can cause your physical age category to regress backwards, adjusting your aging bonuses and penalties as appropriate for your new age.

Magical Tail

You grow an extra tail that represents your growing magical powers.

Prerequisite: Kitsune.

Benefit: You gain a new spell-like ability, each usable twice per day, from the following list, in order: *disguise self*, *charm person*, *misdirection*, *invisibility*, *suggestion*, *displacement*, *confusion*, *dominate person*. For example, the first time you select this feat, you gain *disguise self* 2/day; the second time you select this feat, you gain

charm person 2/day. Your caster level for these spells is equal to your Hit Dice. The DCs for these abilities are Charisma-based.

Special: You may select this feat up to eight times. Each time you take it, you gain an additional ability as described above.

Persistent Spell (Metamagic)

You can modify a spell to become more tenacious when its targets resist its effect.

Benefit: Whenever a creature targeted by a persistent spell or within its area succeeds on its saving throw against the spell, it must make another saving throw against the effect. If a creature fails this second saving throw, it suffers the full effects of the spell, as if it had failed its first saving throw. A persistent spell

Taka'shi's Racial Traits

» **+2 Dexterity, +2 Charisma, −2 Strength**: Taka'shi is agile and companionable when it suits him, but is also physically weak.

» **Medium**: Taka'shi is Medium and has no bonuses or penalties due to his size.

» **Kitsune**: Takaship is a humanoid with the kitsune and shapechanger subtypes.

» **Normal Speed**: Taka'shi has a base speed of 30 feet.

» **Low-Light Vision (Ex)**: Taka'shi can see twice as far as a human in conditions of dim light.

» **Change Shape (Su)**: Taka'shi can assume the appearance of a specific single human form of the same sex. He always takes this specific form when he uses this ability. In human form, Taka'shi cannot use his bite attack, but he gains a +10 racial bonus on Disguise checks made to appear human. Changing shape is a standard action. This ability otherwise functions as *alter self*, except that Taka'shi does not adjust his ability scores and can remain in this form indefinitely.

» **Agile (Ex)**: Taka'shi gains a +2 racial bonus on Acrobatics checks.

» **Kitsune Magic (Ex/Sp)**: Taka'shi adds +1 to the DC of any saving throws against enchantment spells that he casts. If his Charisma score is 11 or higher, he gains the following spell-like ability: 3/day—*dancing lights* (caster level equals Taka'shi's level).

» **Nine-Tailed Inheritor (Ex)**: Taka'shi gains Magical Tail[ARG] as a bonus feat. In addition, Taka'shi can choose Magical Tail as a bonus feat whenever he gains a bonus bloodline feat, combat feat, or metamagic feat instead of the normal type of feat granted by that class. He cannot exchange a specific feat granted by her race or class for Magical Tail in this manner; for instance, a warpriest cannot exchange her Weapon Focus feat for Magical Tail. This racial trait replaces natural weapons.

» **Languages**: Kitsune begin play speaking Common and Sylvan. Kitsune with high Intelligence scores can choose from the following: any human language, Aklo, Celestial, Elven, Gnome, and Tengu.

uses up a spell slot two levels higher than the spell's actual level.

Spells that do not require a saving throw to resist or lessen the spell's effect do not benefit from this feat.

Quicken Spell (Metamagic)

You can cast spells in a fraction of the normal time.

Benefit: Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. A spell whose casting time is more than 1 round or 1 full-round action cannot be quickened.

A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.

Special: You can apply the effects of this feat to a spell cast spontaneously, so long as it has a casting time that is not more than 1 full-round action, without increasing the spell's casting time.

Spell Focus

Choose a school of magic. Any spells you cast of that school are more difficult to resist.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Taka'shi's Kyubi Tricks

Taka'shi possesses the following kyubi tricks.

Two-Tail Tricks

Kyubi Magic (Sp): Your kyubi powers bestow upon you an array of useful magical powers. You gain the following spell-like abilities: At will—*detect magic*, *mage hand*, *open/close*, *prestidigitation* (caster level equals your Hit Dice). If you have the kitsune magic racial trait, you can cast the *dancing lights* spell-like ability gained from that racial trait at will.

Prehensile Tails (Su): Whenever you are in your true form, your tails magically animate with such precision that you can use them to perform simple tasks, such as fetching unattended items in your space or adjacent to you, opening doors, moving objects, cleaning, and mending items. Each of your tails has an effective Strength score equal to your Charisma modifier (minimum 1), and anything your tails carry counts against your encumbrance. You can control each of your tails as easily as you could your own hands or legs, and you can use them to retrieve stowed items on your person as a swift action. When retrieving stowed items, you can retrieve one item for every three tails you possess with a single standard action. You cannot use your tails to wield weapons or use shields, and your tails cannot perform tasks that require an ability check or skill check DC of 10 or higher.

Five-Tail Tricks

Dimensional Jaunt (Sp): You can rapidly teleport

from one place to another using your kyubi magic. You gain *dimensional door* as a spell-like ability a number of times per day equal to half the number of Magical Tail feats you possess (caster level equals your Hit Dice). You must have a character level of 9th or higher before selecting this kyubi trick.

Ghostlight Wreath (Sp): You can conjure a wreath of ghostly light to strike foes with. You gain the following racial spell-like abilities: 2/day—*ghostlight wreath*[DRC] (caster level equals your Hit Dice). You must have a character level of 11th or higher before selecting this kyubi trick.

Greater Invisibility (Sp): Your kyubi magic shields you from sight, even when you are on the offensive. You gain the following racial spell-like abilities: 2/day—*greater invisibility* (self only; caster level equals your Hit Dice). You must have a character level of 7th or higher before selecting this kyubi trick.

Kyubi Illusionist (Sp): Your kyubi magic allows you to confound the senses of your enemies. You gain the following racial spell-like abilities: 2/day—*mirage arcana* or *persistent image* (caster level equals your Hit Dice). You must have a character level of 9th or higher before selecting this kyubi trick.

Nine-Tail Tricks

Dominate Monster (Sp): You can use your kyubi magic to enslave any creature. You gain the following racial spell-like abilities: 2/day—*dominate monster* (caster level equals your Hit Dice). You must have a character level of 17th or higher before selecting this kyubi trick.

Greater Possession (Sp): You can transform yourself into purely mental energy and invade another's mind, hijacking their body from within. You gain the following racial spell-like abilities: 2/day—*greater possession* (caster level equals your Hit Dice). You must have a character level of 15th or higher before selecting this kyubi trick.

Rewrite Reality (Sp): Your kyubi magic has grown to the point where you can rewrite reality in your favor. You gain the following

racial spell-like ability: 1/day—*limited wish*. Unlike most spell-like abilities, you must pay the spell's material component cost in order to cast the spell, but you may use any item with both significant meaning and value greater than or equal to the spell's component cost. For example, you could use a 1,500 gp childhood memento as the spell's material component cost instead of a diamond. You must have a character level of 13th or higher before selecting this kyubi trick.

Taka'shi's Shaman Hex

Taka'shi possesses the following shaman hex. He uses his kyubi paragon level plus his aligned class (sorcerer) level as his effective shaman level. In addition, this hex counts as his racial change shape ability for the purpose of how it interacts with kyubi tricks.

Shapeshift (Su): The shaman transforms herself into another form, as per *alter self*, for a number of minutes per day equal to her level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. Changing form (including changing back) is a standard action that doesn't provoke an attack of opportunity. At 8th level, this hex works as *beast shape I*. At 12th level, this hex works as *beast shape II*. At 16th level, this hex works as *beast shape III*. At 20th level, this hex works as *beast shape IV*.

Taka'shi's Vigilante Talent

Taka'shi possesses the following vigilante talent.

Racial Paragon (Ex): The vigilante can take a move action to gain the benefit of a feat with a racial prerequisite he meets but doesn't have. This effect lasts for 1 minute. The vigilante must meet all the feat's prerequisites. He can use this ability a number of times per day equal to 3 + 1/2 his vigilante level (minimum four times per day).

The vigilante can use this ability again before the duration expires to replace a previous racial feat with another choice.

If a feat temporarily gained in this way has a daily use limitation, any uses of that feat while using this ability count toward that feat's daily limit.

This vigilante talent can be selected multiple times. Each time it is selected after the first, the vigilante can use this ability to gain the benefits of one additional racial feat at the same time, or to reduce the action required to activate this talent by one step (a move action becomes a swift action, a swift action becomes a free action, and a free action becomes an immediate action). If the vigilante chooses to gain the benefits of multiple feats, the feats selected must share the same racial prerequisite. He can use one of these feats to meet a prerequisite of a second feat; doing so means he cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward his daily uses of this ability.

Taka'shi's Spells

Taka'shi learns the following spells.

ACID ARROW
School conjuration (creation) [acid]; **Level** sorcerer/wizard 2

Taka'shi's Spells Known

Taka'shi learns the following spells at the indicated character levels. Note that this list assumes that no spells are "lost" and replaced with new spells as described by the sorcerer's spells class feature.

Character Level	New Sorcerer Spells
01	0—*arcane mark*, *daze*, *ghost sound*, *read magic*; 1st—*burning hands*, *magic missile*
02	0—*ray of frost*
03	1st—*color spray*
04	0—*message*; 2nd—*hideous laughter*
05	1st—*grease*; 2nd—*mirror image*
06	—
07	0—*haunted fey aspect*[UC]; 3rd—*hold person*
08	1st—*ventriloquism*; 2nd—*web*; 3rd—*fireball*
09	0—*spark*[APG]; 4th—*phantasmal killer*
10	2nd—*acid arrow*; 3rd—*aversion*[OA]; 4th—*ghostlight mote*[DRC]
11	0—*mending*; 5th—*dominate person*
12	2nd—*minor image*; 3rd—*major image*; 4th—*black tentacles*; 5th—*feeblemind*
13	6th—*overland flight*
14	4th—*scrying*; 5th—*baleful polymorph*, 6th—*cloak of dreams*[APG]
15	7th—*mass hold person*
16	5th—*teleport*; 6th—*mind fog*; 7th—*waves of ecstasy*[UM]
17	8th—*binding*
18	7th—*mage's magnificent mansion*; 8th—*polymorph any object*
19	9th—*time stop*
20	8th—*euphoric tranquility*, 9th—*overwhelming presence*

Casting Time 1 standard action
Components V, S, M (rhubarb leaf and an adder's stomach), F (a dart)
Range long (400 ft. + 40 ft./level)
Effect one arrow of acid
Duration 1 round + 1 round per three levels
Saving Throw none; **Spell Resistance** no

An arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels you possess, the acid, unless neutralized, lasts for another round (to a maximum of 6 additional rounds at 18th level), dealing another 2d4 points of damage in each round.

ALTER SELF
School transmutation (polymorph); **Level** bard 2, sorcerer/

wizard 2

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

Range personal

Target you

Duration 1 min./level (D)

When you cast this spell, you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet.

Small creature: If the form you take is that of a Small humanoid, you gain a +2 size bonus to your Dexterity.

Medium creature: If the form you take is that of a Medium humanoid, you gain a +2 size bonus to your Strength.

ARCANE MARK

School universal; **Level** sorcerer/wizard 0

Casting Time 1 standard 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.

AVERSION

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, druid 3, mesmerist 2, occultist 2, psychic 2, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 day/level

Saving Throw Will partial; Spell Resistance yes

You plant a revulsion in the mind of the subject, causing her to avoid an object or location. You must choose a specific object or place. A location chosen in this way can be no larger than a cube measuring 50 feet on a side. The aversion is entirely in the target's mind, so the chosen object or location itself isn't subject to any magical effect. If the target fails her saving throw, she can't come within 60 feet of the chosen object or place. She makes every reasonable effort to avoid the object of the aversion, but will not put herself in danger in order to maintain the aversion. For example, if the object of the aversion is a bridge but a forest fire is closing in and will likely kill the target, she ignores the aversion and crosses the bridge to save herself. If the target must ignore the conditions of the aversion, she is nauseated until she is no longer violating the aversion.

If the target succeeds at her saving throw, she is instead sickened while within 60 feet of the object or place, but isn't compelled to stay away from it.

BALEFUL POLYMORPH

School transmutation (polymorph); **Level** druid 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration permanent

Saving Throw Fortitude negates, Will partial, see text; **Spell Resistance** yes

As *beast shape III*, except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature, such as an aquatic creature not in water, the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Any polymorph effects on the target are automatically dispelled when a target fails to resist the effects of baleful polymorph, and as long as *baleful polymorph* remains in effect, the target cannot use other polymorph spells or effects to assume a new form. Incorporeal or gaseous creatures are immune to *baleful polymorph*, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

BEAST SHAPE I

School transmutation (polymorph); **Level** sorcerer/wizard 3

Character
Biography

Character
Build

Stat
Blocks

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

Range personal

Target you

Duration 1 min./level (D)

When you cast this spell, you can assume the form of any Small or Medium creature of the animal type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, and scent.

Small animal: If the form you take is that of a Small animal, you gain a +2 size bonus to your Dexterity and a +1 natural armor bonus.

Medium animal: If the form you take is that of a Medium animal, you gain a +2 size bonus to your Strength and a +2 natural armor bonus.

Beast Shape II

School transmutation (polymorph); **Level** sorcerer/wizard 4

This spell functions as *beast shape I*, except that it also allows you to assume the form of a Tiny or Large creature of the animal type. If the form you assume has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, grab, pounce, and trip.

Tiny animal: If the form you take is that of a Tiny animal, you gain a +4 size bonus to your Dexterity, a –2 penalty to your Strength, and a +1 natural armor bonus.

Large animal: If the form you take is that of a Large animal, you gain a +4 size bonus to your Strength, a –2 penalty to your Dexterity, and a +4 natural armor bonus.

Beast Shape III

School transmutation (polymorph); **Level** sorcerer/wizard 5

This spell functions as *beast shape II*, except that it also allows you to assume the form of a Diminutive or Huge creature of the animal type. This spell also allows you to take on the form of a Small or Medium creature of the magical beast type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, constrict, ferocity, grab, jet, poison, pounce, rake, trample, trip, and web.

Diminutive animal: If the form you take is that of a Diminutive animal, you gain a +6 size bonus to your Dexterity, a –4 penalty to your Strength, and a +1 natural armor bonus.

Huge animal: If the form you take is that of a Huge animal, you gain a +6 size bonus to your Strength, a –4 penalty to your Dexterity, and a +6 natural armor bonus.

Small magical beast: If the form you take is that of a Small magical beast, you gain a +4 size bonus to your Dexterity, and

a +2 natural armor bonus.

Medium magical beast: If the form you take is that of a Medium magical beast, you gain a +4 size bonus to your Strength, and a +4 natural armor bonus.

Beast Shape IV

School transmutation (polymorph); **Level** sorcerer/wizard 6

This spell functions as *beast shape III* except that it also allows you to assume the form of a Tiny or Large creature of the magical beast type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 60 feet, climb 90 feet, fly 120 feet (good maneuverability), swim 120 feet, blindsense 60 feet, darkvision 90 feet, low-light vision, scent, tremorsense 60 feet, breath weapon, constrict, ferocity, grab, jet, poison, pounce, rake, rend, roar, spikes, trample, trip, and web. If the creature has immunity or resistance to any elements, you gain resistance 20 to those elements. If the creature has vulnerability to an element, you gain that vulnerability.

Tiny magical beast: If the form you take is that of a Tiny magical beast, you gain a –2 penalty to your Strength, a +8 size bonus to your Dexterity, and a +3 natural armor bonus.

Large magical beast: If the form you take is that of a Large magical beast, you gain a +6 size bonus to your Strength, a –2 penalty on your Dexterity, a +2 size bonus to your Constitution, and a +6 natural armor bonus.

Black Tentacles

School conjuration (creation); **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (octopus or squid tentacle)

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

Area 20-ft.-radius spread

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area.

Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round that black tentacles is cast. Creatures that enter the area of effect are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the tentacles' CMB, the tentacles use your caster level as their base attack bonus and receive a +4 bonus due to their Strength and a +1 size bonus. Roll only once for the entire spell effect each round and apply the result to all creatures in the area of effect.

If the tentacles succeed in grappling a foe, that foe takes 1d6+4 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The *black tentacles* spell receives a +5

bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that black tentacles succeeds on a grapple check, it deals an additional 1d6+4 points of damage. The CMD of black tentacles, for the purposes of escaping the grapple, is equal to 10 + its CMB.

The tentacles created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the tentacles last.

BINDING

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 8
Casting Time 1 minute
Components V, S, M (opals worth 500 gp per HD of the target creature, plus other components as specified below)
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration see text (D)
Saving Throw Will negates; see text; **Spell Resistance** yes

A *binding* spell creates a magical restraint to hold a creature. The target gets an initial saving throw only if its Hit Dice equal at least half your caster level.

You may have as many as six assistants help you with the spell. For each assistant who casts suggestion, your caster level for this casting of *binding* increases by 1. For each assistant who casts *dominate animal*, *dominate person*, or *dominate monster*, your caster level for this casting of binding increases by a number equal to a third of that assistant's level, provided that the spell's target is appropriate for a binding spell. Since the assistants' spells are cast simply to improve your caster level for the purpose of the *binding* spell, saving throws and spell resistance against the assistants' spells are irrelevant. Your caster level determines whether the target gets an initial Will saving throw and how long the binding lasts. All *binding* spells are dismissible.

Regardless of the version of binding you cast, you can specify triggering conditions that end the spell and release the creature whenever they occur. These triggers can be as simple or elaborate as you desire, but the condition must be reasonable and have a likelihood of coming to pass. The conditions can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, or hit points don't qualify. Once the spell is cast, its triggering conditions cannot be changed. Setting a release condition increases the save DC (assuming a saving throw is allowed) by 2.

If you cast any of the first three versions of *binding* (those with limited durations), you may cast additional *binding* spells to prolong the effect, overlapping the durations. If you do so, the target gets a saving throw at the end of the first spell's duration, even if your caster level was high enough to disallow an initial saving throw. If the creature's save succeeds, all *binding* spells it has received are broken.

The binding spell has six versions. Choose one of the following versions when you cast the spell.

Chaining: The subject is confined by restraints that generate an *antipathy* spell affecting all creatures who approach the subject, except you. The duration is 1 year per caster level. The subject of this form of *binding* is confined to the spot it occupied when it received the spell. Casting this version requires a chain that is long enough to wrap around the creature three times.

Slumber: This version causes the subject to become comatose for as long as 1 year per caster level. The subject does not need to eat or drink while slumbering, nor does it age. This form of *binding* is slightly easier to resist. Reduce the spell's save DC by 1. Casting this version requires a jar of sand or rose petals. This is a sleep effect.

Bound Slumber: This combination of chaining and slumber lasts for as long as 1 month per caster level. Reduce the save DC by 2. Casting this version requires both a long chain and a jar of sand or rose petals. This is a sleep effect.

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. This effect is permanent. Reduce the save DC by 3. Casting this version requires a tiny golden cage worth 100 gp that is consumed when the spell is cast.

Metamorphosis: The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or other container, which may be transparent if you so choose. The creature remains aware of its surroundings and can speak, but it cannot leave the container, attack, or use any of its powers or abilities. The binding is permanent. The subject does not need to breathe, eat, or drink while metamorphosed, nor does it age. Reduce the save DC by 4.

Minimus Containment: The subject is shrunk to a height of 1 inch or less and held within some gem, jar, or similar object. The binding is permanent. The subject does not need to breathe, eat, or drink while contained, nor does it age. Reduce the save DC by 4.

You can't dispel a *binding* spell with *dispel magic* or a similar effect, though an *antimagic field* or *mage's disjunction* affects it normally. A bound extraplanar creature cannot be sent back to its home plane by *dismissal*, *banishment*, or a similar effect.

BURNING HANDS

School evocation [fire]; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range 15 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw 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.

CHARM PERSON

School enchantment (charm) [mind-affecting]; **Level** bard 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one humanoid creature
Duration 1 hour/level
Saving Throw Will negates; **Spell Resistance** yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

CLOAK OF DREAMS

School enchantment (compulsion) [mind-affecting]; **Level** bard 5, sorcerer/wizard 6, witch 6
Casting Time 1 round
Components V, S, M (a rose petal and a drop of perfume)
Range 5 ft.
Area 5-ft.-radius emanation centered on you
Duration 1 round/level (D)
Saving Throw Will negates; **Spell Resistance** yes

You are surrounded by a soporific aroma that causes living creatures that begin their turn or end their movement within 5 feet of you to fall asleep for 1 minute. Creatures must save each time they begin their turn or end their movement within the *cloak of dreams*, even if they have previously saved against the effect. Sleeping creatures are helpless but can be awakened with a standard action or after being wounded. Creatures with the scent special quality have a –4 penalty on their saves.

COLOR SPRAY

School illusion (pattern) [mind-affecting]; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (red, yellow, and blue powder or colored sand)
Range 15 ft.

Area cone-shaped burst
Duration instantaneous; see text
Saving Throw Will negates; **Spell Resistance** yes

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Each creature within the cone is affected according to its HD.

2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

5 or more HD: The creature is stunned for 1 round.

Sightless creatures are not affected by *color spray*.

CONFUSION

School enchantment (compulsion) [mind-affecting]; **Level** bard 3, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M/DF (three nutshells)
Range medium (100 ft. + 10 ft./level)
Targets all creatures in a 15-ft.-radius burst
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes

This spell causes confusion in the targets, making them unable to determine their actions. Roll on the following table at the start of each subject's turn each round to see what it does in that round.

d%	Behavior
01–25	Act normally
26–50	Do nothing but babble incoherently
51–75	Deal 1d8 points of damage + Str to self with an item in hand
76–100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self)

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

DAZE

School enchantment (compulsion) [mind-affecting]; **Level** bard 0, sorcerer/wizard 0
Casting Time 1 standard action
Components V, S, M (a pinch of wool or similar substance)

Range close (25 ft. + 5 ft./2 levels)
Target one humanoid creature of 4 HD or less
Duration 1 round
Saving Throw 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.

DISGUISE SELF

School illusion (glamer); **Level** bard 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 10 min./level (D)

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

DETECT MAGIC

School divination; **Level** bard 0, cleric 0, druid 0, sorcerer/wizard 0
Casting Time 1 standard action
Component 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 the Spellcraft section in Chapter 4 in *PATHFINDER ROLEPLAYING GAME: CORE RULEBOOK*).

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 × 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.

DIMENSION DOOR

School conjuration (teleportation); **Level** bard 4, sorcerer/wizard 4
Casting Time 1 standard action
Components V
Range long (400 ft. + 40 ft./level)
Target you and touched objects or other touched willing creatures
Duration instantaneous
Saving Throw none and Will negates (object); **Spell Resistance** no and yes (object)

Detect Magic

	Aura Power			
Spell or Object	**Faint**	**Moderate**	**Strong**	**Overwhelming**
Functioning Spell (Spell Level)	3rd or lower	4th–6th	7th–9th	10th+ (deity level)
Magic Item (Caster Level)	5th or lower	6th–11th	12th–20th	21st+ (artifact)

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You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

DISPLACEMENT

School illusion (glamer); **Level** bard 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, M (a small loop of leather)
Range touch
Target creature touched
Duration 1 round/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, *displacement* does not prevent enemies from targeting the creature normally. True seeing reveals its true location and negates the miss chance.

DOMINATE MONSTER

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 9
Target one creature

This spell functions like *dominate person*, except that the spell is not restricted by creature type.

DOMINATE PERSON

School enchantment (compulsion) [mind-affecting]; **Level** bard 4, sorcerer/wizard 5
Casting Time 1 round
Components V, S
Range close (25 ft. + 5 ft./2 levels)

Target one humanoid
Duration 1 day/level
Saving Throw Will negates; **Spell Resistance** yes

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your orders or giving a dominated creature a new command is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect does not automatically dispel it.

EUPHORIC TRANQUILITY

School enchantment (compulsion) [mind-affecting]; **Level** bard 6, cleric 8, druid 8, sorcerer/wizard 8
Casting Time 1 standard action
Components V, S, M/DF (a poppy flower)
Range touch
Target creature touched
Duration 1 round/level
Saving Throw none and Will partial (see below); **Spell Resistance** yes

A creature under the effect of this enchantment enters a state of euphoria. The target treats all creatures as dear friends and

abhors violence, but may rise up to protect itself if violence is perpetrated against it. Until the end of the spell's duration, the creature's speed is halved, and it cannot make attacks or cast spells. If the creature is attacked, it gets a Will saving throw. If the saving throw succeeds, the creature can make act normally for 1 round. If the saving throw fails, the creature moves half its speed away from the attacker as its next action.

Furthermore, if the creature is interacted with, or questioned while under the effects of this spell, it is considered to have an attitude of Helpful (see the Diplomacy skill in Chapter 4 in PATHFINDER ROLEPLAYING GAME: CORE RULEBOOK), though any advice or answers it gives may be disjointed or stream of consciousness due to its euphoric state.

FEEBLEMIND

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, M (a handful of clay, crystal, or glass spheres)
Range medium (100 ft. + 10 ft./level)

Target one creature
Duration instantaneous
Saving Throw Will negates; see text; **Spell Resistance** yes

Target creature's Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a heal, limited wish, miracle, or wish spell is used to cancel the effect of the feeblemind. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a −4 penalty on its saving throw.

FIREBALL

School evocation [fire]; **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a ball of bat guano and sulfur)
Range long (400 ft. + 40 ft./level)
Area 20-ft.-radius spread
Duration instantaneous
Saving Throw 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.

FLY

School transmutation; **Level** sorcerer/wizard 3
Casting Time 1 standard 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)

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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*.

GHOSTLIGHT MOTE
School enchantment; **Level** bard 3, bloodrager 2, druid 3, medium 2, mesmerist 3, occultist 3, psychic 3, shaman 3, sorcerer/wizard 3, spiritualist 3, witch 3
Casting Time 1 standard action
Component V, S
Range 0 ft.
Effect orb of ghostly light in your palm
Duration 1 min./level (D)
Saving Throw see text; **Spell Resistance** yes

Ghostly flames as bright as torch appear in your open hand that look similar to a will-o'-wisp. The flames harm neither you nor your equipment.

A *ghostlight mote* can be hurled or used to touch enemies, functioning like *produce flame* except it deals fire damage equal to 1d6 + 1 point per caster level (maximum +15). In addition, the ghostly flames outline and burn the target. Creatures outlined by a *ghostlight mote* take a −20 penalty on all Stealth checks, and cannot benefit from concealment provided by darkness, magical darkness effects of 4th level or lower, *blur*, *displacement*, *invisibility*, or similar effects. The outlined creature is also on fire, and takes 1d6 points of burn damage each round for 1d4+1 rounds or until the flames are extinguished by making a successful Reflex save against the spell's DC.

Alternatively, you can channel the spell's weird energies into the mind of a single target within medium range that you can see (100 ft. + 10 ft./level) who can see the mote to baffle and confuse them. For the spell's duration, the target must approach you at its normal speed and stand as close as possible without entering your space. Once a target is as close as possible to you, it becomes fascinated until the spell ends, the fascinated condition ends, or it is no longer as close as possible to you, in which case it moves to do so. This is a mind-affecting enchantment (compulsion) effect that relies on visual components. A target that succeeds on its Will save against this portion of the spell's effect cannot be mesmerized by it again for the rest of the spell's duration (though subsequent castings can potentially affect it as normal).

Both uses of *ghostlight mote* (dealing damage or mesmerizing foes) is a standard action that reduces the spell's remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends at the start of your next turn.

Unlike *produce flame*, *ghostlight mote* functions underwater.

GHOSTLIGHT WREATH
School enchantment (compulsion) [mind-affecting]; **Level** bard 6, bloodrager 4, druid 3, medium 4, mesmerist 6, occultist 6, psychic 6, shaman 6, sorcerer/wizard 6, spiritualist 6, witch 6
Effect wreath of ghostly light that floats in your space.
Duration 10 min./level (D)

This spell functions like *ghostlight mote*, except as noted above. The motes created by the spell float in the air around you, up to 1 inch from your body. When used to damage enemies, the motes deal 1d6 fire damage + 1 point per caster level (maximum +20). As a full-round action, you reduce the spell's duration by 10 minutes to attempt to either hurl ghostlight at all opponents within 30 feet (functioning similarly to the Whirlwind Attack feat) or mesmerize all opponents within 30 feet, otherwise functioning normally.

GREASE
School conjuration (creation); **Level** bard 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (butter)
Range close (25 ft. + 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.

HALLUCINATORY TERRAIN

School illusion (glamer); **Level** bard 4, sorcerer/wizard 4
Casting Time 10 minutes
Components V, S, M (a stone, a twig, and a green leaf)
Range long (400 ft. + 40 ft./level)
Area one 30-ft. cube/level (S)
Duration 2 hours/level (D)
Saving Throw Will disbelief (if interacted with); **Spell Resistance** no

You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

HAUNTED FEY ASPECT

School illusion (glamer); **Level** bard 0, sorcerer/wizard 0
Casting Time 1 standard action
Components S
Range Personal
Target You
Duration 1 round/level (D)

You surround yourself with disturbing illusions, making you look and sound like a bizarre, insane fey creature. You gain DR 1/cold iron against a single opponent until the end of the spell, or until you take damage.

HIDEOUS LAUGHTER

School enchantment (compulsion) [mind-affecting]; **Level** bard 1, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (tiny fruit tarts and a feather)
Range close (25 ft. + 5 ft./2 levels)
Target one creature; see text
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally. On the creature's next turn, it may attempt a new saving throw to end the effect. This is a full round action that does not provoke attacks of opportunity. If this save is successful, the effect ends. If not, the creature continues laughing for the entire duration.

A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

HOLD PERSON

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, cleric 2, sorcerer/wizard 3

Casting Time 1 standard action
Components V, S, F/DF (a small, straight piece of iron)
Range medium (100 ft. + 10 ft./level)
Target one humanoid creature
Duration 1 round/level (D); see text
Saving Throw Will negates; see text; Spell Resistance yes

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

HOLD PERSON, MASS

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 7
Targets one or more humanoid creatures, no two of which can be more than 30 ft. apart

This spell functions like *hold person*, except as noted above.

INVISIBILITY

School illusion (glamer); **Level** bard 2, sorcerer/wizard 2
Casting Time 1 standard 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.

INVISIBILITY, GREATER

School illusion (glamer); **Level** bard 4, sorcerer/wizard 4
Components: V, S
Target you or creature touched
Duration 1 round/level (D)
Saving Throw Will negates (harmless)

This spell functions like *invisibility*, except that it doesn't end if the subject attacks.

LIMITED WISH

School universal; **Level** sorcerer/wizard 7
Casting Time 1 standard action
Components V, S, M (diamond worth 1,500 gp)
Range see text
Target, Effect, Area see text
Duration see text
Saving Throw none, see text; **Spell Resistance** yes

A *limited wish* lets you create nearly any type of effect. For example, a *limited wish* can do any of the following things.
» Duplicate any sorcerer/wizard spell of 6th level or lower, provided the spell does not belong to one of your opposition schools.
» Duplicate any non-sorcerer/wizard spell of 5th level or lower, provided the spell does not belong to one of your opposition schools.
» Duplicate any sorcerer/wizard spell of 5th level or lower, even if it belongs to one of your opposition schools.
» Duplicate any non-sorcerer/wizard spell of 4th level or lower, even if it belongs to one of your opposition schools.
» Undo the harmful effects of many spells, such as *geas/quest* or *insanity*.
» Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a –7 penalty on its next saving throw.

A duplicated spell allows saving throws and spell resistance as normal, but the save DC is for a 7th-level spell. When a *limited wish* spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide that component (in addition to the 1,500 gp diamond component for this spell).

MAGE HAND

School transmutation; **Level** bard 0, sorcerer/wizard 0
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 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.

MAGE'S MAGNIFICENT MANSION

School conjuration (creation); **Level** sorcerer/wizard 7
Casting Time 1 standard action
Components V, S, F (a miniature ivory door, a piece of polished marble, and a silver spoon, each worth 5 gp)
Range close (25 ft. + 5 ft./2 levels)
Effect extradimensional mansion, up to three 10-ft. cubes/level (S)
Duration 2 hours/level (D)
Saving Throw none; **Spell Resistance** no

You conjure up an extradimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those you designate may enter the mansion, and the portal is shut and made invisible behind you when you enter. You may open it again from your own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you desire to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. A staff of near-transparent servants (as many as two per caster level), liveried and obedient, wait upon all who enter. The servants function as unseen servant spells except that they are visible and can go anywhere in the mansion.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

MAGIC MISSILE

School evocation [force]; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)

Targets 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.

MAJOR IMAGE

School illusion (figment); Level bard 3, sorcerer/wizard 3
Duration Concentration + 3 rounds

This spell functions like *silent image*, except that sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range.

The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

MENDING

School transmutation; **Level** bard 0, cleric 0, druid 0, sorcerer/wizard 0
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

School transmutation [language-dependent]; **Level** bard 0, sorcerer/wizard 0
Casting Time 1 standard action
Components V, S, F (a piece of copper wire)
Range medium (100 ft. + 10 ft./level)
Targets 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.

MISDIRECTION

School illusion (glamer); **Level** bard 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature or object, up to a 10-ft. cube in size
Duration 1 hour/level
Saving Throw none or Will negates; see text; **Spell Resistance** no

By means of this spell, you misdirect the information from divination spells that reveal auras (*detect evil*, *detect magic*, *discern lies*, and the like). On casting the spell, you choose another object within range. For the duration of the spell, the subject of misdirection is detected as if it were the other object. Neither the subject nor the other object gets a saving throw against this effect. Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on a Will save. For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, and so forth. This spell does not affect other types of divination magic (*augury*, *detect thoughts*, *clairaudience/clairvoyance*, and the like).

MIND FOG

School enchantment (compulsion) [mind-affecting]; **Level** bard 5, sorcerer/wizard 5
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)

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Effect fog spreads in 20-ft. radius, 20 ft. high
Duration 30 minutes and 2d6 rounds; see text
Saving Throw Will negates; **Spell Resistance** yes

Mind fog produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the *mind fog* take a −10 penalty on Wisdom checks and Will saves. (A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The fog is thin and does not significantly hamper vision.

MINOR IMAGE

School illusion (figment); **Level** bard 2, sorcerer/wizard 2
Duration concentration + 2 rounds

This spell functions like *silent image*, except that minor image includes some minor sounds but not understandable speech.

MIRAGE ARCANA

School illusion (glamer); **Level** bard 5, sorcerer/wizard 5
Casting Time 1 standard action
Components V, S
Area one 20-ft. cube/level (S)
Duration concentration + 1 hour/ level (D)

This spell functions like *hallucinatory terrain*, except that it enables you to make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. Unlike *hallucinatory terrain*, the spell can alter the appearance of structures (or add them where none are present). Still, it can't disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

MIRROR IMAGE

School illusion (figment); **Level** bard 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 min./level

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you.

When *mirror image* is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment.

An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect (although the normal miss chances still apply).

OPEN/CLOSE

School transmutation; **Level** bard 0, sorcerer/wizard 0
Casting Time 1 standard action
Components V, S, F (a brass key)
Range close (25 ft. + 5 ft./2 levels)
Target object weighing up to 30 lbs. or portal that can be opened or closed
Duration instantaneous
Saving Throw 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.

OVERLAND FLIGHT

School transmutation; **Level** sorcerer/wizard 5
Components V, S
Range personal
Target you
Duration 1 hour/level

This spell functions like a *fly* spell, except you can fly at a speed of 40 feet (30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load) with a bonus on Fly skill checks equal to half your caster level. When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an 8-hour period of flight (or 48 miles at a speed of 30 feet).

OVERWHELMING PRESENCE

School enchantment (compulsion) [emotion, mind-affecting]; **Level** bard 6, cleric 9, inquisitor 6, sorcerer/wizard 9
Casting Time 1 standard action
Components V, S, M (a swan feather)

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

Targets one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Will negates, see text; **Spell Resistance** yes

Your presence inspires incredible awe in those nearby. A creature that fails a save against this spell falls to the ground and prostrates itself before you, believing it bows before a divine presence. A flying creature incapable of hovering must land immediately in order to prostrate itself. These creatures are considered to be helpless for the duration of the spell. Each round on its turn, a target of this spell may attempt a new saving throw to end the effect; this is a full-round action that does not provoke attacks of opportunity. A creature that recovers from this spell early after being affected by it for at least 1 round takes 1d6 points of Wisdom drain and is staggered for 1d4 rounds. A creature that makes the initial save to resist this spell is merely staggered for 1 round.

PERSISTENT IMAGE

School illusion (figment); **Level** bard 5, sorcerer/wizard 5

Duration 1 min./level (D)

This spell functions like *silent image*, except that the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.

PHANTASMAL KILLER

School illusion (phantasm) [fear, mind-affecting]; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

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

Target one living creature

Duration instantaneous

Saving Throw Will disbelief, then Fortitude partial; see text; **Spell Resistance** yes

You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the *phantasmal killer*. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

If the subject of a *phantasmal killer* attack succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy*, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

POLYMORPH ANY OBJECT

School transmutation (polymorph); **Level** sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, M/DF (mercury, gum arabic, and smoke)

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

Target one creature, or one nonmagical object of up to 100 cu. ft./level

Duration see text

Saving Throw Fortitude negates (object); see text; **Spell Resistance** yes (object)

This spell functions like *greater polymorph*, except that it changes one object or creature into another. You can use this spell to transform all manner of objects and creatures into new forms—you aren't limited to transforming a living creature into another living form. The duration of the spell depends on how radical a change is made from the original state to its transmuted state. The duration is determined by using the following guidelines.

Changed Subject Is...	Increase to Duration Factor*
Same kingdom (animal, vegetable, mineral)	+5
Same class	+2
Same size	+2
Related	+2
Same or lower Intelligence	+2

* Add all that apply. Look up the total on the next table.

Duration Factor	Duration	Example
0	20 minutes	Pebble to human
2	1 hour	Marionette to human
4	3 hours	Human to marionette
5	12 hours	Lizard to manticore
6	2 days	Sheep to wool coat
7	1 week	Shrew to manticore
9+	Permanent	Manticore to shrew

If the target of the spell does not have physical ability scores (Strength, Dexterity, or Constitution), this spell grants a base score of 10 to each missing ability score. If the target of the spell does not have mental ability scores (Intelligence, Wisdom, or Charisma), this spell grants a score of 5 to such scores. Damage taken by the new form can result in the injury or death of the polymorphed creature. In general, damage occurs when the new form is changed through physical force. A nonmagical object cannot be made into a magic item with this spell. Magic items aren't affected by this spell.

This spell cannot create material of great intrinsic value, such as copper, silver, gems, silk, gold, platinum, mithral, or adamantine. It also cannot reproduce the special properties of cold iron in order to overcome the damage reduction of certain creatures.

This spell can also be used to duplicate the effects of *baleful polymorph*, *greater polymorph*, *flesh to stone*, *stone to flesh*, *transmute*

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mud to rock, *transmute metal to wood*, or *transmute rock to mud*.

PRESTIDIGITATION

School universal; **Level** bard 0, sorcerer/wizard 0
Casting Time 1 standard action
Components V, S
Range 10 ft.
Target, Effect, or 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 *prestidigitation* spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A *prestidigitation* 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. *Prestidigitation* can create small objects, but they look crude and artificial. The materials created by a *prestidigitation* spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, *prestidigitation* 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

School evocation [cold]; **Level** sorcerer/wizard 0
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 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

School divination; **Level** bard 0, cleric 0, druid 0, paladin 1, ranger 1, sorcerer/wizard 0
Casting Time 1 standard 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.

SCRYING

School divination (scrying); **Level** bard 3, cleric 5, druid 4, sorcerer/wizard 4
Casting Time 1 hour
Components V, S, M/DF (a pool of water), F (a silver mirror worth 1,000 gp)
Range see text
Effect magical sensor
Duration 1 min./level
Saving Throw Will negates; **Spell Resistance** yes

You can observe a creature at any distance. If the subject succeeds on a Will save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge	Will Save Modifier
None*	20 minutes
Secondhand (you have heard of the subject)	1 hour
Firsthand (you have met the subject)	3 hours
Familiar (you know the subject well)	12 hours
Connection	**2 days**
Likeness or picture	−2
Possession or garment	−4
Body part, lock of hair, bit of nail, etc	−10

* You must have some sort of connection (see below) to a creature of which you have no knowledge.

If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, and *message*.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

SILENT IMAGE

School illusion (figment); **Level** bard 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, F (a bit of fleece)
Range long (400 ft. + 40 ft./level)

Effect visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration concentration

Saving Throw Will disbelief (if interacted with); **Spell Resistance** no

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

Spark

School evocation [fire]; **Level** bard 0, cleric 0, druid 0, sorcerer/wizard 0, witch 0

Casting Time 1 standard action

Components V or S

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

Target one Fine object

Duration instantaneous

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use *spark* in any sort of weather and it takes much less time to actually ignite an object.

Suggestion

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** bard 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, M (a snake's tongue and a honeycomb)

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

Target one living creature

Duration 1 hour/level or until completed

Saving Throw Will negates; **Spell Resistance** yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as –1 or –2).

Teleport

School conjuration (teleportation); **Level** sorcerer/wizard 5

Casting Time 1 standard action

Components V

Range personal and touch

Target you and touched objects or other touched willing creatures

Duration instantaneous

Saving Throw none and Will negates (object); **Spell Resistance** no and yes (object)

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and consult the table at the end of this spell. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic such as scrying.

"False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage,

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and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

Familiarity	On-Target	Off-Target	Similar Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
False destination	—	—	81–92	93–100

TIME STOP

School transmutation; **Level** sorcerer/wizard 9
Casting Time 1 standard action
Components V
Range personal
Target you
Duration 1d4+1 rounds (apparent time); see text

This spell seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm you. While the time stop is in effect, other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell. A spell that affects an area and has a duration longer than the remaining duration of the time stop have their normal effects on other creatures once the time stop ends. Most spellcasters use the additional time to improve their defenses, summon allies, or flee from combat.

You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession.

You are undetectable while time stop lasts. You cannot enter an area protected by an antimagic field while under the effect of *time stop*.

VENTRILOQUISM

School illusion (figment); **Level** bard 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, F (parchment rolled into cone)
Range close (25 ft. + 5 ft./2 levels)
Effect intelligible sound, usually speech
Duration 1 min./level (D)
Saving Throw Will disbelief (if interacted with); **Spell Resistance** no

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

WAVES OF ECSTASY

School enchantment (compulsion) [emotion, mind-affecting];
    Level bard 6, cleric 7, sorcerer/wizard 7, witch 7
Casting Time 1 standard action
Components V, S
Range 30 ft.
Area cone-shaped burst
Duration 1 round/level; see text
Saving Throw Will partial (see text); **Spell Resistance** yes

You emanate waves of intense pleasure that cause all targets within range to falter. Affected creatures are stunned for 1 round and are staggered for the remainder of the spell. A creature that makes its save is staggered for the first round and can act normally thereafter.

WEB

School conjuration (creation); **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (spider web)
Range medium (100 ft. + 10 ft./level)
Effect webs in a 20-ft.-radius spread
Duration 10 min./level (D)
Saving Throw Reflex negates; see text; **Spell Resistance** no

Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spiderwebs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a web become grappled by the sticky fibers. Attacking a creature in a web doesn't cause you to become grappled.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is inside the web but is otherwise unaffected. If the save fails, the creature gains the grappled condition, but can break free by making a combat maneuver check or Escape Artist check as a standard action against the DC of this spell. The entire area of the web is considered difficult terrain. Anyone moving through the webs must make a combat maneuver check or Escape Artist check as part of their move action, with a DC equal to the spell's DC. Creatures that fail lose their movement and become grappled in the first square of webbing that they enter.

If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover.

The strands of a *web* spell are flammable. A *flaming* weapon can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away one 5-foot square in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

Web can be made permanent with a *permanency* spell. A permanent web that is damaged (but not destroyed) regrows in 10 minutes

Stat Blocks

The following stat blocks allow GMs to use Taka'shi Tomoshiba as an NPC at all tiers of gameplay, from 1st level all the way up to 20th level. The stat blocks included in these sections are designed using heroic NPC wealth, as noted in Chapter 14 of the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*. Pregens for Taka'shi at 1st level, 4th level, and 7th level can be found at the end of this section, and possess PC equivalent wealth.

NPC Tactics: Taka'shi prefers using his illusions and enchantments to manipulate his enemies, forcing them to see, feel, and do whatever he desires. Taka'shi's commands aren't cruel or unless he's angered, and he doesn't take joy in wrestling free will from others. If these tactics don't work, he keeps his distance while using damaging spells to harry opponents.

TAKA'SHI TOMOSHIBA   CR 1/2

XP 200

Male kitsune sorcerer (nine-tailed heir, wildblooded) 1

N Medium humanoid (kitsune, shapechanger)

Init +2; **Senses** Perception +0

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 5 (1d6+2)

Fort +2, **Ref** +2, **Will** +3

OFFENSE

Speed 30 ft.

Melee quarterstaff –2 (1d6–2)

Kitsune Spell-Like Abilities (CL 2nd; concentration +6)

    3/day—*dancing lights*

    2/day—*charm person* (DC 16), *disguise self*

Sorcerer Spell-Like Abilities (CL 1st; concentration +5)

    7/day—*foxfire*

Sorcerer Spells Known (CL 1st; concentration +5)

    1st (4/day)—*burning hands* (DC 15), *magic missile*

    0 (at will)—*arcane mark*, *daze* (DC 15), *ghost sound*, *read magic*

    Mutated Bloodline kyubi; **Bloodline Arcana** +1 to caster level with enchantment and illusion spells

STATISTICS

Str 6, **Dex** 14, **Con** 14, **Int** 14, **Wis** 10, **Cha** 18

BAB +0; **CMB** –2; **CMD** 10

Feats Eschew Materials, Magical Tail (2)

Skills Acrobatics +4, Knowledge (arcana) +6, Knowledge (nobility) +3, Spellcraft +3, Use Magic Device +9; **Racial Modifiers** Acrobatics +2

Languages Celestial, Common, Elven, Sylvan

SQ change shape (specific human appearance; *alter self*), mutated bloodline (kyubi)

Traits Dangerously Curious, Nine-Tailed Scion

Other Gear backpack (bedroll, belt pouch, flint and steel, iron pot, mess kit, soap, torches [10], trail rations [5 days], waterskin), quarterstaff, *wand of mage armor* (10 charges)

TAKA'SHI TOMOSHIBA   CR 3

XP 600

Male kitsune sorcerer (nine-tailed heir, wildblooded) 4

N Medium humanoid (kitsune, shapechanger)

Init +2; **Senses** Perception +0

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 16 (3d6+6)

Fort +4, **Ref** +4, **Will** +6

OFFENSE

Speed 30 ft.

Melee quarterstaff –2 (1d6–2)

Kitsune Spell-Like Abilities (CL 5th; concentration +9)

    2/day—*charm person* (DC 16), *disguise self*, *misdirection*

    At will—*dancing lights*, *detect magic*, *mage hand*, *open/close*, *prestidigitation*

Sorcerer Spell-Like Abilities (CL 4th; concentration +8)

    7/day—*foxfire*

Sorcerer Spells Known (CL 4th; concentration +8)

    2nd (4/day)—*hideous laughter* (DC 17)

    1st (7/day)—*burning hands* (DC 15), *color spray* (DC 15) *magic missile*

    0 (at will)—*arcane mark*, *daze* (DC 15), *ghost sound*, *message*, *ray of frost*, *read magic*

    Mutated Bloodline kyubi; **Bloodline Arcana** +1 to caster level with enchantment and illusion spells

STATISTICS

Str 6, **Dex** 14, **Con** 14, **Int** 14, **Wis** 10, **Cha** 19

BAB +1; **CMB** –1; **CMD** 11

Feats Eschew Materials, Kyubi Awakening, Magical Tail (3)

Skills Acrobatics +4, Knowledge (arcana) +8, Knowledge (nobility) +3, Spellcraft +5, Use Magic Device +11; **Racial Modifiers** Acrobatics +2

Languages Celestial, Common, Elven, Sylvan

SQ change shape (specific human appearance; *alter self*), mutated bloodline (kyubi), shift form (*alter self*; 3 min.)

Traits Dangerously Curious, Nine-Tailed Scion

Other Gear backpack (bedroll, belt pouch, flint and steel, iron pot, mess kit, soap, torches [10], trail rations [5 days], waterskin), *cloak of resistance +1*, quarterstaff, *wand of mage armor* (10 charges)

TAKA'SHI TOMOSHIBA   CR 6

XP 2,400

Male kitsune sorcerer (nine-tailed heir, wildblooded) 5 /

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kyubi paragon 2

N Medium humanoid (kitsune, shapechanger)

Init +2; **Senses** Perception +0

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 26 (5d6+2d8+14)

Fort +5, **Ref** +5, **Will** +6

OFFENSE

Speed 30 ft.

Melee quarterstaff +0 (1d6–2)

Kitsune Spell-Like Abilities (CL 8th; concentration +12)

2/day—*charm person* (DC 17), *disguise self*, *invisibility*, *misdirection*, *suggestion* (DC 18)

At will—*dancing lights*, *detect magic*, *mage hand*, *open/close*, *prestidigitation*

Special Attacks chakra reservoir (6/day)

Sorcerer Spell-Like Abilities (CL 6th; concentration +10)

7/day—*foxfire*

Sorcerer Spells Known (CL 6th; concentration +10)

3rd (4/day)—*hold person* (DC 19)

2nd (6/day)—*hideous laughter* (DC 18), *mirror image*

1st (7/day)—*burning hands* (DC 15), *color spray* (DC 15), *grease*, *magic missile*

0 (at will)—*arcane mark*, *daze* (DC 16), *ghost sound*, *haunted fey aspect*, *message*, *ray of frost*, *read magic*

Mutated Bloodline kyubi; **Bloodline Arcana** +1 to caster level with enchantment and illusion spells

STATISTICS

Str 6, **Dex** 14, **Con** 14, **Int** 14, **Wis** 10, **Cha** 19

BAB +3; **CMB** +1; **CMD** 13

Feats Eschew Materials, Kyubi Awakening, Magical Tail (5), Spell Focus (enchantment)

Skills Acrobatics +4, Bluff +9, Knowledge (arcana) +12, Knowledge (nobility) +3, Sleight of Hand +7, Spellcraft +12, Use Magic Device +15; **Racial Modifiers** Acrobatics +2

Languages Celestial, Common, Elven, Sylvan

SQ change shape (specific human appearance; *alter self*), embodiment of magic, mutated bloodline (kyubi), prehensile tails, shift form (*alter self* or *beast shape I*; 6 min.)

Traits Dangerously Curious, Nine-Tailed Scion

Other Gear backpack (bedroll, belt pouch, flint and steel, iron pot, mess kit, soap, torches [10], trail rations [5 days], waterskin), *cloak of resistance +1*, *kitsune star gem* (1st), quarterstaff, *rod of lesser extend spell wand of mage armor* (10 charges)

TAKA'SHI TOMOSHIBA   CR 9

XP 6,400

Male kitsune sorcerer (nine-tailed heir, wildblooded) 5 / kyubi paragon 5

N Medium humanoid (kitsune, shapechanger)

Init +2; **Senses** Perception +0

DEFENSE

AC 13, touch 13, flat-footed 11 (+1 deflection, +2 Dex)

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hp 45 (5d6+5d8+20)

Fort +7, **Ref** +6, **Will** +8

OFFENSE

Speed 30 ft.

Melee quarterstaff +2 (1d6–2)

Kitsune Spell-Like Abilities (CL 11th; concentration +17)

3/day—*dimension door*

2/day—*charm person* (DC 19), *confusion* (DC 22), *disguise self*, *displacement*, *greater invisibility* (self only), *invisibility*, *misdirection*, *suggestion* (DC 20)

At will—*dancing lights*, *detect magic*, *mage hand*, *open/close*, *prestidigitation*

Special Attacks chakra infusion (Extend Spell), chakra reservoir (6/day), racial paragon (8/day), shapeshift (*alter self* or *beast shape I*; 10 min.)

Sorcerer Spell-Like Abilities (CL 9th; concentration +15)

8/day—*foxfire*

Sorcerer Spells Known (CL 9th; concentration +15)

4th (5/day)—*ghostlight mote* (DC 22), *phantasmal killer* (DC 20)

3rd (8/day)—*aversion* (DC 21), *hold person* (DC 21), *fireball* (DC 19)

2nd (8/day)—*acid arrow*, *hideous laughter* (DC 20), *mirror image*, *web* (DC 18)

1st (8/day)—*burning hands* (DC 17), *color spray* (DC 17), *grease*, *magic missile*, *ventriloquism*

0 (at will)—*arcane mark*, *daze* (DC 18), *ghost sound*, *haunted fey aspect*, *message*, *ray of frost*, *read magic*, *spark*

Mutated Bloodline kyubi; **Bloodline Arcana** +1 to caster level with enchantment and illusion spells

STATISTICS

Str 6, **Dex** 14, **Con** 14, **Int** 14, **Wis** 10, **Cha** 22

BAB +5; **CMB** +3; **CMD** 15

Feats Eschew Materials, Kyubi Awakening, Magical Tail (7), Spell Focus (enchantment)

Skills Acrobatics +4, Bluff +16, Knowledge (arcana) +15, Knowledge (nobility) +3, Sleight of Hand +11, Spellcraft +15, Use Magic Device +20; **Racial Modifiers** Acrobatics +2

Languages Celestial, Common, Elven, Sylvan

SQ change shape (specific human appearance; *alter self*), embodiment of magic, mutated bloodline (kyubi), mystic protection (Fort, Will) +1, prehensile tails, shift form (*alter self* or *beast shape I*; 9 min.)

Traits Dangerously Curious, Nine-Tailed Scion

Other Gear backpack (bedroll, belt pouch, flint and steel, iron pot, mess kit, soap, torches [10], trail rations [5 days], waterskin), *cloak of resistance +1*, *headband of alluring charisma +2*, *kitsune star gem* (1st), quarterstaff, *ring of protection +1*, *rod of lesser extend spell wand of mage armor* (10 charges)

TAKA'SHI TOMOSHIBA   CR 13

XP 25,600

Male kitsune sorcerer (nine-tailed heir, wildblooded) 5 / kyubi paragon 9

N Medium humanoid (kitsune, shapechanger)

Init +2; **Senses** Perception +0

DEFENSE

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

hp 71 (5d6+9d8+28)

Fort +10, **Ref** +9, **Will** +11

OFFENSE

Speed 30 ft.

Melee quarterstaff +6 (1d6–2)

Kitsune Spell-Like Abilities (CL 15th; concentration +21)

4/day—*dimension door*

2/day—*charm person* (DC 20), *confusion* (DC 23), *disguise self*, *displacement*, *dominate person* (DC 24), *ghostlight wreath* (DC 24), *greater invisibility* (self only), *invisibility*, *mirage arcana* or *persistent image* (DC 22), *misdirection*, *suggestion* (DC 21)

At will—*dancing lights*, *detect magic*, *mage hand*, *open/close*, *prestidigitation*

Special Attacks chakra infusion (Bouncing Spell, Extend Spell, Persistent Spell), chakra reservoir (12/day), racial paragon (swift; 10/day), shapeshift (*alter self* or *beast shape II*; 14 min.)

Sorcerer Spell-Like Abilities (CL 13th; concentration +19)

9/day—*foxfire*

Sorcerer Spells Known (CL 13th; concentration +19)

6th (4/day)—*cloak of dreams* (DC 25), *overland flight*

5th (7/day)—*baleful polymorph* (DC 21), *dominate person* (DC 24), *feeblemind*

4th (7/day)—*black tentacles*, *ghostlight mote* (DC 23), *phantasmal killer* (DC 20), *scrying*

3rd (7/day)—*aversion* (DC 22), *hold person* (DC 22), *fireball* (DC 18), *major image* (DC 19)

2nd (7/day)—*acid arrow*, *hideous laughter* (DC 21), *minor image* (DC 17), *mirror image*, *web* (DC 18)

1st (8/day)—*burning hands* (DC 17), *color spray* (DC 17), *grease*, *magic missile*, *ventriloquism*

0 (at will)—*arcane mark*, *daze* (DC 19), *ghost sound*, *haunted fey aspect*, *mending*, *message*, *ray of frost*, *read magic*, *spark*

Mutated Bloodline kyubi; **Bloodline Arcana** +1 to caster level with enchantment and illusion spells

STATISTICS

Str 6, **Dex** 14, **Con** 14, **Int** 14, **Wis** 10, **Cha** 23

BAB +8; **CMB** +6; **CMD** 19

Feats Eschew Materials, Greater Spell Focus (enchantment), Kyubi Awakening, Magical Tail (8), Quicken Spell, Spell Focus (enchantment)

Skills Acrobatics +8, Bluff +23, Knowledge (arcana) +19, Knowledge (nobility) +3, Sleight of Hand +19, Spellcraft +19, Use Magic Device +20; **Racial Modifiers** Acrobatics +2

Languages Celestial, Common, Elven, Sylvan

SQ change shape (specific human appearance; *alter self*), embodiment of magic, greater embodiment, mutated bloodline (kyubi), mystic protection (Fort, Will) +2, prehensile tails, shift form (*alter self* or *beast shape II*; 13 min.)

Traits Dangerously Curious, Nine-Tailed Scion

Combat Gear *scroll of freedom of movement*, *scroll of summon monster VI*, *scroll of stoneskin*; **Other Gear** backpack (bedroll, belt pouch, flint and steel, iron pot, mess kit, soap, torches [10], trail rations [5 days], waterskin), *amulet of natural armor +2*, *cloak of resistance +2*, *headband of alluring charisma +2*, *kitsune star gem* (2nd), quarterstaff, *ring of protection +2*, *rod of lesser extend spell*, *sorcerer's robe*, *wand of mage armor* (10 charges)

TAKA'SHI TOMOSHIBA — CR 16

XP 76,800

Male kitsune sorcerer (nine-tailed heir, wildblooded) 7 / kyubi paragon 10

N Medium humanoid (kitsune, shapechanger)

Init +2; **Senses** Perception +0

DEFENSE

AC 18, touch 15, flat-footed 16 (+3 deflection, +2 Dex, +3 natural armor)

hp 103 (7d6+10d8+51)

Fort +12, **Ref** +10, **Will** +12

OFFENSE

Speed 30 ft.

Melee quarterstaff +8/+3 (1d6–2)

Kitsune Spell-Like Abilities (CL 18th; concentration +26)

4/day—*dimension door*

2/day—*charm person* (DC 22), *confusion* (DC 25), *disguise self*, *displacement*, *dominate person* (DC 26), *ghostlight wreath* (DC 26), *greater invisibility* (self only), *greater possession* (DC 26), *invisibility*, *limited wish* (requires material components), *mirage arcana* or *persistent image* (DC 23), *misdirection*, *suggestion* (DC 23)

At will—*dancing lights*, *detect magic*, *mage hand*, *open/close*, *prestidigitation*

Special Attacks chakra infusion (Bouncing Spell, Extend Spell, Persistent Spell), chakra reservoir (13/day), racial paragon (swift, 2 feats; 11/day), shapeshift (*alter self* or *beast shape III*; 17 min.)

Sorcerer Spell-Like Abilities (CL 16th; concentration +22)

10/day—*foxfire*

Sorcerer Spells Known (CL 16th; concentration +22)

8th (3/day)—*binding* (DC 29)

7th (5/day)—*mass hold person* (DC 28), *waves of ecstasy* (DC 28)

6th (7/day)—*cloak of dreams* (DC 26), *mind fog*, *overland flight*

5th (7/day)—*baleful polymorph* (DC 22), *dominate person* (DC 25), *feeblemind*, *teleport*

4th (8/day)—*black tentacles*, *ghostlight mote* (DC 25), *phantasmal killer* (DC 22), *scrying*

3rd (8/day)—*aversion* (DC 24), *hold person* (DC 24), *fireball* (DC 19), *major image* (DC 21)

2nd (8/day)—*acid arrow*, *hideous laughter* (DC 23), *minor image* (DC 18), *mirror image*, *web* (DC 20)

1st (8/day)—*burning hands* (DC 19), *color spray* (DC 19), *grease*, *magic missile*, *ventriloquism*

0 (at will)—*arcane mark*, *daze* (DC 21), *ghost sound*, *haunted fey aspect*, *mending*, *message*, *ray of frost*, *read magic*, *spark*

Mutated Bloodline kyubi; **Bloodline Arcana** +1 to caster level with enchantment and illusion spells

STATISTICS

Str 6, **Dex** 14, **Con** 16, **Int** 14, **Wis** 10, **Cha** 26

BAB +10; **CMB** +8; **CMD** 20

Feats Craft Wondrous Item, Eschew Materials, Extra Kyubi Trick, Greater Spell Focus (enchantment), Kyubi Awakening, Magical Tail (8), Quicken Spell, Spell Focus (enchantment)

Skills Acrobatics +8, Bluff +27, Knowledge (arcana) +19, Knowledge (nobility) +3, Sleight of Hand +19, Spellcraft +19, Use Magic Device +24; **Racial Modifiers** Acrobatics +2

Languages Celestial, Common, Elven, Sylvan

SQ change shape (specific human appearance; *alter self*), embodiment of magic, greater embodiment, mutated bloodline (kyubi), mystic protection (Fort, Will) +2, prehensile tails, shift form (*alter self* or *beast shape III*; 16 min.)

Traits Dangerously Curious, Nine-Tailed Scion

Combat Gear *scroll of freedom of movement*, *scroll of mind blank*, *scroll of summon monster VII*, *scroll of stoneskin*; **Other Gear** backpack (bedroll, belt pouch, flint and steel, iron pot, mess kit, soap, torches [10], trail rations [5 days], waterskin), *amulet of natural armor +3*, *belt of mighty constitution +2*, *circlet of persuasion*, *cloak of resistance +2*, *headband of alluring charisma +4*, *kitsune star gem* (3rd), quarterstaff, *ring of protection +3*, *rod of lesser extend spell*, *rod of selective spell*, *sorcerer's robe*, *wand of mage armor* (10 charges)

TAKA'SHI TOMOSHIBA   CR 19

XP 6,400

Male kitsune sorcerer (nine-tailed heir, wildblooded) 10 / kyubi paragon 10

N Medium humanoid (kitsune, shapechanger)

Init +2; **Senses** Perception +0

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 122 (10d6+10d8+60)

Fort +12, **Ref** +10, **Will** +14

OFFENSE

Speed 30 ft.

Melee quarterstaff +10/+5 (1d6–2)

Kitsune Spell-Like Abilities (CL 22th; concentration +30)

4/day—*dimension door*

3/day—*disguise self*

2/day—*charm person* (DC 20), *confusion* (DC 23), *displacement*, *dominate monster* (DC 28), *dominate person* (DC 24), *ghostlight wreath* (DC 24), *greater invisibility* (self only), *greater possession* (DC 24), *invisibility*, *limited wish* (requires material components), *mirage arcana* or *persistent image* (DC 22), *misdirection*, *suggestion* (DC 21)

At will—*dancing lights*, *detect magic*, *mage hand*, *open/close*, *prestidigitation*

Special Attacks chakra infusion (Bouncing Spell, Extend

Spell, Persistent Spell), chakra reservoir (13/day), ki pool (12/day), racial paragon (swift, 2 feats; 13/day), shapeshift (*alter self* or *beast shape IV*; 20 min.)

Sorcerer Spell-Like Abilities (CL 20th; concentration +28)

10/day—*foxfire*

Sorcerer Spells Known (CL 20th; concentration +28)

9th (5/day)—*overwhelming presence* (DC 30), *time stop*

8th (7/day)—*binding* (DC 29), *euphoric tranquility* (DC 29), *polymorph any object* (DC 26)

7th (7/day)—*mage's magnificent mansion*, *mass hold person* (DC 26), *waves of ecstasy* (DC 28)

6th (8/day)—*cloak of dreams* (DC 27), *mind fog*, *overland flight*

5th (8/day)—*baleful polymorph* (DC 23), *dominate person* (DC 24), *feeblemind*, *teleport*

4th (8/day)—*black tentacles*, *ghostlight mote* (DC 24), *phantasmal killer* (DC 22), *scrying*

3rd (8/day)—*aversion* (DC 24), *hold person* (DC 24), *fireball* (DC 18), *major image* (DC 21)

2nd (9/day)—*acid arrow*, *hideous laughter* (DC 23), *minor image* (DC 19), *mirror image*, *web* (DC 20)

1st (9/day)—*burning hands* (DC 19), *color spray* (DC 19), *grease*, *magic missile*, *ventriloquism*

0 (at will)—*arcane mark*, *daze* (DC 21), *ghost sound*, *haunted fey aspect*, *mending*, *message*, *ray of frost*, *read magic*, *spark*

Mutated Bloodline kyubi; **Bloodline Arcana** +1 to caster level with enchantment and illusion spells

STATISTICS

Str 6, **Dex** 14, **Con** 14, **Int** 14, **Wis** 10, **Cha** 26

BAB +12; **CMB** +10; **CMD** 22

Feats Eschew Materials, Extra Kyubi Trick (2), Greater Spell Focus (enchantment), Kyubi Awakening, Magical Tail (8), Quicken Spell, Spell Focus (enchantment)

Skills Acrobatics +8, Bluff +24, Knowledge (arcana) +19, Knowledge (nobility) +3, Sleight of Hand +19, Spellcraft +19, Use Magic Device +21; **Racial Modifiers** Acrobatics +2

Languages Celestial, Common, Elven, Sylvan

SQ change shape (specific human appearance; *alter self*), embodiment of magic, greater embodiment, mutated bloodline (kyubi), mystic protection (Fort, Will) +2, prehensile tails, shift form (*alter self*; *beast shape III*, or *statue*; 19 min.)

Traits Dangerously Curious, Nine-Tailed Scion

Combat Gear *scroll of freedom of movement*, *scroll of mind blank*, *scroll of summon monster IX*, *scroll of stoneskin*; **Other Gear** backpack (bedroll, belt pouch, flint and steel, iron pot, mess kit, soap, torches [10], trail rations [5 days], waterskin), *amulet of natural armor +5*, *belt of mighty constitution +4*, *circlet of persuasion*, *cloak of resistance +4*, *headband of alluring charisma +6*, *kitsune star gem* (3rd), *orange prism ioun stone*, quarterstaff, *ring of protection +3*, *rod of lesser extend spell*, *rod of selective spell*, *sorcerer's robe*, *wand of mage armor* (10 charges)

Taka'shi Tomoshiba

Male kitsune sorcerer (nine-tailed heir, wildblooded) 1

N Medium humanoid (kitsune, shapechanger)

Init +2; **Senses** Perception +0

Defense

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 12 (1d6+2)

Fort +2, **Ref** +2, **Will** +3

Offense

Speed 30 ft.

Melee quarterstaff –2 (1d6–2)

Kitsune Spell-Like Abilities (CL 2nd; concentration +6)

3/day—*dancing lights*

2/day—*charm person* (DC 16), *disguise self*

Sorcerer Spell-Like Abilities (CL 1st; concentration +5)

7/day—*foxfire*

Sorcerer Spells Known (CL 1st; concentration +5)

1st (4/day)—*burning hands* (DC 15), *magic missile*

0 (at will)—*arcane mark*, *daze* (DC 15), *ghost sound*, *read magic*

Mutated Bloodline kyubi; **Bloodline Arcana** +1 to caster level with enchantment and illusion spells

Statistics

Str 6, **Dex** 14, **Con** 14, **Int** 14, **Wis** 10, **Cha** 18

BAB +0; **CMB** –2; **CMD** 10

Feats Eschew Materials, Magical Tail (2)

Skills Acrobatics +4, Knowledge (arcana) +6, Knowledge (nobility) +3, Spellcraft +3, Use Magic Device +9; **Racial Modifiers** Acrobatics +2

Languages Celestial, Common, Elven, Sylvan

SQ change shape (specific human appearance; *alter self*), mutated bloodline (kyubi)

Traits Dangerously Curious, Nine-Tailed Scion

Other Gear backpack (bedroll, belt pouch, flint and steel, iron pot, mess kit, soap, torches [10], trail rations [5 days], waterskin), quarterstaff, *wand of mage armor* (10 charges)

Special Abilities

Change Shape (Su) Taka'shi can assume the form of male human with red-brown hair and yellow-peach skin or return to his true form as a standard action. While in human form, he loses his bite attack but gains a +10 racial bonus on Disguise checks to appear human. This otherwise functions as *alter self*, except Taka'shi does not adjust his ability scores and he can remain in this form indefinitely.

Foxfire (Sp) As a standard action, Taka'shi creates four spheres of light (as dancing lights). He can use these spheres to attack one target within 30 feet with a ranged touch attack for 1d6 points of fire damage. Once this attack has resolved, the sphere disappears.

Spells Below are summaries of the spells and spell-like abilities that Taka'shi knows:

Arcane Mark Taka'shi can brand his personal mark onto a target.

Burning Hands A 15-foot cone of flame springs from Taka'shi's hands, dealing 1d4 points of fire damage (Reflex halves).

Charm Person One humanoid creature within 25 feet treats Taka'shi as their close friend for 1 hour (Will negates).

Dancing Lights Creates four spheres of light that are as bright as torches. Taka'shi can direct these lights to move up to 100 feet per round, up the spell's range. The lights must stay within 10 feet of one another.

Daze One humanoid creature within 25 feet with 4 HD or less is dazed for 1 round (Will negates).

Disguise Self Taka'shi makes himself and his clothing look different for 10 minutes. He cannot change his type, but he can appear to be a different type of humanoid, appear 1 foot taller or shorter, seem fatter or thinner, or make nearly any other change to his physical feature.

Ghost Sound Taka'shi creates illusory sounds for 1 round at a location within 25 feet.

Magic Missile Taka'shi fires a missile of magic energy that never misses at one target within 100 feet, dealing 1d4+1 points of force damage to that target.

Read Magic Taka'shi can decipher magical inscriptions and scrolls that would otherwise be illegible.

Alone for most of his young life, Taka'shi was separated from his parents as a boy when oni-worshiping cultists chased his family from his home and ended up on the streets of a nearby city. Naive and somewhat oblivious to the intents of others, Taka'shi might have found himself dead at the hands of an aristocrat with impure intentions had his kyubi powers not suddenly manifest, stripping the man of his independence and mental facilities and bestowing incredible magical power upon Taka'shi. Now the owner of a prized human puppet, young Taka'shi took every advantage of his current situation, taking quickly to high society life and using his puppet's privileges to learn all he could about magic. For years, Taka'shi and his puppet fooled the courts by day and studied spells by nightfall, with no one any the wiser.

Like many good things, however, this wasn't to last. An assassin crept into Taka'shi's manor late one night and murdered his puppet, sparing Taka'shi, who he believed to be little more than a servant boy. Rather than take upon the unfulfilling mantle of political intrigue for himself, however, Taka'shi buried his puppet, sold his meager possessions, and used the money to set out into the world in search of ancient secrets and arcane power.

Taka'shi is quiet and somewhat awkward around others he doesn't know well, but his stony exterior belies an endearing, kindhearted person who cares deeply for those closest to him. Despite this, Taka'shi has a bit of a mean strike, and has little tolerance or sympathy for those he considers enemies or worse.

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Taka'shi Tomoshiba

Male kitsune sorcerer (nine-tailed heir, wildblooded) 4

N Medium humanoid (kitsune, shapechanger)

Init +2; **Senses** Perception +0

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 26 (4d6+8)

Fort +4, **Ref** +4, **Will** +6

OFFENSE

Speed 30 ft.

Melee quarterstaff –1 (1d6–2)

Kitsune Spell-Like Abilities (CL 5th; concentration +10)

2/day—*charm person* (DC 17), *disguise self*, *misdirection*

At will—*dancing lights*, *detect magic*, *mage hand*, *open/close*, *prestidigitation*

Sorcerer Spell-Like Abilities (CL 4th; concentration +9)

7/day—*foxfire*

Sorcerer Spells Known (CL 4th; concentration +9)

2nd (5/day)—*hideous laughter* (DC 18)

1st (7/day)—*burning hands* (DC 16), *color spray* (DC 16) *magic missile*

0 (at will)—*arcane mark*, *daze* (DC 16), *ghost sound*, *message*, *ray of frost*, *read magic*

Mutated Bloodline kyubi; **Bloodline Arcana** +1 to caster level with enchantment and illusion spells

STATISTICS

Str 6, **Dex** 14, **Con** 14, **Int** 14, **Wis** 10, **Cha** 21

BAB +1; **CMB** –1; **CMD** 11

Feats Eschew Materials, Kyubi Awakening, Magical Tail (3)

Skills Acrobatics +4, Knowledge (arcana) +8, Knowledge (nobility) +3, Spellcraft +5, Use Magic Device +11; **Racial Modifiers** Acrobatics +2

Languages Celestial, Common, Elven, Sylvan

SQ change shape (specific human appearance; *alter self*), mutated bloodline (kyubi), shift form (*alter self*; 3 min.)

Traits Dangerously Curious, Nine-Tailed Scion

Combat Gear *wand of scorching ray* (8 charges); **Other Gear** backpack (bedroll, belt pouch, flint and steel, iron pot, mess kit, soap, torches [10], trail rations [5 days], waterskin), *headband of alluring charisma +2*, *cloak of resistance +1*, quarterstaff, *wand of mage armor* (10 charges)

SPECIAL ABILITIES

Change Shape (Su) Taka'shi can assume the form of male human with red-brown hair and yellow-peach skin or return to his true form as a standard action. While in human form, he loses his bite attack but gains a +10 racial bonus on Disguise checks to appear human. This otherwise functions as *alter self*, except Taka'shi does not adjust his ability scores and he can remain in this form indefinitely.

Foxfire (Sp) As a standard action, Taka'shi creates four spheres of light (as dancing lights). He can use these spheres to attack one target within 30 feet with a ranged touch attack for 1d6 points of fire damage. Once this attack has resolved, the sphere disappears.

Shift Form (Su) Taka'shi can assume any humanoid form for 3 minutes per day as a standard action, functioning like *alter self*.

Spells Below are summaries of the spells and spell-like abilities that Taka'shi knows:

Arcane Mark Taka'shi can brand his personal mark onto a target.

Burning Hands A 15-foot cone of flame springs from Taka'shi's hands, dealing 1d4 points of fire damage (Reflex halves).

Charm Person One humanoid creature within 35 feet treats Taka'shi as their close friend for 1 hour (Will negates).

Color Spray Taka'shi can unleash a 15-foot cone of scintillating colors that cause creatures to be stunned and possibly blinded or unconscious.

Dancing Lights Creates four spheres of light that are as bright as torches. Taka'shi can direct these lights to move up to 100 feet per round, up the spell's range. The lights must stay within 10 feet of one another.

Daze One humanoid creature within 35 feet with 4 HD or less is dazed for 1 round (Will negates).

Detect Magic Taka'shi can detect the presence or absence of magic auras in a 60-foot cone.

Disguise Self Taka'shi makes himself and his clothing look different for 40 minutes. He cannot change his type, but he can appear to be a different type of humanoid, appear 1 foot taller or shorter, seem fatter or thinner, or make nearly any other change to his physical feature.

Ghost Sound Taka'shi creates illusory sounds for 1 round at a location within 35 feet.

Hideous Laughter Taka'shi can force one target within 35 feet to fall to the ground laughing, unable to act.

Mage Hand Taka'shi can manipulate an object within 35 feet with telekinetic force.

Magic Missile Taka'shi fires a missile of magic energy that never misses at one target within 140 feet, dealing 1d4+1 points of force damage to that target.

Misdirection Taka'shi can make a target creature or object detect as a different creature or object when viewed by many divinations.

Ray of Frost Taka'shi fires a ray at an opponent that deals 1d4 points of cold damage on a hit.

Read Magic Taka'shi can decipher magical inscriptions and scrolls that would otherwise be illegible.

Alone for most of his young life, Taka'shi was separated from his parents as a boy when oni-worshiping cultists chased his family

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from his home and ended up on the streets of a nearby city. Naive and somewhat oblivious to the intents of others, Taka'shi might have found himself dead at the hands of an aristocrat with impure intentions had his kyubi powers not suddenly manifest, stripping the man of his independence and mental facilities and bestowing incredible magical power upon Taka'shi. Now the owner of a prized human puppet,young Taka'shi took every advantage of his current situation, taking quickly to high society life and using his puppet's privileges to learn all he could about magic. For years, Taka'shi and his puppet fooled the courts by day and studied spells by nightfall, with no one any the wiser.

Like many good things, however, this wasn't to last. An assassin crept into Taka'shi's manor late one night and murdered his puppet, sparing Taka'shi, who he believed to be little more than a servant boy. Rather than take upon the unfulfilling mantle of political intrigue for himself, however, Taka'shi buried his puppet, sold his meager possessions, and used the money to set out into the world in search of ancient secrets and arcane power.

Taka'shi is quiet and somewhat awkward around others he doesn't know well, but his stony exterior belies an endearing, kindhearted person who cares deeply for those closest to him. Despite this, Taka'shi has a bit of a mean strike, and has little tolerance or sympathy for those he considers enemies or worse.

Taka'shi Tomoshiba

Male kitsune sorcerer (nine-tailed heir, wildblooded) 5 / kyubi paragon 2

N Medium humanoid (kitsune, shapechanger)

Init +2; **Senses** Perception +0

Defense

AC 13, touch 13, flat-footed 11 (+1 deflection, +2 Dex)

hp 53 (5d6+2d8+21)

Fort +7, **Ref** +6, **Will** +7

Offense

Speed 30 ft.

Melee quarterstaff +1 (1d6–2)

Kitsune Spell-Like Abilities (CL 8th; concentration +13)

2/day—*charm person* (DC 18), *disguise self*, *invisibility*, *misdirection*, *suggestion* (DC 19)

At will—*dancing lights*, *detect magic*, *mage hand*, *open/close*, *prestidigitation*

Special Attacks chakra reservoir (6/day)

Sorcerer Spell-Like Abilities (CL 6th; concentration +111)

8/day—*foxfire*

Sorcerer Spells Known (CL 6th; concentration +1)

3rd (4/day)—*hold person* (DC 20)

2nd (7/day)—*hideous laughter* (DC 19), *mirror image*

1st (7/day)—*burning hands* (DC 16), *color spray* (DC 716), *grease*, *magic missile*

0 (at will)—*arcane mark*, *daze* (DC 17), *ghost sound*, *haunted fey aspect*, *message*, *ray of frost*, *read magic*

Mutated Bloodline kyubi; **Bloodline Arcana** +1 to caster level with enchantment and illusion spells

Statistics

Str 6, **Dex** 14, **Con** 16, **Int** 14, **Wis** 10, **Cha** 21

BAB +3; **CMB** +1; **CMD** 13

Feats Eschew Materials, Kyubi Awakening, Magical Tail (5), Spell Focus (enchantment)

Skills Acrobatics +4, Bluff +9, Knowledge (arcana) +12, Knowledge (nobility) +3, Sleight of Hand +7, Spellcraft +12, Use Magic Device +15; **Racial Modifiers** Acrobatics +2

Languages Celestial, Common, Elven, Sylvan

SQ change shape (specific human appearance; *alter self*), embodiment of magic, mutated bloodline (kyubi), prehensile tails, shift form (*alter self* or *beast shape I*; 6 min.)

Traits Dangerously Curious, Nine-Tailed Scion

Combat Gear *scroll of fireball*, *scroll of summon monster III*, *wand of scorching ray* (CL 6th; 10 charges); **Other Gear** backpack (bedroll, belt pouch, flint and steel, iron pot, mess kit, soap, torches [10], trail rations [5 days], waterskin), *belt of mighty constitution +2*, *headband of alluring charisma +2*, *cloak of resistance +2*, *kitsune star gem* (1st), quarterstaff, *rod of lesser intensify spell*, *rod of lesser persistent spell*, *ring of protection +1*, *rod of lesser extend spell wand of mage armor* (10 charges)

Special Abilities

Chakra Reservoir (Su) Taka'shi has a pool of chakra that he can use to draw upon his kitsune spell-like abilities. He can spend these points in order to cast any kitsune spell-like ability he possesses with a level equal to the number of points spent. (0 and 1st level spells cost 1 point, 2nd level spells cost 2 points, and so on.)

Change Shape (Su) Taka'shi can assume the form of male human with red-brown hair and yellow-peach skin or return to his true form as a standard action. While in human form, he loses his bite attack but gains a +10 racial bonus on Disguise checks to appear human. This otherwise functions as *alter self*, except Taka'shi does not adjust his ability scores and he can remain in this form indefinitely.

Foxfire (Sp) As a standard action, Taka'shi creates four spheres of light (as *dancing lights*). He can use these spheres to attack one target within 30 feet with a ranged touch attack for 1d6 points of fire damage. Once this attack has resolved, the sphere disappears.

Shift Form (Su) Taka'shi can assume any humanoid form for 6 minutes per day as a standard action, functioning like *alter self*.

Spells Below are summaries of the spells and spell-like abilities that Taka'shi knows:

Arcane Mark Taka'shi can brand his personal mark onto a target.

Burning Hands A 15-foot cone of flame springs from Taka'shi's hands, dealing 1d4 points of fire damage (Reflex halves).

Charm Person One humanoid creature within 45 feet treats Taka'shi as their close friend for 1 hour (Will negates).

Color Spray Taka'shi can unleash a 15-foot cone of scintillating colors that cause creatures to be stunned and possibly blinded or unconscious.

Dancing Lights Creates four spheres of light that are as bright as torches. Taka'shi can direct these lights to move up to 100 feet per round, up the spell's range. The lights must stay within 10 feet of one another.

Daze One humanoid creature within 55 feet with 4 HD or less is dazed for 1 round (Will negates).

Detect Magic Taka'shi can detect the presence or absence of magic auras in a 60-foot cone.

Disguise Self Taka'shi makes himself and his clothing look different for 60 minutes. He cannot change his type, but he can appear to be a different type of humanoid, appear 1 foot taller or shorter, seem fatter or thinner, or make nearly any other change to his physical feature.

Ghost Sound Taka'shi creates illusory sounds for 1 round at a location within 55 feet.

Grease Taka'shi can conjure a patch of grease on a 10-foot square or on one creature or object within 55 feet.

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Haunted Fey Aspect Taka'shi can make himself look like a terrible fey, granting him DR 1/cold iron against the next attack that hits him.

Hideous Laughter Taka'shi can force one target within 55 feet to fall to the ground laughing, unable to act.

Hold Person Taka'shi can paralyze one humanoid creature within 45 feet.

Invisibility Taka'shi can make a creature or object invisible.

Mage Hand Taka'shi can manipulate an object within 55 feet with telekinetic force.

Magic Missile Taka'shi fires a missile of magic energy that never misses at one target within 160 feet, dealing 1d4+1 points of force damage to that target.

Mirror Image Taka'shi can create 1d4+2 images of himself in his square, granting opponents a chance to attack the illusory replicas instead of himself.

Misdirection Taka'shi can make a target creature or object detect as a different creature or object when viewed by many divinations.

Ray of Frost Taka'shi fires a ray at an opponent that deals 1d4 points of cold damage on a hit.

Read Magic Taka'shi can decipher magical inscriptions and scrolls that would otherwise be illegible.

Suggestion Taka'shi can mentally compel one target to take a specific course of action.

Alone for most of his young life, Taka'shi was separated from his parents as a boy when oni-worshiping cultists chased his family from his home and ended up on the streets of a nearby city. Naive and somewhat oblivious to the intents of others, Taka'shi might have found himself dead at the hands of an aristocrat with impure intentions had his kyubi powers not suddenly manifest, stripping the man of his independence and mental facilities and bestowing incredible magical power upon Taka'shi. Now the owner of a prized human puppet, young Taka'shi took every advantage of his current situation, taking quickly to high society life and using his puppet's privileges to learn all he could about magic. For years, Taka'shi and his puppet fooled the courts by day and studied spells by nightfall, with no one any the wiser.

Like many good things, however, this wasn't to last. An assassin crept into Taka'shi's manor late one night and murdered his puppet, sparing Taka'shi, who he believed to be little more than a servant boy. Rather than take upon the unfulfilling mantle of political intrigue for himself, however, Taka'shi buried his puppet, sold his meager possessions, and used the money to set out into the world in search of ancient secrets and arcane power.

Taka'shi is quiet and somewhat awkward around others he doesn't know well, but his stony exterior belies an endearing, kindhearted person who cares deeply for those closest to him. Despite this, Taka'shi has a bit of a mean strike, and has little tolerance or sympathy for those he considers enemies or worse.

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