

THE GOLDEN SERPENT

Alarm

School abjuration; Level bard 1, inquisitor 1, ranger 1, psychic 1, sorcerer/wizard 1, summoner/unchained summoner 1; Subdomain ambush 1, home 1

CASTING

Casting Time 1 standard action
Components V, S, F/DF (a tiny bell and a piece of very fine silver wire)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Area 20-ft.-radius emanation centered on a point in space
Duration 2 hours/level (D)
Saving Throw none; Spell Resistance no

DESCRIPTION

Alarm creates a subtle ward on an area you select. Once the spell effect is in place, it thereafter sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible in nature.

Mental Alarm: A mental alarm alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental “ping” that awakens you from normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm.

Audible Alarm: An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall.

In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a silence spell cannot hear the ringing.

Ethereal or astral creatures do not trigger the alarm.

Alarm can be made permanent with a permanency spell.

Blur

School illusion (glamer); Level alchemist 2, bard 2, magus 2, psychic 2, sorcerer/wizard 2, summoner/unchained

summoner 2

CASTING

Casting Time 1 standard action
Components V

EFFECT

Range touch
Target creature touched
Duration 1 min./level (D)
Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

DESCRIPTION

The subject’s outline appears blurred, shifting, and wavering. This distortion grants the subject concealment (20% miss chance).

A see invisibility spell does not counteract the blur effect, but a true seeing spell does.

Opponents that cannot see the subject ignore the spell’s effect (though fighting an unseen opponent carries penalties of its own).

Charm Person

School enchantment (charm) [mind-affecting]; Level bard 1, psychic 1, shaman 1, sorcerer/wizard 1, witch 1; Domain charm 1; Subdomain slavery 1; Elemental School wood 1

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one humanoid creature
Duration 1 hour/level
Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

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

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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.

Climb (Str; Armor Check Penalty)

You are skilled at scaling vertical surfaces, from smooth city walls to rocky cliffs.

Check

With a successful Climb check, you can advance up, down, or across a slope, wall, or other steep incline (or even across a ceiling, provided it has handholds) at one-quarter your normal speed. A slope is considered to be any incline at an angle measuring less than 60 degrees; a wall is any incline at an angle measuring 60 degrees or more. A Climb check that fails by 4 or less means that you make no progress, and one that fails by 5 or more means that you fall from whatever height you have already attained. The DC of the check depends on the conditions of the climb. Compare the task with those on the following table to determine an appropriate DC.

You need both hands free to climb, but you may cling to a wall with one hand while you cast a spell or take some other action that requires only one hand. While climbing, you can't move to avoid a blow, so you lose your Dexterity bonus to AC (if any). You also can't use a shield while climbing. Anytime you take damage while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.

Table: Climb DCs

DC	Example Surface or Activity
0	A slope too steep to walk up, or a knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope, or a rope affected by the rope trick spell.
10	A surface with ledges to hold on to and stand on,

such as a very rough wall or a ship's rigging.

15 Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.

20 An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon.

21 A typical buildings upper-story wall

25 A typical buildings lower-story wall

25 A rough surface, such as a natural rock wall or a brick wall.

30 An overhang or ceiling with handholds but no footholds, or a typical city wall

— A perfectly smooth, flat, vertical (or inverted) surface cannot be climbed.

Table: Climb DC Modifiers by Surface or Activity

Climb DC

Modifier Example Surface or Activity

−10 Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls.

−5 Climbing a corner where you can brace against perpendicular walls.

+5 Surface is slippery.

* These modifiers are cumulative; use all that apply.

Accelerated Climbing

You try to climb more quickly than normal. By accepting a −5 penalty, you can move half your speed (instead of one-quarter your speed).

Make Your Own Handholds and Footholds

You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 5 feet of distance. As with any surface that offers handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a handaxe or similar implement can cut handholds in an ice wall.

Catch Yourself When Falling

It's practically impossible to catch yourself on a wall while falling. Make a Climb check (DC = wall's DC + 20) to do so. It's much easier to catch yourself on a slope (DC = slope's DC + 10).

Catch a Falling Character While Climbing

If someone climbing above you or adjacent to you falls, you can attempt to catch the falling character if he or she is within your reach. Doing so requires a successful melee touch attack against the falling character (though he or she can voluntarily forgo any Dexterity bonus to AC if desired). If you hit, you must immediately attempt a Climb check (DC = wall's DC + 10). Success indicates that you catch the falling

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character, but his total weight, including equipment, cannot exceed your heavy load limit or you automatically fall. If you fail your Climb check by 4 or less, you fail to stop the character's fall but don't lose your grip on the wall. If you fail by 5 or more, you fail to stop the character's fall and begin falling as well.

Action

Climbing is part of movement, so it's generally part of a move action (and may be combined with other types of movement in a move action). Each move action that includes any climbing requires a separate Climb check. Catching yourself or another falling character doesn't take an action.

Modifiers

Rope You can use a rope to haul a character upward (or lower a character) through sheer strength. You can lift double your maximum load in this manner.

Climb Speed A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC higher than 0, but it can always choose to take 10, even if rushed or threatened while climbing. If a creature with a climb speed chooses an accelerated climb (see above), it moves at double its climb speed (or at its land speed, whichever is slower) and makes a single Climb check at a -5 penalty. Such a creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Feats If you have the Athletic feat, you get a +2 bonus on Climb checks. If you have 10 or more ranks in Climb, the bonus increases to +4.

Size Any creature of Tiny or smaller size should use its Dex modifier instead of its Str modifier for Climb and Swim checks (see FAQ).

FAQ

Should all Tiny creatures use Dex instead of Str for Climb and Swim skill checks, or is that just for familiars?

Any creature of Tiny or smaller size should use its Dex modifier instead of its Str modifier for Climb and Swim checks.

Confusion

School enchantment (compulsion) [mind-affecting]; Level bard 3, bloodrager 4, sorcerer/wizard 4, witch 4; Domain madness 4, trickery 4; Subdomain entropy 5, lust 4, whimsy 4

CASTING

Casting Time 1 standard action
Components V, S, M/DF (three nutshells)

EFFECT

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

DESCRIPTION

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.

Table: Confusion Effects

d%	Behavior
01-25	Acts normally
26-50	Does nothing but babble incoherently
51-75	Deals 1d8 points of damage + Str modifier to self with item in hand
76-100	Attacks 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).

Crowsworn Thugs (2) CR 3

Human rogue 4
NE Medium humanoid (human)
Init +3; Senses Perception +8

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)
hp 37 each (4d8+16)
Fort +3, Ref +7, Will +2
Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

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Melee rapier +6 (1d6+2/18–20)
Ranged mwk shortbow +7 (1d6+1/x3)
Special Attacks sneak attack +2d6

TACTICS

During Combat The rogue with the necklace of fireballs looks for likely clusters of targets, but refrains from injuring his own allies. Sneak attacks with flanks or feints are preferred to gain the additional bleed damage.

Morale When reduced to 10 hit points or fewer, the rogues surrender.

STATISTICS

Str 15, Dex 16, Con 14, Int 10, Wis 12, Cha 8
Base Atk +3; CMB +5; CMD 19
Feats Combat Reflexes, Toughness, Vital Strike, Weapon Finesse
Skills Acrobatics +9, Bluff +6, Disable Device +9, Escape Artist +9, Knowledge (local) +7, Perception +8, Sense Motive +8, Sleight of Hand +10, Stealth +9
Languages Common
SQ rogue talents (bleeding attack +2, combat trick), trapfinding +2
Combat Gear potion of blur, necklace of fireballs type I;

Other

Gear studded leather, masterwork shortbow with 10 +1 arrows, rapier, key to area B2

Crowsworn Thugs (2) CR 5

Human rogue 6
NE Medium humanoid (human)
Init +3; Senses Perception +9

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)
hp 48 each (6d8+18)
Fort +3, Ref +8, Will +2
Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.
Melee mwk rapier +8 (1d6+2/18–20)
Ranged mwk shortbow +8 (1d6+1/x3)
Special Attacks sneak attack +3d6

TACTICS

During Combat The rogue with the necklace of fireballs looks for likely clusters of targets, but refrains from injuring his own allies. Sneak attacks with flanks or feints are preferred to gain the additional bleed damage.
Morale When reduced to 10 hit points or fewer, the rogues surrender.

STATISTICS

Str 15, Dex 16, Con 13, Int 13, Wis 10, Cha 8
Base Atk +4; CMB +6; CMD 19
Feats Combat Expertise, Improved Feint, Toughness, Vital Strike, Weapon Finesse
Skills Acrobatics +12, Bluff +8, Disable Device +12, Escape Artist +12, Intimidate +8, Knowledge (local) +10, Perception +9, Sense Motive +9, Sleight of Hand +12, Stealth +12
Languages Common, Elven
SQ rogue talents (bleeding attack +3, combat trick, slow reactions), trapfinding +3
Combat Gear potion of blur, necklace of fireballs, type II;

Other

Gear +1 studded leather, masterwork rapier, masterwork shortbow with 10 +1 arrows, key to area B2

Dagger, Swordbreaker

Benefit: If you are proficient with this weapon, add +4 on your disarm or sunder attempts against bladed weapons.

Weapon Feature(s): disarm, sunder

Diplomacy (Cha)

You can use this skill to persuade others to agree with your arguments, to resolve differences, and to gather valuable information or rumors from people. This skill is also used to negotiate conflicts by using the proper etiquette and manners suitable to the problem.

Gather Information

You can use Diplomacy to gather information about a specific topic or individual. To do this, you must spend at least 1d4 hours canvassing people at local taverns, markets, and gathering places. The DC of this check depends on the obscurity of the information sought, but for most commonly known facts or rumors it is 10. For obscure or secret knowledge, the DC might increase to 20 or higher. The GM might rule that some topics are simply unknown to common folk.

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Retry? Yes. You can retry Diplomacy checks made to gather information.

Influence Attitude

You can change the initial attitudes of nonplayer characters with a successful check. The DC of this check depends on the creature's starting attitude toward you, adjusted by its Charisma modifier.

Succeed— If you succeed, the character's attitude toward you is improved by one step. For every 5 by which your check result exceeds the DC, the character's attitude toward you increases by one additional step. A creature's attitude cannot be shifted more than two steps up in this way, although the GM can override this rule in some situations.

Fail— If you fail the check by 4 or less, the character's attitude toward you is unchanged. If you fail by 5 or more, the character's attitude toward you is decreased by one step.

You cannot use Diplomacy against a creature that does not understand you or has an Intelligence of 3 or less. Diplomacy is generally ineffective in combat and against creatures that intend to harm you or your allies in the immediate future. Any attitude shift caused through Diplomacy generally lasts for 1d4 hours but can last much longer or shorter depending upon the situation (GM discretion).

Retry? You cannot use Diplomacy to influence a given creature's attitude more than once in a 24 hour period. If a request is refused, the result does not change with additional checks, although other requests might be made.

Starting Attitude Diplomacy DC

Hostile	25+ creature's Cha Modifier
Unfriendly	20+ creature's Cha Modifier
Indifferent	15+ creature's Cha Modifier
Friendly	10+ creature's Cha Modifier
Helpful	0+ creature's Cha Modifier

Make Request

If a creature's attitude toward you is at least indifferent, you can make requests of the creature. This is an additional Diplomacy check, using the creature's current attitude to determine the base DC, with one of the following modifiers. Once a creature's attitude has shifted to helpful, the creature gives in to most requests without a check, unless the request is against its nature or puts it in serious peril. Some requests automatically fail if the request goes against the creature's values or its nature, subject to GM discretion.

Request Diplomacy Modifier

Give simple advice or directions	−5
Give detailed advice	+0
Give simple aid	+0
Reveal an unimportant secret	+5
Give lengthy or complicated aid	+5
Give dangerous aid	+10
Reveal secret knowledge	+10 or more
Give aid that could result in punishment	+15 or more
Additional requests	+5 per request

Entrap (Ex or Su)

The creature has an ability that restricts another creature's movement, usually with a physical attack such as ice, mud, lava, or webs. The target of an entrap attack must make a Fortitude save or become entangled for the listed duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Fortitude save or become helpless for the listed duration. The save DCs are Constitution-based. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a DC 20 concentration check. An entangled creature can make a Strength check (at the same DC as the entrap saving throw DC) as a full-round action to break free; the DC for a helpless creature is +5 Greater than the saving throw DC. Destroying the entrapping material frees the creature.

Format: entrap (DC 13, 1d10 minutes, hardness 5, hp 10); Location: special attacks and individual attacks.

Flaming Sphere

School evocation [fire]; Level bloodrager 2, druid 2, magus 2, sorcerer/wizard 2; Subdomain arson 2; Elemental School fire 2

CASTING

Casting Time 1 standard action
Components V, S, M/DF (tallow, brimstone, and powdered iron)

EFFECT

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

Effect 5-ft.-diameter sphere
Duration 1 round/level
Saving Throw Reflex negates; Spell Resistance yes

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By the way...

This spell can start fires on a ship.

Source Skull & Shackles Player's Guide

DESCRIPTION

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 3d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A flaming sphere rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A flaming sphere winks out if it exceeds the spell's range.

Glitterdust

School conjuration (creation); Level bard 2, bloodrager 2, magus 2, sorcerer/wizard 2, summoner/unchained summoner 2, witch 2; Elemental School earth 2, metal 2

CASTING

Casting Time 1 standard action

Components V, S, M (ground mica)

EFFECT

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

Area creatures and objects within 10-ft.-radius spread

Duration 1 round/level

Saving Throw Will negates (blinding only); Spell Resistance no

DESCRIPTION

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect.

Any creature covered by the dust takes a -40 penalty on Stealth checks.

Great Cleave (Combat)

You can strike many adjacent foes with a single blow.

Prerequisites: Str 13, Cleave, Power Attack, base attack bonus +4.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Haste

School transmutation; Level alchemist 3, bard 3, bloodrager 3, magus 3, medium 2, occultist 3, psychic 3, sorcerer/wizard 3, spiritualist 3, summoner 2, unchained summoner 3

CASTING

Casting Time 1 standard action

Components V, S, M (a shaving of licorice root)

EFFECT

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

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

Duration 1 round/level

Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

DESCRIPTION

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, a hasted creature may make one extra attack with one natural or manufactured weapon. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the

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situation. (This effect is not cumulative with similar effects, such as that provided by a speed weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow.

Inhaled Poison

These poisons are delivered the moment a creature enters an area containing such poisons and do not usually have an onset time. For most inhaled poisons, 1 dose fills a volume equal to a 10-foot cube. A creature can attempt to hold its breath while inside the area to avoid inhaling the toxin. A creature holding its breath receives a 50% chance of not having to make a Fortitude save each round. See the rules for holding your breath and suffocation. If a creature is holding its breath and fails the constitution check to continue doing so, rather than suffocating it begins to breathe normally again (and is subject to the effects of the inhaled poison if still in the area).

Lotus Scent

Type poison, inhaled; Save Fortitude DC 15
Frequency 1/round for 6 rounds
Effect become fatigued; a creature that becomes exhausted from this poison and fails an additional save falls unconscious for 1d4 hours; Cure 1 savePATHFINDER

Necklace of Fireballs

DESCRIPTION

This item appears to be a string or cluster of spherical beads, sometimes with the ends tied together to form a necklace.

(It does not count as an item worn around the neck for the purpose of determining which of a character's worn magic items is effective.) If a character holds it, however, all can see the strand as it really is—a golden chain from which

hang a number of golden spheres. The spheres are detachable by the wearer (and only by the wearer), who can easily hurl one of them up to 70 feet. When a sphere arrives at the end of its trajectory, it detonates as a fireball spell (Reflex DC 14 half).

Spheres come in different strengths, ranging from those that deal 2d6 points of fire damage to those that deal 10d6. The market price of a sphere is 150 gp for each die of damage it deals.

Necklace	10d6	9d6	8d6	7d6	6d6	5d6	4d6	3d6	2d6	Market Price
Type I	—	—	—	—	—	1	—	2	—	1,650 gp
Type II	—	—	—	—	1	—	2	—	2	2,700 gp
Type III	—	—	—	1	—	2	—	4	—	4,350 gp
Type IV	—	—	1	—	2	—	2	—	4	5,400 gp
Type V	—	1	—	2	—	2	—	2	—	5,850 gp
Type VI	1	—	2	—	2	—	4	—	—	8,100 gp
Type VII	1	2	—	2	—	2	—	2	—	8,700 gp

Each necklace of fireballs contains a combination of spheres of various strengths. Some traditional combinations, designated types I through VII, are detailed above.

If the necklace is being worn or carried by a character who fails her saving throw against a magical fire attack, the item must make a saving throw as well (with a save bonus of +7). If the necklace fails to save, all its remaining spheres detonate simultaneously, often with regrettable consequences for the wearer.

Protection from Evil

School abjuration [good]; Level cleric/oracle 1, inquisitor 1, paladin 1, shaman 1, sorcerer/wizard 1, summoner/unchained summoner 1; Domain good 1; Subdomain purity 1

CASTING

Casting Time 1 standard action
Components V, S, M/DF

EFFECT

Range touch
Target creature touched
Duration 1 min./level (D)
Saving Throw Will negates (harmless); Spell Resistance no; see text

DESCRIPTION

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

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

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

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

Protection from Good

School abjuration [evil]; Level antipaladin 1, cleric/oracle 1, inquisitor 1, shaman 1, sorcerer/wizard 1, summoner/unchained summoner 1; Domain evil 1; Subdomain purity 1

CASTING

Casting Time 1 standard action
Components V, S, M/DF

EFFECT

Range touch
Target creature touched
Duration 1 min./level (D)
Saving Throw Will negates (harmless); Spell Resistance no; see text

DESCRIPTION

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by good creatures. The target receives a new saving throw against control by good creatures and good summoned creatures cannot touch the target.

Rakshasa, Raktavarna

What at first appears to be a bejeweled blade shimmers and writhes, transforming into a hideous, red-eyed serpent.

LE Tiny outsider (native, rakshasa, shapechanger)
Init +3; Senses darkvision 60 ft., detect magic; Perception +9

DEFENSE

AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)
hp 22 (3d10+6)
Fort +3, Ref +6, Will +4
DR 5/good or piercing; SR 17

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.
Melee bite +8 (1d4-2 plus poison)
Special Attacks detect thoughts (DC 13)
Spell-Like Abilities (CL 6th; concentration +8)

Constant—comprehend languages
1/day—charm person (DC 13), suggestion (DC 15)
1/week—commune (CL 12th, 6 questions)

STATISTICS

Str 7, Dex 16, Con 15, Int 12, Wis 13, Cha 14
Base Atk +3; CMB +4; CMD 12 (can't be tripped)
Feats Alertness, Weapon Finesse
Skills Bluff +12, Climb +9, Disguise +16, Escape Artist +6, Perception +9, Sense Motive +9, Stealth +17, Swim +6;
Racial Modifiers +4 Bluff, +8 Disguise
Languages Common, Infernal, Undercommon; comprehend languages
SQ change shape (Tiny living object), master's eyes

SPECIAL ABILITIES

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Change Shape (Su)

As a full-round action, a raktavarna can take the shape of a handheld object, most often an ornamental light, a one-handed weapon, or a piece of treasure. If the rakshasa remains stationary in such a form, it can attempt Stealth checks even while being observed. It can remain motionless in object form indefinitely, but reverts to its true form as soon as it takes any action.

Master's Eyes (Su)

A raktavarna can designate a single creature as its master as a standard action. If the raktavarna is a spellcaster's familiar, its master is automatically that spellcaster, and the raktavarna cannot change this. As a full-round action, a raktavarna's master can observe the world as if looking through the raktavarna's eyes. The master must concentrate to maintain this link each round. The master's visual senses are suppressed for this time, and he uses the raktavarna's darkvision, detect magic, and regular eyesight to observe the world. This ability has no limit on range, and functions even across planar boundaries. If the raktavarna is slain while its master is using this ability, the master is stunned for 1d4 rounds (no save).

Poison (Su)

Bite—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Wis plus modify memory; cure 1 save.

Each time a victim takes Wisdom damage from this poison, a modify memory effect causes the victim to forget the previous minute's interactions with the raktavarna, as long as the raktavarna is no longer visible or is in object form. The save DC is Constitution-based.

ECOLOGY

Environment any
Organization solitary, pair, or rack (3-10)
Treasure standard

Made up of smoke, blood, and gold, raktavarnas are the least of the rakshasas—they are born not from humanoids, but from the souls of rakshasas who failed utterly in their previous incarnation and who are thus reborn from a serpent's egg.

These terrors drift through society, passing from hand to hand as weapons or strange tokens from foreign lands, curiosities brought home by traders and emissaries and given to leaders as tribute. In this manner the raktavarnas gain entry into corridors of power throughout the world, and what they see, their foul masters know. A raktavarna's

servitude to a master ends only when its master decrees, or (more commonly) upon the master's death. Little disconcerts raktavarnas more than having no master, and when they are cast adrift in this manner, they seek a replacement as soon as they can.

Familiar

A 7th-level lawful evil spellcaster with the Improved Familiar feat can gain a raktavarna rakshasa as a familiar.

Sendeli Foxglove

<i>Race/Species</i>	<i>Human</i>
<i>Gender</i>	<i>Female</i>
<i>Hometown</i>	<i>Absalom</i>
<i>Organization</i>	<i>House Foxglove</i>

Sendeli Foxglove is the owner of the Golden Serpent, a classic restaurant in the Ivy District of Absalom. Sendeli is a member of an aristocratic family from Magnimar, but has not lived in western Varisia since tragedy struck the Foxgloves in 4693 AR. Her mother Cyralie went mad and burned down their manor's outbuilding, and attempted to set the house itself on fire. Her father Traver threw Cyralie from the building's second story to her death on the jagged rocks below and then took his own life. After a short stint in a Magnimar orphanage, Sendeli, her sister Zeeva, and brother Aldern were taken in by their father's second cousin and raised in Korvosa.

Scorching Ray

School evocation [fire]; Level bloodrager 2, magus 2, sorcerer/wizard 2; Elemental School fire 2

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Effect one or more rays
Duration instantaneous
Saving Throw none; Spell Resistance yes

DESCRIPTION

You blast your enemies with a searing beam of fire. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6

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points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

Sheath of Bladestealth

Aura faint *illusion*; CL 5th; Slot belt; Price 5,000 gp; Weight 2 lbs.

DESCRIPTION

This mundane-looking but serviceable sheath fits any bladed slashing weapon, from a dagger to a greatsword.

When a weapon is placed into the sheath of bladestealth, both it and the weapon become invisible (as the invisibility spell) until the weapon is drawn, at which point it and the sheath become visible again. The invisible sheathed weapon can still be detected by touch, but the bearer gains a +5 bonus on Sleight of Hand checks to conceal the weapon, and casual inspection does not reveal it at all. Other effects that detect or reveal invisible things work normally on the sheathed weapon.

Shield

School abjuration [force]; Level alchemist 1, bloodrager 1, magus 1, psychic 1, sorcerer/wizard 1, summoner/unchained summoner 1; Subdomain defense 1; Elemental School void 1

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range personal
Target you
Duration 1 min./level (D)

DESCRIPTION

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

Spring Attack (Combat)

You can deftly move up to a foe, strike, and withdraw before he can react.

Prerequisites: Dex 13, Dodge, Mobility, base attack bonus +4.

Benefit: As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Normal: You cannot move before and after an attack.

Vampiric Touch

School necromancy; Level antipaladin 3, bloodrager 3, magus 3, medium 3, mesmerist 3, psychic 3, sorcerer/wizard 3, spiritualist 3, witch 3; Subdomain blood 3, daemon 3

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Target living creature touched
Duration instantaneous/1 hour; see text
Saving Throw none; Spell Resistance yes

DESCRIPTION

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later.