

EDITION PI:  
**PERSONA HELP BOOK**



# CREDITS

## Compiled and Written By

Jay Tyler Barrell

## Conceptual Assistance

Anthony O'Con

## Psionics System By

Jay Tyler Barrell, adapted from *Psionics Ascendant*

## Other New Material By

Jay Tyler Barrell

## Edited By

Devin Castellucci, Michael Wang

## Playtesters

Aaron Wilts  
Abbey Stimson  
Adam Kendall  
Adrienne McCarthy  
Andrew Hill  
Anthony O'Con  
Devin Castellucci  
Dustin Long  
Hannah Orlove  
Hans Uhlig  
Jake Young  
Jeremiah Smith  
John Large  
Karl Henwood  
Lucas  
Mason Murray  
Michael Wang  
Nathan Wilts  
Ryan Castellucci  
Scott Fischbein  
Steven Grodder  
Theo Sumnicht  
Tristan Eifler  
Tristan Wahers  
Wyman

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# INTRODUCTION

Back shortly after 3.5 edition came out, my friends and I were playing a campaign. We had already gone through the 3.5 rulebooks, and were unimpressed with much of them. **Severely** unimpressed, in many cases. But on the other hand, some of it was very well done and useful. It was a bizarre mix of great, and garbage. So after a few sessions, we took the better aspects of 3.5 and book marked them, replacing the sections of our 3.0 rules with these new ones.

Of course this still left several problems that neither set of rulebooks addressed, or tried to fix but failed at. The two main examples of this are the lack of a good reason to take fighter levels past 4th, and the *haste* spell.

So after a couple months I ended up having a folder filled with fixes, page references, and additional material from both 3.0 and 3.5 - as well as my psionics system detailed in *Psionics Ascendant*. A friend of mine jokingly referred to it as "Edition Pi", and the name stuck.

Since then there have been issues that have arisen from material missing in the System Reference Documents that are what developers can use for third-party books, and what everybody is used to seeing in their rule books. This in addition to the outrageously high cost of the rulebooks, which many people cannot afford. But the idea that printing off the SRD will solve your problems does not work, since the SRDs are poorly formatted and laid out which can cause them to use up more money in printing materials than the replaced book would cost. To make the choice even worse, the printed off SRD would be missing much of the information that would make it useful as a rulebook.

Something had to be done. This is my "something".

*Edition Pi* is an attempt to produce a cheap and balanced alternative to the 3.0 and 3.5 rulebooks. It is essentially a compilation of the material references from that notebook long ago, taken from the System Reference Documents instead of the rulebooks themselves. Then the formatting and layout are fixed, and more material is added, in order to make them into useful rulebooks. In order to keep them cheap, only donated artwork is used - which is the reason these books are so sparse. It is my hope that over time enough artwork will be donated to permit me to make hardcopy versions of these books without being incredibly embarrassed about their lack of pretty pictures. But that is the reason there are no page numbers in the *Edition Pi* books, when new artwork is introduced the page numbers for all material after the image would change.

The three *Edition Pi* books are each being sold in two parts as I finish them. Each will be sold for as little as I can get away with at my distributor, since listing it as a free product actually **costs** me money. Once both parts of a book are finished, they will be combined into a single volume and updated with donated material as it is received. I'll be selling the combined book for a bit more, with a discount for people who buy either of the halves.

## Donated Material

If you want to donate artwork or flavor text to this project, please e-mail it to me. I will also need what name you want to be credited under in the e-mail, as well as the term "Edition Pi" in the subject line. All donated material must be owned by you, and sending it to me gives me permission to use it as I see fit in the production and publicity for *Edition Pi*. All people whose donated material is used will receive credit as donators in the book it was used for, as well as a free copy of the pdf for that book sent to either their e-mail or another e-mail of their choice.

Here's hoping this all works out,

Jay Tyler Barrell (Strutinan)

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## HOW TO USE THIS BOOK

This book is meant to be a core rules reference that is usable by both players and DMs. It contains all the most referenced material for a game, such as combat, character creation, basic equipment, spells, and psionics.

# CHANGES FROM 3.0/3.5

This is a categorical listing of major changes between the 3.0 or 3.5 rule systems, and the rules in the *Edition Pi: Persona Help Book*. It is presented here for easy reference to people familiar with 3.0 or 3.5. The changes, as well as the base material used, is listed by chapter.

## Ability Scores

Raising or reducing Intelligence with HD changes can result in gained or lost skill points.

## Races

Most races are based on their 3.5 versions, but really this is almost identical to the racial information in 3.0 anyway.

**General:** All racial abilities are named.

**Subraces:** These are listed here rather than in the *DMG*, for ease of reference.

**Half-Elves:** Skill bonus to Listen, Search, and Spot goes up to +2. Gains a bonus General feat instead of +2 to Diplomacy and Gather Information, but can take "Elfin Heritage" feat to regain it.

**Half-Orcs:** Gain a bonus Combat feat at 1st-level. Gains an extra hit point every level.

**Kobolds:** Put in as a possible PC race, as well as with a new subrace called "Serpent-Kin". Kobolds can now use *detect magic* as a spell-like ability.

## Classes

Most classes are based on their 3.5 versions, with some alterations. This was done because, with the exception of the monk and ranger, the class descriptions between 3.0 and 3.5 are identical. New and altered classes are listed here, although every class has new flavor text.

**Spellcasting:** Almost all spellcasting text is homogenized into one section at the beginning of the Chapter 3, so that only one table and system explanation entry is needed. Also note that now spellcasters get to add a bonus to their effective casting level when they cast equal to half their total levels in all other spellcasting classes, so that multi-class spellcasters get some benefits from having levels in two or more spellcasting classes in a manner similar to combat-oriented characters. They are classified as either "primary" (1 casting level per class level), or "secondary" (1 casting level per 2 class levels, and no 0th-level spell slots).

**Bard:** "Primary" spellcaster, but has its own table. More uses for Bardic Music as they level, such as offensive and disruptive songs. Countersong no longer uses up Bardic Music. Fascinate has altered restrictions. Gains a bonus to daily uses of Bardic Music equal to Charisma modifier.

**Cleric:** "Primary" spellcaster. No heavy armor proficiency, uses "middle" save for Fortitude. Gains a bonus General feat every four levels.

**Druid:** "Primary" spellcaster. Nature Sense automatically lets them know if something is safe to consume.

**Monk:** Gains Damage Reduction and element-oriented abilities.

**Paladin:** "Secondary" spellcaster. Their *lay on hands* ability triggers on themselves automatically when they are at 0 or less hit points.

**Psionicist:** New class that uses a feat-based psionics system. Tougher and more versatile than a sorcerer, but has a smaller range of effect types and weaker effects.

**Ranger:** "Secondary" spellcaster. Favored Enemy is a morale bonus to damage.

**Sorcerer:** "Primary" spellcaster, meaning they get higher-level spells earlier than in 3.0/3.5.

**Wizard:** "Primary" spellcaster. Specialized wizards gain a caster level bonus with their specialty school, and have a wider selection of specialties based on effect rather than school.

**Animal Companion:** Does not gain size categories from HD increases.

**Familiars:** Can give up bonus in exchange for a Familiar feat (new feat type).

## Skills

These skill descriptions are a mixture of 3.0 and 3.5 versions, with some additions and changes.

**Alchemy:** Usable by any class, but only a class skill for arcane spellcasters.

**Craft:** Uses new system where the length of time needed to make a skill check is based on the DC of the check.

**Psicraft:** Permits the sensing of psionic auras, and powers as they are manifested.

**Psionic Skills:** Autohypnosis, Harness Subconscious, Stabilize Self, and Twist. Can only be purchased by characters with a psionic level.

**Use Psionic Device:** Required for activating psionic items, but psionic characters can use it untrained.

## Feats

Most feats use the 3.0 descriptions, with a few 3.5 descriptions used for some feats and the new feats introduced in 3.5. Many additional feats were added, and more changes made as well.

**Combat Feats:** All feats normally listed as "fighter bonus feats" are categorized as Combat feats, a notably different category from General feats. This means that the bonus feats a cleric gains cannot be Combat feats!

**"Style" Feats:** A subset group of Combat feats that can ONLY be taken by fighters, and provide a benefit that increases with the user's fighter level. One of the major reasons to TAKE fighter levels past 4th.

**Psionic Feats:** The category of feats that is required in order to use psionic powers, with each feat providing access to a list of mutable psionic effects. Only psionic characters can take these feats, and even then they are restricted in how many they can have by their ranks in Knowledge (psionics) and Psicraft.

**"Knack" Feats:** A subset group of Psionic feats that can be taken by anybody, not just psionic characters, and provide a strong cantrip-like ability that is usable a certain number of times per day but also unreliable. These feats are not unreliable for psionic characters, and psionic characters increase the effectiveness of the feat as they gain psionic levels.

**Additional non-Psionic Feats:** Adept Caster, Boost Spell, Disarm Mind, Divine Companion, Dual Spell, Elemental Familiar, Elemental Heritage, Elfin Heritage, Enhance Spell, Extra Smiting, Falling Stars Style, Fencing Style, Ferocious Familiar, Flowing Water Style, Imbue Psionics, Inner Strength, Mass Spell, Mated Pair, Mental Adversary, Mind Trap, Mystic Familiar, Natural Aptitude, Practiced Power, Psionic Aptitude, Psionic Focus, Psychic Bastion, Shadowed Familiar, Sorcery, Spontaneous Specialization, Stone Hands, Tough Familiar, Weapon Aptitude Style.

**Feats Taken from the DMG:** Improved Familiar, Leadership.

**Feats Altered from both 3.0 and 3.5:** Combat Reflexes, Dodge, Diehard, Greater Weapon Specialization, Improved

Familiar, Leadership, Toughness, Two-Weapon Fighting, Weapon Specialization.

### Descriptions

The deities listed in the WotC *PHB* are all forbidden for use, or even reference, by third party developers. The idea with *Edition Pi* is to provide material that developers can use to replace material they are forbidden from using. To that end, this section presents several **new** deities that are available for use freely to third party developers.

### Equipment

The material here is almost entirely based on 3.0. Mainly this is due to the major changes between 3.0 and 3.5 in this chapter is the introduction of the new user-size specific weapon system, which adds a level of complexity to the game that is **not** appreciated. That, and it can easily be replaced by a simple sidebar. Which is what I did.

**Asian Weapons:** The katana and wakizashi listed here are more accurate to history.

**Siege Weapons:** Added the onganer, and described how they are used.

### Combat

This section is almost entirely the combat rules from 3.5, mainly because they are better laid out and easier to read, not because they are significantly different. Given that, there are SOME changes and additions.

**Creature Facing:** Uses the 3.0 facing rules, since the “everything is square” system of 3.5 makes no logical sense, and is often HARDER to adjudicate when fighting in tight quarters (like dungeons).

**Drawing Weapons:** No you cannot draw a weapon for free when you move, since this makes the Quick Draw feat absolutely worthless. And also makes no sense.

**Heroic Combat:** This is a collection of alternate rules for handling hit points and damage that makes it easier to survive at low levels, and harder at higher levels, than the regular combat system. It is more believable in other words. This adds a level of complexity to the game that may not be welcome by most people, so this entire section is presented as a collection of tiered alternative rules.

**Psionic Combat:** Mind-affecting psionic powers do not work unless the target mind is depleted of psionic power. The method for doing this is called psionic combat, and it can also affect minds directly by overwhelming them in different ways.

### Adventuring

There is no difference between the 3.0 and 3.5 text for this section, but since most of either version is not available for third party developer use I have had to write it up almost entirely on my own.

### Magic and Psionics

This section is identical between 3.0 and 3.5, so no real choice needed to be made. The new range classification of “near” was added as a mid-range between “close” and “medium”. This section was also expanded by several pages in order to put in the rules text for psionic effects.

The psionics system used in this book is a far cry from the one found in the 3.0/3.5 SRD. This is an intentional change. The new psionics system presented takes up far less page space, is easier to use especially for DMs, offers more versatility, and is so different from the magic system that it **feels** like a psionics system. None of these are true for the SRD psionics system.

### Spells

Using the 3.0 descriptions of most spells, except for new spells from 3.5 which are used since they are not in the 3.0 SRD. The various *polymorph* spells are rolled into one spell in the same manner as 3.5.

**Cleric Domains:** Many domains have been altered. New domains have been added. Some domains now have alternative granted powers.

**Added Spells Not in Either SRD:** *Animate construct, deanimate construct, detect psionics, dispel psionics, greater dispel psionics, lesser animate construct, major animate construct, minor animate construct, psi curse, shadows, suppression, and suppression field.*

**Chain Lightning:** Medium range, 5 or 10 ft wide line to limit of range.

**Darkness:** Partially obfuscates darkvision.

**Deeper Darkness:** Completely occludes darkvision.

**Gate:** Now based on CR instead of HD.

**Haste:** States that the additional action must be mundane, more bonuses, one target only.

**Hold Person:** Each successive save is at a penalty.

**Magic Fang, Greater:** Bonus is +1/4 levels.

**Magic Vestment, Greater:** Bonus is +1/4 levels.

**Magic Weapon, Greater:** Bonus is +1/4 levels.

**Mending:** Repairs damaged constructs.

**Planar Ally:** Now based on CR instead of HD.

**Planar Ally, Greater:** Now based on CR instead of HD.

**Planar Ally, Lesser:** Now based on CR instead of HD.

**Planar Binding:** Now based on CR instead of HD.

**Planar Binding, Greater:** Now based on CR instead of HD.

**Planar Binding, Lesser:** Now based on CR instead of HD.

**Polymorph:** Now references original ability scores.

**Protection from Energy:** Formatting changes.

**Rage:** Bonuses scale with caster level.

**Ray of Exhaustion:** Save negates.

**Resist Energy:** Formatting changes.

**Rope Trick:** Extradimensional objects become inert inside the pocket dimension.

**Shadow Conjuration:** Formatting changes.

**Shadow Conjuration, Greater:** Formatting changes.

**Shadow Evocation:** Formatting changes.

**Shadow Walk:** Formatting changes.

**Slow:** More penalties, one target only.

**Spiritual Weapon:** Is a force effect that deals 1d8 +1/4 levels damage, with an attack bonus of only your BAB + Wisdom modifier.

**Summon Monster I to IX:** Monsters summoned are now based solely on their Challenge Ratings, with example lists provided.

**Touch of Idiocy:** Will save negates.

**Waves of Exhaustion:** Fortitude save negates.

**Waves of Fatigue:** Fortitude save negates.

## CONTRIBUTOR ACKNOWLEDGEMENT

Still waiting for people to contribute essays and flavor text...



# CHAPTER ONE: ABILITIES

All beings are defined in part by their scores in the six Abilities. Abilities are universal measurements of specific physical or mental traits, and are common to almost all types of creatures: Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma. The higher a being's score in an ability, the stronger that ability and everything related to it is for them.

## GENERATING ABILITY SCORES

There are several ways for characters to generate their ability scores. None are really inferior to the others, even if they tend to result in higher or lower Ability scores overall, but the gaming group should determine which is most appropriate for them.

No matter which method you want to use, always keep in mind the type of character you want to play. A fighter with low Strength won't be a very good fighter!

### Organic

The most common is the "organic" method, which involves rolling dice. Using this method the player rolls four six-sided dice, and discards the lowest one. He then adds the result together, and records it. He does this a total of six times. Now he decides which of these six totals goes into which of his six ability scores. No total can be used twice, nor can they be divided up.

**Re-Rolling:** If the total of all your ability score modifiers is 0 or less, or your highest roll was 13 or lower, you can choose to start over.

**Example:** Samantha wants to make a cleric. Using the "organic" method she gets the totals of 17, 14, 12, 12, 8, and 5. She has some low scores, but her total Modifier for all her scores is above 0, and she has one score above 13, so she has to keep it. She decides that she wants to focus primarily on spellcasting, so she puts her 17 into Wisdom. Turning Undead is probably going to be a useful ability, so she puts her 14 into Charisma. She wants some skills, and to avoid getting hit, so she puts one 12 into Intelligence and the other into Dexterity. She puts her 8 into Strength so she can wear *some* armor, even though she won't be swinging anything impressive in combat. She dumps the 5 in Constitution, figuring that her healing magic and the high cleric Hit Die will help keep her alive.

### **Samantha's Cleric**

**Str** 8 (for some armor-wearing ability)  
**Dex** 12 (to help avoid being hit)  
**Con** 5 (high HD and healing spells should help out)  
**Int** 12 (for skills)  
**Wis** 17 (for better spellcasting)  
**Cha** 14 (for turning undead)

### Assigned Scores

Another popular method is "assigned scores", which involves taking an array of pre-defined six scores and arranging them to suit your tastes. The GM usually sets what these scores are, but two sets are used to create official NPCs and monsters: the *elite* and *non-elite arrays*. The *elite array* is 15, 14, 13, 12, 10, 8 and is used for making most NPCs of note, as well as play-testing PCs. The *non-elite array* is 13, 12, 11, 10, 9, 8 and is used for making most monsters as well as the "typical" NPCs. It is recommended that gaming groups using this method allow characters to be made with the *elite array*.

**Example:** Ted wants to make a fighter. Using the *elite array* he gets a total of 15, 14, 13, 12, 10, and 8. Realizing that his character's ability to put his sword through the bad guys is most

important to him, he puts the 15 into Strength. Not wanting to die from the inevitable counter-attacks, he puts his 14 into Constitution. Believing that not being hit can also help, he puts his 13 into Dexterity. Not wanting his character's mind to be an open book to anybody with an Enchantment spell, he puts his 12 into Wisdom. Not really caring much about skills, he puts the 10 into Intelligence. Finally he relegates his 8 to Charisma, not having any use for being personable at all.

### **Ted's Fighter**

**Str** 15 (for melee attacking power)  
**Dex** 13 (to help avoid being hit)  
**Con** 14 (for even *more* hit points)  
**Int** 10 (to get at least one or two skills)  
**Wis** 12 (to help avoid being magically controlled)  
**Cha** 8 (personality doesn't help a sword hit harder)

## ABILITY SCORE MODIFIER

Each ability, after changes made because of race, has a modifier ranging from -5 to +5. Table 1-1: Ability Modifiers and Bonus Spells shows the modifier for each score. It also shows bonus spells, which you'll need to know about if your character is a spellcaster.

The modifier is the number you apply to the die roll when your character tries to do something related to that ability. You also use the modifier with some numbers that aren't die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty.

**TABLE 1-1: ABILITY MODIFIERS AND BONUS SPELLS**

----- Bonus Spells (by Spell Level) -----										
Score	Mod	0th	1st	2nd	3rd	4th	5th	6th	7th	8th 9th
1	-5	----	Can't cast spells tied to this ability	----						
2-3	-4	----	Can't cast spells tied to this ability	----						
4-5	-3	----	Can't cast spells tied to this ability	----						
6-7	-2	----	Can't cast spells tied to this ability	----						
8-9	-1	----	Can't cast spells tied to this ability	----						
10-11	0	---	---	---	---	---	---	---	---	---
12-13	+1	1	1	---	---	---	---	---	---	---
14-15	+2	2	1	1	---	---	---	---	---	---
16-17	+3	3	1	1	1	---	---	---	---	---
18-19	+4	4	1	1	1	1	---	---	---	---
20-21	+5	5	2	1	1	1	1	---	---	---
22-23	+6	6	2	2	1	1	1	1	---	---
24-25	+7	7	2	2	2	1	1	1	1	---
26-27	+8	8	2	2	2	2	1	1	1	---
28-29	+9	9	3	2	2	2	2	1	1	1
30-31	+10	10	3	3	2	2	2	2	1	1
32-33	+11	11	3	3	3	2	2	2	2	1
34-35	+12	12	3	3	3	3	2	2	2	1
36-37	+13	13	4	3	3	3	3	2	2	2
38-39	+14	14	4	4	3	3	3	3	2	2
40-41	+15	15	4	4	4	3	3	3	3	2
42-43	+16	16	4	4	4	4	3	3	3	2
44-45	+17	17	5	4	4	4	4	3	3	3
+2	++1	+1	continue 1/4 progression							

## ABILITY SCORES AND SPELLCASTERS

The ability that governs bonus spells depends on what type of spellcaster your character is: Intelligence for wizards; Wisdom for clerics, druids, paladins, and rangers; or Charisma for sorcerers and

bards. In addition to having a high ability score, a spellcaster must be of high enough class level to be able to cast spells of a given spell level. (See the class descriptions for details.)

## ABILITY SCORES EXPLAINED

Each ability partially describes your character and affects some of his or her actions.

### Strength (Str)

Strength measures your character's muscle and physical power. This ability is especially important for fighters, barbarians, paladins, rangers, and monks because it helps them prevail in combat. Strength also limits the amount of equipment your character can carry.

You apply your character's Strength modifier to:

- \* Melee attack rolls.
- \* Damage rolls when using a melee weapon or a thrown weapon (including a sling). (*Exceptions:* Off-hand attacks receive only one-half the character's Strength bonus, while two-handed attacks receive one and a half times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow.)
- \* Climb, Jump, and Swim checks. These are the skills that have Strength as their key ability.
- \* Strength checks (for breaking down doors and the like).

### Dexterity (Dex)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is the most important one for rogues, but it's also high on the list for characters who typically wear light or medium armor (rangers and barbarians) or no armor at all (monks, wizards, and sorcerers), and for anyone who wants to be a skilled archer.

You apply your character's Dexterity modifier to:

- \* Ranged attack rolls; including those for attacks made with bows, crossbows, throwing axes, and other ranged weapons.
- \* Armor Class (AC), provided that the character can react to the attack.
- \* Reflex saving throws, for avoiding fireballs and other attacks that you can escape by moving quickly.
- \* Balance, Escape Artist, Hide, Move Silently, Open Lock, Ride, Sleight of Hand, Tumble, and Use Rope checks. These are the skills that have Dexterity as their key ability.

### Constitution (Con)

Constitution represents your character's health and stamina. A Constitution bonus increases a character's hit points, so the ability is important for all classes.

You apply your character's Constitution modifier to:

- \* Each roll of a Hit Die (though a penalty can never drop a result below 1 - that is, a character always gains at least 1 hit point each time he or she advances in level).
- \* Fortitude saving throws, for resisting poison and similar threats.
- \* Concentration checks. Concentration is a skill, important to spellcasters, and has Constitution as its key ability.

If a character's Constitution score changes enough to alter his or her Constitution modifier, the character's hit points also increase or decrease accordingly.

### Intelligence (Int)

Intelligence determines how well your character learns and reasons. This ability is important for wizards because it affects how many spells they can cast, how hard their spells are to resist, and how powerful their spells can be. It's also important for any character that wants to have a wide assortment of skills.

You apply your character's Intelligence modifier to:

- \* The number of languages your character knows at the start of the game. Extra languages cost 2 skill points each, or 1 for the bard class.
- \* The number of skill points gained each level. (But your character always gets at least 1 skill point per level.)
- \* Appraise, Craft, Decipher Script, Disable Device, Forgery, Knowledge, Search, and Spellcraft checks. These are the skills that have Intelligence as their key ability.

A wizard gains bonus spells based on her Intelligence score. The minimum Intelligence score needed to cast a wizard spell is 10 + the spell's level.

An animal has an Intelligence score of 1 or 2. A creature of humanlike intelligence has a score of at least 3.

### Wisdom (Wis)

Wisdom describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings. Wisdom is the most important ability for clerics and druids, and it is also important for paladins and rangers. If you want your character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score.

You apply your character's Wisdom modifier to:

- \* Will saving throws (for negating the effect of charm person and other spells).
- \* Heal, Listen, Profession, Sense Motive, Spot, and Survival checks. These are the skills that have Wisdom as their key ability.

Clerics, druids, paladins, and rangers get bonus spells based on their Wisdom scores. The minimum Wisdom score needed to cast a cleric, druid, paladin, or ranger spell is 10 + the spell's level.

### Charisma (Cha)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Charisma is most important for paladins, sorcerers, and bards. It is also important for clerics, since it affects their ability to turn undead. Every creature has a Charisma score.

You apply your character's Charisma modifier to:

- \* Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate, Perform, and Use Magic Device checks. These are the skills that have Charisma as their key ability.
- \* Checks that represent attempts to influence others.
- \* Turning checks for clerics and paladins attempting to turn zombies, vampires, and other undead.

Sorcerers and bards get bonus spells based on their Charisma scores. The minimum Charisma score needed to cast a sorcerer or bard spell is 10 + the spell's level.

## SECONDARY ABILITIES

Characters have statistics that are dependant on their abilities cores, but also influenced by other factors. These are called "secondary abilities". The secondary abilities are:

**Hit Points:** This is a measure of how hard it is to kill the character from dealing damage to him, often referred to as "HP". The character rolls hit points for their character levels, and adds their Constitution modifier to each die rolled. This modifier cannot drop the die roll below 1, but there is no maximum to how much it can add. Characters receive maximum hit points at 1st character level. Other factors such as the Toughness feat can add to this amount.

**Armor Class:** This value measures how hard it is to hit the character with melee and ranged attacks, often referred to as “AC”. It is a base of 10, plus their Dexterity modifier; plus their bonuses from armor, shields, and other sources. There are two subtypes of it: touch and surprise. Touch AC is their armor class without armor, natural armor, and shield bonuses. Surprise AC is their armor class without Dexterity and dodge bonuses.

**Initiative:** This is a measure of how quickly the character can react to dangerous situations. It is mostly their Dexterity modifier, plus adjustments from feats such as Improved Initiative and other sources.

**Attack Bonuses:** This is a measure of how easy it is for the character to hit targets in melee or ranged combat. It is based on their Base Attack Bonus (often called “BAB”), plus an ability score modifier, size modifier, and other bonuses. It has two subtypes: ranged and melee, but no non-subtype. Ranged attack bonus is equal to BAB plus Dexterity modifier, plus size modifier. Melee attack bonus is equal to BAB plus Strength modifier, plus size modifier.

**Saving Throws:** These represent the character’s capacity to resist dangerous effects and hazardous conditions. There are three of them, and each is modified on a different ability score: Fortitude, Reflex, and Will. Each one has a base value equal to the total of the values provided by their levels in their different classes. Fortitude is equal to the base value plus Constitution modifier, plus modifiers from other sources. Reflex is equal to the base value plus Dexterity modifier, plus modifiers from other sources. Will is equal to the base value plus Wisdom modifier, plus modifiers from other sources.

## ABILITY SCORE EXAMPLES

To better help you understand what a score in a particular ability represents, this section shows you examples of a creature with each ability score. Table 1-2: Ability Scores by Example shows what creature, on average, has an ability score of the listed type. While individuals can go above or below these ranges, most fall into the listed average.

**TABLE 1-2: ABILITY SCORES BY EXAMPLE**

Score	Str	Dex	Con	Int	Wis	Cha
0	Wraith	Shrieker	Ghoul	Zombie	---	---
1	Bat	Gel. cube	Locusts	Camel	An. object	Golem
2-3	Monkey	---	---	Hydra	Shrieker	Spider
4-5	Grig	---	---	Dretch	---	Weasel
6-7	Pixie	Prp worm	---	Troll	---	Badger
8-9	Gnome	Basilisk	Elf	Half-Orc	Grimlock	Dwarf
10-11	Human	Human	Human	Human	Human	Human
12-13	Pony	Halfling	Bugbear	Lamia	Owlbear	Treant
14-15	Aboleth	---	Troglodyte	Barghest	Wraith	
16-17	Choker	Dire Rat	Chimera	Succubus	Lillend	Harpy
18-19	Minotaur	Astl deva	Dire Bear		Couatl	Nixie
20-21	Ogre	Bone dvl.	Behir	Titan	Unicorn	Kraken
22-23	Dire Ape	Dire Bat	---	---	---	---
24-25	Dire Lion	---	---	Balor	---	---

## CHANGES TO ABILITY SCORES

When an ability score changes, all attributes associated with that score change accordingly. A character does not retroactively get additional skill points for previous levels if she increases her Intelligence. Keep in mind that ability score bonuses and penalties with the same “type” do not stack; only the largest one is applied.

You can gain new ability score points, or lose them, in a variety of ways:

**Level Advancement:** All creatures gain an ability score point every 4 Hit Dice. Characters gain a Hit Die with every class level, but other creatures often gain Hit Dice due to their race, and some do both. In either case, a being’s *total* Hit Dice determine how many bonus ability score points they gain. A being that loses enough Hit Dice to lose an Ability Score point must subtract 1 from its highest ability score to reflect the point lost. If they regain the Hit Die later on, through restorative magic, regular level advancement, or any other method then they get another ability score point to assign.

\* **Raising Intelligence:** Increasing the Intelligence modifier in this way retroactively adds or subtracts 3 + HD skill points.

**Spell Bonuses:** Many spells provide temporary bonuses to one or more ability scores. These bonuses are each “typed”.

**Magic Items:** Magical items often provide bonuses to an ability score. Each such bonus is “typed”, and often shares the same type as the most common magical spell that augments that ability score. This means that most magical items that augment an ability score do not stack their effects with spells that also augment that ability score.

**Permanent Magical Bonuses:** Some magical items and spells, mostly the *wish* spell, can be used to permanently alter a being’s ability scores. These alterations are named, so they are not cumulative with each other. In order to get a bigger bonus, one must use a bigger effect, no matter how many prior weaker versions of the same effect they have.

**Ability Damage:** This is temporary damage to one of your six ability scores. Every night’s rest heals one point of damage to each damaged ability score, while a day’s full rest can restore two. A successful Heal check for long-term care can add one to the amount of damage each ability scores is healed. It is typically diseases and poisons that cause ability core damage, although many spells can do so as well. A few monsters, almost all of them undead, can deal Ability Damage.

**Ability Drain:** This is permanent damage to an ability score. It can only be recovered by the use of powerful magic and effects such as *restoration*. It is typically dealt by particularly nasty diseases and poisons, but can also be caused by powerful spells or effects. Some monsters, mostly powerful undead, also can deal Ability Drain.

**Aging Effects:** As a creature ages some of its ability scores are reduced, while others are increased. This is a function of accumulated life’s teachings and biological decay, so creatures that are effectively immortal do not have to worry about Aging Effects.

**Class Bonuses:** A few rare prestige classes provide bonuses to some ability scores that are heavily relied upon in that class. These bonuses are usually gained thanks to some sort of extreme training or supernatural regimen, and are often handled like additional Level Advancement bonuses.

## EXAMPLE CHARACTER CREATION

In order to help you make a character, we are going to build one from beginning to end in this example.

The player’s name is Bill, and he wants to play a sorcerer. His GM says to use the organic creation method, and nothing is barred.

### Ability Scores

Bill rolls the Organic method, resulting in these numbers:

**1, 2, 2, 4:** Dropping the 1, this results in 8.

**2, 2, 4, 4:** Dropping the 2, this results in 10.

**3, 3, 4, 6:** Dropping the 3, this results in 13.

**2, 4, 4, 6:** Dropping the 2, this results in 14.

**4, 4, 5, 5:** Dropping the 4, this results in 14.

**3, 4, 5, 6:** Dropping the 3, this results in 15.

The total ability score modifier is +6 and there was a result higher than 13, so he has to keep these numbers. Since Sorcerers cannot wear armor and have to have a high Charisma to cast spells effectively, Bill decides to assign the scores thusly:

**Strength:** 8    **Dexterity:** 14    **Constitution:** 13  
**Intelligence:** 14    **Wisdom:** 10    **Charisma:** 15

### Choose Race

After looking at the different races, Bill decides to try something appropriate. Most players do not like kobolds since they have a total negative adjustment to their ability scores, but they get several benefits that are good for sorcerers and have Sorcerer as their favored class. So Bill decides his character will be a kobold.

### Adjust Ability Scores

Bill adjusts the character's ability scores according to the adjustments for the kobold: +2 Dexterity, -4 Strength, -2 Constitution. His new ability scores are:

**Strength:** 4    **Dexterity:** 16    **Constitution:** 11  
**Intelligence:** 14    **Wisdom:** 10    **Charisma:** 15

### Choose Class

Bill has been saying this entire time that he wanted to play a sorcerer. So he chooses sorcerer for his character, making the character a 1st-level sorcerer.

### Record Race and Class Features

Bill writes down the abilities he gets for being a kobold and a 1st-level sorcerer. He also puts in the adjustments from these abilities where appropriate on his character sheet.

As a kobold he gets Small size (+1 AC and attack bonus, +4 Hide bonus), 60 ft Darkvision, +2 racial bonus to Craft (trapmaking)/Profession (miner)/Search skills, +1 natural armor bonus to AC, light sensitivity, *detect magic* 1/day as a spell-like ability, knows the Common and Draconic languages, and has sorcerer as a favored class.

As a 1st-level sorcerer he gets proficiency with only simple weapons, no armor proficiencies, and the Familiar class ability. He can cast arcane spells spontaneously. Table 3-1 tells him he knows 2 0th-level spells and 1 1st-level spell, but as a spontaneous caster he gets to know an additional 2 0th-level spells and 1 1st-level spell. He can cast two more spells per day of each level than he knows from Table 3-1, plus an additional two 0th-level and one 1st-level spell due to his Charisma score as listed on Table 1-1, for a total of 6 0th-level spells and 4 1st-level spells each day. He also gains a +2 base value for his Will save.

### Select Skills

At 1st character level sorcerers get a number of skill points equal to (2 + Intelligence modifier) x4. Bill's character has an Intelligence modifier of +2 (see Table 1-1), so this formula gives him 16 skill points. He gains no skill points from other sources.

He can choose these skills without penalty from the sorcerer's skill list: Bluff, Concentration, Craft, Knowledge (arcana), Profession, and Spellcraft. Any other skills he wants to take get only half a skill rank for every point he puts into them. He can have up to 4 ranks in his sorcerer skills, and 2 ranks in non-sorcerer skills.

Bill decides to spend all his skill points in the skills he is best at, since he doesn't get many of them, and puts 4 points in each of Concentration, Craft (trapmaking), Knowledge (arcana), and Spellcraft. When adding in his modifiers for ability scores and racial bonuses, this comes out to the following skill check totals:

+4 Concentration  
+8 Craft (trapmaking)

+6 Knowledge (arcana)  
+4 Search  
+6 Spellcraft

### Select Feats

As a kobold Bill gets to choose one feat at 1st character level. He turns to Chapter 5: Feats and looks over those he can get. After much debate, he decides to take the Magical Aptitude feat. This feat provides him with a +2 bonus to Spellcraft and Use Magic Device, but since he has no ranks in Use Magic Device he instead gets the ability to use the normally trained-only skill without ranks but also without the bonus. So his new skill totals are:

+4 Concentration  
+8 Craft (trapmaking)  
+6 Knowledge (arcana)  
+4 Search  
+8 Spellcraft  
+2 Use Magic Device (Charisma bonus only)

### Make Description

Looking at Chapter 6: Description, Bill puts the "personal touch" on his character. He names him "Killian" as a kind of inside joke. He decides that Killian's alignment should be Neutral Good. He chooses not to have any special markings or decorations, to better fit into the background. He chooses to have Killian act like a shy and subtly angry person, who seeks adventure to prove themselves to the world at large which he doesn't like much anyway. A very angst-driven character, with a heart of gold.

### Buy Equipment

As a sorcerer he gets 3d4 x 10 gp, it says so in the beginning of Chapter 7: Equipment. As a small-size character any armor or clothing he buys for himself weighs half as much as normal, but has the same cost, and he can only carry 3/4ths of the amount shown on Table 9-1. With this in mind he rolls his starting gold and gets 60 gp.

He buys a pair of daggers for weapons, since sorcerers cannot use martial weapons (2 gp each, 56 gp left). He cannot wear armor without penalties since sorcerers gain no armor proficiency feats, and wearing armor would result in a chance for his arcane spells to fail when he casts them. SO he chooses to not buy armor.

For basic gear he buys a backpack to have something for carrying supplies (2 gp), a belt pouch for money (1 gp), and a whetstone to maintain his daggers (2 cp). For special items he decides to splurge on a couple flasks of acid for large fights...just in case (10 gp each). For tools and kits he buys a set of artisan's tools (trapmaking) (5 gp), and a spell component pouch (5 gp). For clothing he buys a traveler's outfit, since he is concerned about weight (1 gp).

He decides to keep the remainder of the unspent money in case he needs to buy anything while playing. This leaves him with 21 gp, 9 sp, and 8 cp. His equipment weighs a total of 14-1/4th lbs. This places him in his Medium encumbrance range, so his Speed drops to 20 ft.

### Record Secondary Abilities

Now Bill must record his character's secondary abilities, based on his decisions so far.

**Hit Points:** Sorcerers get 1d4 hit points each level, and since this is his first character level Killian gets maximum hit points. Since he has no Constitution bonus or other modifiers, he ends up with only 4.

**Armor Class:** Killian is not wearing armor, but he is Small size and has a +1 natural armor bonus to help him with his +2

Dexterity modifier. This gives him a total AC of 14, touch of 13, and surprise of 12.

**Initiative:** Killian has only his Dexterity modifier, so this is only +2.

**Attack Bonuses:** Without any BAB, and only a general size bonus, Killian ends up with a -2 melee due to Strength, and a +3 ranged due to Dexterity.

**Saving Throws:** Killian has only a base +2 Will save thanks to his one level in sorcerer. He ends up with a +0 Fortitude save thanks to his Constitution, +3 Reflex thanks to his Dexterity, and +2 Will thanks to his Wisdom.

### Choose Spells

As a sorcerer, spells are Killian's primary concern. His Charisma of 15 gives him a +2 modifier to his spell saving throw DCs, which isn't too good but not too bad either. He gets to know a total of 4 0th-level spells, and 2 1st-level spells. He chooses the following spells:

**Dancing Lights (0th):** Mainly this spell is chosen to aid party members without Darkvision, and to distract foes.

**Disrupt Undead (0th):** The ranged spell deals damage to undead.

**Prestidigitation (0th):** This spell's ability to pull off minor tricks can be very handy.

**Ray of Frost (0th):** It may only deal 1d3 damage, but as a ranged touch attack it helps Killian make up for his weak combat abilities.

**Mage Armor (1st):** As a long-lasting spell the +4 AC bonus from this will be invaluable.

**Shadows (1st):** He picks this spell to help him with his racial light sensitivity, and to gain a defensive bonus against ranged attacks by lowering the ambient light level.

Bill decided to go for a more versatile sorcerer spell selection, rather than the usual attack-focused selection. Mainly this is because he wants his character to avoid combat whenever possible, and to be at least relatively unpredictable by enemies.

Bill's character Killian is now done.



# CHAPTER TWO: RACES

The fantasy world is populated by a variety of bizarre and supernatural species. Most of them are not friendly, and it is their activities that produce the adventures that characters experience. The rest run the gamut from indifferent to benevolent.

A few of these species are used to create player characters. The most common of those are described here.

## PICKING A RACE

Players must choose a race for their character. This is often a matter of deciding the particular type of character you wish to play. While some races are more suited for different character types, they can all fit a variety of roles. The most common character classes of each race is that of their favored class, but your character need not have *any* levels in its race's favored class.

## CHARACTERISTICS OF THE RACES

TABLE 2-1: RACIAL COMMON CHARACTERISTICS

Race	Ability Scores	Favored		
		Class	Size	Speed LA
Dwarf	+2 Con, -2 Cha	Fighter	Med	20 ft. +0
Deep	+2 Con, -2 Cha	Fighter	Med	20 ft. +0
Duergar	+2 Con, -4 Cha	Fighter	Med	20 ft. +1
Mountain	+2 Con, -2 Cha	Fighter	Med	20 ft. +0
Elf	+2 Dex, -2 Con	Wizard	Med	30 ft. +0
Aquatic	+2 Dex, -2 Int	Fighter	Med	special +0
Drow	+2 Dex, +2 Int, +2 Cha, -2 Con	Wiz/Clr	Med	30 ft. +2
Gray	+2 Dex, +2 Int, -2 Str, -2 Con	Wizard	Med	30 ft. +0
Wild	+2 Dex, -2 Int	Sorc.	Med	30 ft. +0
Wood	+2 Str, +2 Dex, -2 Con, -2 Int	Ranger	Med	30 ft. +0
Gnome	+2 Con, -2 Str	Bard	Sml.	20 ft. +0
Forest	+2 Con, +2 Wis, -2 Str	Druid	Sml.	20 ft. +1
Svirfneblin	+2Dex,+2Wis,-2Str,-4Cha	Rogue	Sml.	20 ft. +3
Half-Elf	No Adjustments	Any*	Med	30 ft. +0
Half-Drow	No Adjustments	Any*	Med	30 ft. +0
Half-Orc	+2 Str, -2 Int, -2 Cha	Barb.	Med	30 ft. +0
Halfling	+2 Dex, -2 Str	Rogue	Sml.	20 ft. +0
Deep	+2 Dex, -2 Str	Rogue	Sml.	20 ft. +0
Tallfellow	+2 Dex, -2 Str	Rogue	Sml.	20 ft. +0
Human	No Adjustments	Any*	Med	30 ft. +0
Aasimar	+2 Wis, +2 Cha	Paladin	Med	30 ft. +1
Tiefling	+2 Dex, +2 Int, -2 Cha	Rogue	Med	30 ft. +1
Kobold	+2 Dex, +2 Con, -4 Str	Sorc.	Sml.	30 ft. +0
Srpnt-Kin				
	+2 Dex, +2 Con, -2 Str, -2 Cha	Rogue	Sml.	30 ft. +0

\* Half-elves and Humans both consider their highest base class level to be their favored class.

### Ability Scores

By and large all races use the 3-18 range detailed in Chapter 1. However many races adjust their ability scores up or down according to their racial tendencies. These adjustments are not named, because they apply *directly* to the base ability score. They can drop base ability scores as low as 1, or raise them higher than 18.

### Favored Class

A character's favored class doesn't count against him or her when determining experience point penalties for multiclassing.

### Small Characters

Small size characters have some altered abilities from their Medium size counterparts. Their bonuses and penalties are listed here.

A Small character gets a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. A Small character's carrying capacity is three-quarters of that of a Medium character.

A Small character generally moves about two-thirds as fast as a Medium character.

A Small character must use smaller weapons than a Medium character.

### Race And Languages

All characters know how to speak Common. All races except humans also speak a racial language, as appropriate. A character that has an Intelligence bonus at 1st level speaks other languages as well, one extra language per point of Intelligence bonus as a starting character.

**Literacy:** Any character except a barbarian can read and write all the languages he or she speaks.

**Class-Related Languages:** Clerics, druids, and wizards can choose certain languages as bonus languages even if they're not on the lists found in the race descriptions. These class-related languages are as follows:

*Cleric:* Abyssal, Celestial, Infernal.

*Druid:* Sylvan.

*Wizard:* Draconic.

### Subraces

Many races have subspecies that split off from the race to form their own, whether in mass or as altered individuals. The most common ones are listed after the main race's traits. Each subrace has their racial traits listed with it. The subraces have all the racial traits of the race they are split off from, unless noted otherwise in their description.

Many of these subraces have a level adjustment, so that only characters that start out above 1st character level can begin as one. Even if the subrace does not have a level adjustment, make sure it is all right with your GM to play a member of a particular subrace.

Only the most basic information is given for each subrace, for ease of reference. See the Races chapter of the *DMG* for more detailed descriptions.

## DWARVES

Dwarves love metal and stone crafting, their artwork is always in these mediums. Being highly practical in nature, they never make something for purely decorative purposes. An artistically designed plaque often will have hidden hinges for use as a door, or straps to allow its use as a shield. Dwarf families view themselves as wealthy only in the manner of what forms of skillfully wrought and functional items they possess. Your typical dwarf, even a dwarf wizard, is more likely to place more value upon a masterfully crafted mithral greataxe than they are upon a wand or a rare scroll.

**Psionics:** Arcane magic users are tolerated as skilled craftsmen in dwarf society, but not revered as are those who work in the mediums of steel and stone. Dwarf psionists share the same place in hill dwarf culture as arcane magic users. They are neither reviled nor very respected, but allowed to live out their lives and practice their abilities as skilled craftsmen that add to the value of the community as a whole.

They stand between 4 and 5 ft tall, are heavily built, and have profuse facial hair. Even dwarven women grow thick side-burns. Dwarves tend to keep their facial hair braided in order to keep it out of the way as they work or fight.

### Dwarven Traits

- \* **Ability Score Adjustments:** +2 Constitution, –2 Charisma.
- \* **Medium:** As Medium creatures, dwarves have no special bonuses or penalties due to their size.
- \* **Speed:** Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- \* **Darkvision:** Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- \* **Stonecunning:** This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.
- \* **Dwarven Weapon Familiarity:** Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- \* **Stability:** A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- \* **Resilient:** +2 racial bonus on saving throws against poison.
- \* **Magic Resistant:** +2 racial bonus on saving throws against spells and spell-like effects.
- \* **Racial Foes:** +1 racial bonus on attack rolls against orcs and goblinoids.
- \* **Giant Tactics:** +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- \* **Stone and Metal Skill:** +2 racial bonus on Appraise and Craft checks that are related to stone or metal items.
- \* **Automatic Languages:** Common and Dwarven. Bonus Languages: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.
- \* **Favored Class:** Fighter. A multiclass dwarf's fighter class does not count when determining whether he takes an experience point penalty for multiclassing.

### Deep Dwarf

These dwarves live far underground and tend to be more standoffish with non-dwarves.

Deep dwarves speak Dwarven and Goblin, and occasionally Draconic or Undercommon.

**Deep Dwarf Traits (Ex):** These traits are in addition to the normal dwarf traits, except where noted. They do not have the Darkvision, Magic Resistant, or Resilient dwarven abilities.

- \* **Improved Magic Resistance:** +3 racial bonus on saving throws against spells and spell-like effects.
- \* **Improved Resilience:** +3 racial bonus on saving throws against poison.
- \* **Greater Darkvision:** Deep dwarves can see in the dark up to 90 feet. Darkvision is black and white only, but it is otherwise like

normal sight, and deep dwarves can function just fine with no light at all.

\* **Light Sensitivity:** Deep dwarves are dazzled in bright sunlight or within the radius of a *daylight* spell.

### Duergar

Sometimes called gray dwarves, these evil beings dwell in the underground.

Duergar speak Dwarven and Undercommon.

**Duergar Traits (Ex):** These traits are in addition to the normal dwarf traits, except where noted. They do not have the Darkvision, Resilient, and Dwarven Weapon Familiarity dwarven abilities.

- \* **Ability Scores:** –4 Charisma instead of –2.
- \* **Superior Darkvision:** Duergar dwarves can see in the dark up to 120 feet. Darkvision is black and white only, but it is otherwise like normal sight, and duergar can function just fine with no light at all.
- \* **Duergar Immunity:** Duergar are immunity to paralysis, phantasms, and poison.
- \* **Spell-Like Abilities:** 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries.
- \* **Light Sensitivity:** Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell.
- \* +4 racial bonus on Move Silently checks.
- \* +1 racial bonus on Listen and Spot checks.
- \* **Automatic Languages:** Common, Dwarven, Undercommon.
- \* **Bonus Languages:** Draconic, Giant, Goblin, Orc, Terran. This trait replaces the hill dwarf's automatic and bonus languages.
- \* **Level Adjustment:** +1

### Mountain Dwarf

Mountain dwarves live deeper under the mountains than hill dwarves but generally not as far underground as deep dwarves. They average about 4-1/2 feet tall and have lighter skin and hair than hill dwarves, but the same general appearance.

## **ELVES**

The main elven line has devoted itself to the study of magic in all of its forms, and to a lesser extent in other skills as well. They tend to throw themselves whole-heartedly into the pursuit that first caught their fancy as a child, occasionally delving into magical lore in order to augment their studies, if magical lore wasn't their main area of study to begin with. Their long-view attitude and confident assurance that they have all the time in the world often leads to friction with shorter-lived races.

**Psionics:** Elves distrust psionics, but do not have any *really* strong opinions on it. In an elf community no psionics practitioner will be able to gain a significant position because of their psionic abilities, but the possession of those abilities will not count against them if they could qualify for it otherwise. While there are a fair number of psionic members of the elven population, most tend to leave for the lands of men where they will at least be *noticed*.

They stand around 5 ft tall and are thin in stature. They do not grow facial hair, or body hair. Their eyes range the full spectrum of colors, with lighter ones being the most common. Elven hair is usually some light or metallic color, but darker hues have been known among them.

### Elven Traits

- \* **Ability Score Adjustments:** +2 Dexterity, –2 Constitution.
- \* **Medium:** As Medium creatures, elves have no special bonuses or penalties due to their size.
- \* **Speed:** Elf base land speed is 30 feet.



\* **Pure Mind:** Immunity to magic *sleep* effects, and a +2 racial saving throw bonus against enchantment spells or effects, and against mind-affecting psionics.

\* **Low-Light Vision:** An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

\* **Elven Weapon Proficiency:** Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.

\* **Environmental Awareness:** +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

\* **Automatic Languages:** Common and Elven. Bonus Languages: Draconic, Gnome, Goblin, Orc, and Sylvan.

\* **Favored Class:** Wizard. A multiclass elf's wizard class does not count when determining whether she takes an experience point penalty for multiclassing.

### Aquatic Elf

Also called sea elves, these creatures are waterbreathing cousins to land-dwelling elves.

**Aquatic Elf Traits (Ex):** These traits are in addition to the high elf traits, except where noted. They do not have the normal elven ability score adjustments, Low-Light Vision, and Elven Weapon Proficiency feats.

\* **Ability Score Adjustments:** +2 Dexterity, –2 Intelligence.

\* **Subtype:** An aquatic elf has the aquatic subtype.

\* **Swim:** An aquatic elf has a swim speed of 40 feet.

\* **Gills:** Aquatic elves can survive out of the water for 1 hour per point of Constitution (after that, refer to the suffocation rules).

\* **Superior Low-Light Vision:** Aquatic elves can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination. This trait replaces the high elf's low-light vision.

\* **Aquatic Elven Weapon Proficiency:** Aquatic elves receive the Martial Weapon Proficiency feats for the Rapier and Trident.

\* **Favored Class:** Fighter. This trait replaces the high elf's favored class.

### Drow

Also known as dark elves, drow are a depraved and evil subterranean offshoot.

**Poison (Ex):** An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious.

After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. A typical drow carries 1d4–1 doses of drow knockout poison. Drow typically coat arrows and crossbow bolts with this poison, but it can also be applied to a melee weapon. Note that drow have no special ability to apply poison without risking being poisoned themselves. Since this poison is not a magical effect, drow and other elves are susceptible to it.

**Drow Traits (Ex):** These traits are in addition to the normal elf traits, except where noted. They do not have the normal elven ability score adjustments, Low-Light Vision, Pure Mind, Elven Weapon Proficiency, and Bonus Languages.

\* **Ability Score Adjustments:** +2 Dexterity, +2 Intelligence, +2 Charisma; –2 Constitution.

\* **Superior Darkvision:** Drow elves can see in the dark up to 120 feet. Darkvision is black and white only, but it is otherwise like normal sight, and drow can function just fine with no light at all.

\* **Spell Resistance:** Drow enjoy a natural resistance to spell effects equal to 11 + class levels.

\* **Hard Mind:** +2 racial bonus on Will saves against psionics, spells, and spell-like abilities.

\* **Drow Spell-Like Abilities:** Drow can use the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.

\* **Drow Weapon Proficiency:** A drow is automatically proficient with the hand crossbow, the rapier, and the short sword. This trait replaces the high elf's weapon proficiency.

\* **Automatic Languages:** Common, Elven, Undercommon. Bonus Languages: Abyssal, Aquan, Draconic, Drow Sign Language, Gnome, Goblin. This trait replaces the high elf's automatic and bonus languages.

\* **Light Blindness:** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

\* **Favored Class:** Wizard (male) or cleric (female). This trait replaces the drow elf's favored class.

\* **Level Adjustment:** +2.

### Gray Elf

Gray elves have a reputation for being aloof and arrogant (even by elven standards).

**Gray Elf Traits (Ex):** These traits are in addition to the high elf traits. They do not have the usual elven ability score adjustments.

\* **Ability Score Adjustments:** +2 Dexterity, +2 Intelligence; –2 Strength, –2 Constitution.

### Wild Elf

Wild elves are barbaric and tribal.

**Wild Elf Traits (Ex):** These traits are in addition to the high elf traits, except where noted. They do not have the usual elven ability score adjustments.

\* **Ability Score Adjustments:** +2 Dexterity, –2 Intelligence.

\* **Favored Class:** Sorcerer. This trait replaces the normal elf's favored class.

### Wood Elf

Wood elves live simple lives in the treetops deep within the forest.

**Wood Elf Traits (Ex):** These traits are in addition to the normal elf traits, except where noted. They do not have the usual elven ability score adjustments.

\* **Ability Score Adjustments:** +2 Strength, +2 Dexterity; –2 Constitution, –2 Intelligence.

\* **Favored Class:** Ranger. This trait replaces the normal elf's favored class.

## **GNOMES**

Gnomes are quick-witted and resourceful, often finding solutions in things that others find only more problems with. They delight in the creation of new examples of their skills, such as a finely woven cloak or a masterfully made magical wand. Often, a gnome will make something just for the challenge of creation rather than for pursuit of financial gain.

**Psionics:** Gnomes, the most populous variety, are curious to a fault and love to tinker with crafting items and sculpting intricately dazzling magic, two characteristics that lead them to often take up the bard or illusionist class. This characteristic curiosity also leads those that evince some sort of psionic potential to take it as far as they can go, frequently becoming respectable in power. As long as their abilities rest within the realms of socially agreeable pursuits, their fellow gnomes do not mind in the least.

Gnomes stand around 3 feet tall, and are slimly, though toughly, built. They do not grow the profuse beards of their

dwarven cousins, but members of both sexes are given to having short, thick, and silky sideburns. Gnomish coloration tends towards earth tones, such as pale browns, dark greens, and variations on gray (but only for hair or eye color).

### Gnomish Traits

- \* **Ability Score Adjustments:** +2 Constitution, -2 Strength.
- \* **Small:** As a Small creature, a gnome gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.
- \* **Speed:** Gnome base land speed is 20 feet.
- \* **Low-Light Vision:** A gnome can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- \* **Weapon Familiarity:** Gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.
- \* **Hard to Fool:** +2 racial bonus on saving throws against illusions.
- \* **Deceptive Magic:** Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects.
- \* **Gnome Racial Foes:** +1 racial bonus on attack rolls against kobolds and goblinoids.
- \* **Giant Tactics:** +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- \* **Keen Ears:** +2 racial bonus on Listen checks.
- \* **Alchemical Skill:** +2 racial bonus on Craft (alchemy) checks.
- \* **Automatic Languages:** Common and Gnome. Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin, and Orc. In addition, a gnome can speak with a burrowing mammal (a badger, fox, rabbit, or the like, see below). This ability is innate to gnomes. See the *speak with animals* spell description.
- \* **Gnome Spell-Like Abilities:** 1/day—*speak with animals* (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—*dancing lights*, *ghost sound*, *prestidigitation*. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.
- \* **Favored Class:** Bard or illusionist (specialist wizard), whichever is higher. A multiclass gnome's bard or illusionist class, whichever is higher, does not count when determining whether he takes an experience point penalty.

### Forest Gnome

They are the smallest of all the gnomes, averaging 2 to 2-1/2 feet in height, but look just like regular gnomes except with bark-colored or gray-green skin, and eyes that can be brown or green as well as blue.

**Forest Gnome Traits (Ex):** These traits are in addition to the normal gnome traits, except where noted. They do not have the usual Gnome Racial Foes, Automatic Languages, and Bonus Languages.

- \* **Ability Score Adjustments:** +2 Constitution, +2 Wisdom, -2 Strength.
- \* **Pass without Trace (Su):** A forest gnome has the innate ability to use *pass without trace* (self only, as a free action) as the spell cast by a druid of the forest gnome's class levels.
- \* **Resilient:** +2 racial bonus on saving throws against poison.
- \* **Forest Gnome Racial Foes:** +1 racial bonus on attack rolls against kobolds, goblinoids, orcs, and reptilian humanoids. This replaces the regular gnome's Racial Foes ability.

\* **Forest Gnome Skills:** +4 racial bonus on Hide checks, which improves to +8 in a wooded area, and +4 on Survival checks.

\* **Automatic Languages:** Gnome, Elven, Sylvan, and a simple language that enables them to communicate on a very basic level with forest animals (this replaces the normal gnome's *speak with animals* ability).

\* **Bonus Languages:** Common, Draconic, Dwarven, Giant, Goblin, Orc. This trait replaces the normal gnome's automatic and bonus languages.

\* **Favored Class:** Druid. This trait replaces the normal gnome's favored class.

\* **Level Adjustment:** +1.

### Svirfneblin

Also called deep gnomes, svirfneblin are said to dwell in great cities deep underground.

**Svirfneblin Traits (Ex):** These traits are in addition to the normal gnome traits, except where noted. They do not have the usual Ability Score Adjustments, Darkvision, Hard to Fool, Gnome Spell-Like Abilities, and Giant Tactics abilities.

\* **Ability Score Adjustments:** -2 Strength, +2 Dexterity, +2 Wisdom, -4 Charisma.

\* **Stonecunning:** This ability grants deep gnomes a +2 racial bonus on Search checks to notice unusual stonework. A deep gnome who merely comes within 10 feet of unusual stonework can make a Search check as though actively searching, and can use the Search skill to find stonework traps as a rogue can. A svirfneblin can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up.

\* **Superior Darkvision:** Svirfneblin dwarves can see in the dark up to 120 feet. Darkvision is black and white only, but it is otherwise like normal sight, and svirfneblin can function just fine with no light at all.

\* **Spell Resistance:** Svirfneblin enjoy a natural resistance to spell effects equal to 11 + class levels.

\* **Svirfneblin Hardiness:** +2 racial bonus on all saving throws.

\* **Svirfneblin Agility:** +4 dodge bonus to Armor Class against all creatures.

\* **Automatic Languages:** Undercommon, Gnome, Common.

\* **Bonus Languages:** Dwarven, Elven, Giant, Goblin, Orc, Terran.

\* **Svirfneblin Spell-Like Abilities:** 1/day—*blindness/deafness* (typical save DC 13), *blur*, *disguise self*. Caster level equals the svirfneblin's class levels. The save DC is Charisma-based and include a +4 racial modifier.

\* **Nondetection (Su):** Svirfneblin have a continuous *nondetection* ability as the spell (caster level equal to class levels).

\* **Svirfneblin Skills:** +2 racial bonus on Hide checks, which improves to +4 underground.

\* **Favored Class:** Rogue. This trait replaces the normal gnome's favored class.

\* **Level Adjustment:** +3.

## HALF-ELVES

Half-elves first started appearing when humans became aware of elves, and intermingling between the two races produced offspring. Although such direct mixings are rare today, half-elves are still common among most nations of Molokai. This is due to the tendency of half-elves to breed true. The offspring of two half-elfen parents is always a half-elf, while the offspring of a half-elf and a human or elf will be another half-elf 50% of the time.

Half-elves tend to be quietly competent individuals. Being a minority in almost every place in the world, one without a strong racial nation at their backs, they try to quietly blend in to their community in order to avoid trouble. Some individuals or small

families give up on blending in entirely, seeking out secluded locales to establish homesteads or small communities of their own.

**Psionics:** Half-elves are by their nature outsiders from their parents' societies. Some try to blend into the society they were born into, others leave to find their own path. No matter what they do, they often end up viewing any psionic abilities they demonstrate as a means to survival.

Half-elves are a mixture of the physical traits of their human and elven forbearers. They have almost human height and build, while they have mostly elven coloration. Their eyes are elven-colored, but without slit-pupils.

### Half-Elven Traits

- \* **Medium:** As Medium creatures, half-elves have no special bonuses or penalties due to their size.
- \* **Speed:** Half-elf base land speed is 30 feet.
- \* **Pure Mind:** Immunity to *sleep* spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.
- \* **Low-Light Vision:** A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- \* **Adaptive Learning:** Half-elves have a bonus General feat, in addition to their regular feats.
- \* **Keen Senses:** +2 racial bonus on Listen, Search, and Spot checks.
- \* **Sociable:** +2 racial bonus on Bluff and Diplomacy checks.
- \* **Elven Blood:** For all effects related to race, a half-elf is considered an elf.
- \* **Automatic Languages:** Common and Elven. Bonus Languages: Any (other than secret languages, such as Druidic).
- \* **Favored Class:** Any. When determining whether a multiclass half-elf takes an experience point penalty, her highest-level class does not count.

### Half-Drow

Half-drow have dark near black skinned with a tendency towards light hair colors. They are often mistaken for full drow, and tend to be ostracized from any community they try to live within.

**Half-Drow Traits (Ex):** These traits are in addition to the normal half-elf traits, except where noted. They do not have the usual Pure Mind, Low-Light Vision, and Sociable abilities.

- \* **Magic Resistance:** Half-drow have a +2 bonus to all their saving throws against spells and spell-like abilities.
- \* **Darkvision:** Half-drow can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-drow can function just fine with no light at all.
- \* **Social Pariah:** Half-drow have a –2 circumstance bonus to all their Diplomacy and Bluff checks when the subject knows they are a half-drow.

## HALF-ORCS

Half-orcs are the mistaken progeny of the orcs race, and humans. While the original bloodline that resulted from this union still exists, most are the spawn of the antecedents of the orcs that have spread to all the other lands. A few are the offspring of two half-orc parents, or even more rare, of a half-orc and a human or orc parent. Unlike half-elves, half-orcs do not breed quite true. Two half-orc parents will always produce a half-orc child, but a half-orc mating with a human or orc will only produce a half-orc child 25% of the time.

Half-orcs are feared and repulsive to most of the inhabitants of the world, relegating them to the role of second-class citizens in most areas. They know this, and feel the sting of their rejection.

This causes many of them to quietly seethe with rage, lashing out in subtle or overt ways at those who discriminate against them.

**Psionics:** Half-orcs view any type of supernatural ability with religious awe and fear, even if it is psionic in nature. Psionic half-orcs therefore tend to either become tribal shamans, are killed off by the current shaman who fears for his position, or leave to avoid that fate. Those born in human settlements are already feared and distrusted, and the evidence of psionic power is often enough to get them killed by a fearful mob. This causes such half-orcs to leave their place of birth, rather than face “mob justice”.

Half-orcs are as tall as their human parent, but stockier and more heavily muscled. They have protuberant lower canines, a legacy from their orc parent, which forever marks them as half-orcs no matter where they go. They often have profuse body hair on their arms, legs, and chest, but never grow beards or mustaches; many even suffer from pattern baldness! Their hair is universally dark in color, but their eyes run the spectrum of human coloration and even occasionally are red.

### Half-Orcish Traits

- \* **Ability Score Adjustments:** +2 Strength, –2 Intelligence, –2 Charisma. A half-orc's starting Intelligence score is always at least 3. If this adjustment would lower the character's score to 1 or 2, his score is nevertheless 3.
- \* **Medium:** As Medium creatures, half-orcs have no special bonuses or penalties due to their size.
- \* **Speed:** Half-orc base land speed is 30 feet.
- \* **Adaptive Warrior:** 1 extra Combat feat at 1st level.
- \* **Darkvision:** Half-orcs (and orcs) can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-orcs can function just fine with no light at all.
- \* **Resilient:** The mixing of human adaptability and orcish animalism has made half-orcs tougher than either race. They receive an extra hit point for every class level.
- \* **Orc Blood:** For all effects related to race, a half-orc is considered an orc.
- \* **Automatic Languages:** Common and Orc. Bonus Languages: Draconic, Giant, Gnomish, Goblin, and Abyssal.
- \* **Favored Class:** Barbarian. A multiclass half-orc's barbarian class does not count when determining whether he takes an experience point penalty.

## HALFLINGS

Halflings love comfortable living, warm food, flavorful pipe-weeds, and fanciful songs. They treat everything in life as a punch line to a joke that only they can perceive. A typical halfling will go to outrageous lengths to procure the most inconsequential pleasure or luxury, simply because he doesn't have it yet.

**Psionics:** For halflings, psionics are often a wild card. The community of halflings in each area will treat the psionic members of their race the same as the area would treat them, which helps them fit in. They do not dislike their psionic members; so will instead help them to leave the community and the region if they would be faced with persecution for staying.

Halflings look like extremely short humans, sharing human proportions. Unlike the widely varied human race, however, halflings tend to be pale or vibrant in coloration. Their skin is always a creamy pale color. Their hair is either blonde or red, although it can be dark shades of them. Their eyes are either blue or green.

## Halfling Traits

- \* **Ability Score Adjustments:** +2 Dexterity, -2 Strength.
- \* **Small:** As a Small creature, a halfling gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but she uses smaller weapons than humans use, and her lifting and carrying limits are three-quarters of those of a Medium character.
- \* **Speed:** Halfling base land speed is 20 feet.
- \* **Athletic Skill:** +2 racial bonus on Climb, Jump, and Move Silently checks.
- \* **Luck:** +1 racial bonus on all saving throws.
- \* **Courageous:** +2 morale bonus on saving throws against fear. This bonus stacks with the halfling's +1 bonus on saving throws in general.
- \* **Throwing Knack:** +1 racial bonus on attack rolls with thrown weapons and slings.
- \* **Keen Ears:** +2 racial bonus on Listen checks.
- \* **Automatic Languages:** Common and Halfling. Bonus Languages: Dwarven, Elven, Gnome, Goblin, and Orc.
- \* **Favored Class:** Rogue. A multiclass halfling's rogue class does not count when determining whether she takes an experience point penalty for multiclassing.

## Deep Halfling

These halflings are shorter and stockier than the more common halflings.

Deep halflings speak Dwarven as well as Halfling and Common.

**Deep Halfling Traits (Ex):** These traits are in addition to the normal halfling traits, except where noted. They do not have the usual Athletic Skill or Throwing Knack abilities.

\* **Darkvision:** Deep halflings can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and deep halflings can function just fine with no light at all.

\* **Stonecunning:** Like dwarves, deep halflings have a +2 racial bonus on checks to notice unusual stonework. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A deep halfling who merely comes within 10 feet of unusual stonework can make a check as though actively searching and can use the Search skill to find stonework traps as a rogue can. A deep halfling can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up.

\* **Stone and Metal Skill:** +2 racial bonus on Appraise and Craft checks that are related to stone or metal items.

## Tallfellow

Tallfellows are somewhat rare among halfling folk. Tallfellows are 4 feet tall or more and weigh between 30 and 35 pounds.

They speak Elven in addition to Common and Halfling.

**Tallfellow Traits (Ex):** These traits are in addition to the normal halfling traits, except where noted. They do not have the usual Keen Ears and Athletic Skill abilities.

\* **Environmental Awareness:** +2 racial bonus on Listen, Search, and Spot checks. A halfling who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

## HUMANS

Humans have so many cultures and attitudes, that they cannot be quantified into one overview. About the only thing the majority of humans have in common with one-another is their lack of commonality!

**Psionics:** Human society is the widest and most varied of all races, leading to a great degree of differentiation in their attitudes

towards psionics. Some view it with superstitious awe, others with hatred or fear, and others see no difference between it and magic, or even refuse to believe it exists.

Humans vary in coloration wildly, depending on their homeland and the homeland of their ancestors.

## Human Traits

- \* **Medium:** As Medium creatures, humans have no special bonuses or penalties due to their size.
- \* **Speed:** Human base land speed is 30 feet.
- \* **Adaptive:** 1 extra feat at 1st level.
- \* **Skillful:** 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- \* **Automatic Language:** Common.
- \* **Bonus Languages:** Any (other than secret languages, such as Druidic).
- \* **Favored Class:** Any. When determining whether a multiclass human takes an experience point penalty, his or her highest-level class does not count.

## Aasimar

Aasimar are humans that have some small bit of blood from a good outsider in their ancestry.

**Aasimar Traits (Ex):** These traits are in addition to the normal human traits, except where noted. Aasimar do not get the normal human Adaptive or Skillful traits.

\* **Ability Score Adjustments:** +2 Wisdom, +2 Charisma.

\* **Darkvision:** Aasimars can see in the dark up to 60 feet.

\* **Racial Skills:** Aasimars have a +2 racial bonus on Spot and Listen checks.

\* **Daylight (Sp):** An aasimar can use *daylight* once per day (caster level equal to class levels).

\* Resistance to acid 5, cold 5, and electricity 5.

\* **Native Outsider:** Characters of this race are of the Outsider creature type, but are native to the material plane. As outsiders they are immune to any spell or effect that targets humanoids. They can be raised, reincarnated, or resurrected just as other living creatures can be. Unlike true outsiders, native outsiders need to eat and sleep.

\* **Personal Guardian:** Aasimar gain a +1 deflection bonus to AC.

\* **Automatic Languages:** Common, Celestial.

\* **Bonus Languages:** Draconic, Dwarven, Elven, Gnome, Halfling, Sylvan.

\* **Favored Class:** Paladin. They do not gain the normal human's ability to have any base class as their favored class.

\* **Level Adjustment:** +1.

## Tiefling

Tieflings are humans that have the tainted blood of an evil outsider in their ancestry.

**Tiefling Traits (Ex):** These traits are in addition to the normal human traits, except where noted. Tieflings do not get the normal human Adaptive or Skillful traits.

\* **Ability Score Adjustments:** +2 Dexterity, +2 Intelligence, -2 Charisma.

\* Medium size.

\* A tiefling's base land speed is 30 feet.

\* Darkvision out to 60 feet.

\* **Racial Skills:** Tieflings have a +2 racial bonus on Bluff and Hide checks.

\* **Darkness (Sp):** A tiefling can use *darkness* once per day (caster level equal to class levels).

\* Resistance to cold 5, electricity 5, and fire 5.

\* **Native Outsider:** Characters of this race are of the Outsider creature type, but are native to the material plane. As outsiders they are immune to any spell or effect that targets humanoids.

They can be raised, reincarnated, or resurrected just as other living creatures can be. Unlike true outsiders, native outsiders need to eat and sleep.

- \* **Hardy Blood:** Tiedling gain the Toughness feat as a bonus feat.
- \* **Automatic Languages:** Common, Infernal.
- \* **Bonus Languages:** Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Orc.
- \* **Favored Class:** Rogue. They do not gain the normal human's ability to have any base class as their favored class.
- \* **Level Adjustment:** +1.

## KOBOLDS

Kobolds are typically considered to be little more than vermin, and rightfully so. A typical kobold spend its life in a small clan of its fellows, stealing from other creatures to survive and constructing elaborate traps and ambushes for defense. A kobold warren will often develop below sizable towns of other races, and is also often impossible to get rid of completely. However every now and again, due to circumstance or choice, a kobold will leave their warren and attempt to integrate into humanoid society. These kobolds often are treated as second or even third class citizens, and gravitate towards lives of adventure or skullduggery in order to make their place in the world.

**Psionics:** Kobolds love dirty tricks and surprises, in their society as well as in their raids on others. Psionic ability is great for this, as unlike magic no gestures or chanting is required. While they still save the most respected positions for sorcerous members, kobold psionists are often the next most respected members of their society.

Kobolds are reptilian in nature and appearance. Their scaly hide ranges in shades of rust from light brown to black, and is often mottled. They have large glowing red eyes, with reptilian slits. Their heads are topped with small vestigial horns, and have a muzzle-like mouth with teeth too small to deal any extra damage. Kobolds stand between 2 and 2-1/2 feet tall, and weigh around 35 to 45 pounds.

### Kobold Traits

- \* **Ability Score Adjustments:** +2 Dexterity, +2 Constitution, -4 Strength.
- \* **Small:** As a Small creature, a kobold gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but she uses smaller weapons than humans use, and her lifting and carrying limits are three-quarters of those of a Medium character.
- \* **Darkvision:** Kobolds can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and kobolds can function just fine with no light at all.
- \* **Kobold Skills:** Kobolds receive a +2 racial bonus on all their Craft (trapmaking), Profession (miner), and Search checks.
- \* **Natural Armor:** Their thick scaly skin gives kobolds a +1 natural armor bonus.
- \* **Light Sensitivity:** Kobolds are *dazzled* in bright sunlight or within the radius of a *daylight* spell.
- \* **Magical Sense:** Kobolds can cast *detect magic* as a spell-like ability cast by a sorcerer of the same level.
- \* **Automatic Language:** Common, Draconic.
- \* **Bonus Languages:** Any (other than secret languages, such as Druidic). See the Speak Language skill.
- \* **Favored Class:** Sorcerer.

### Serpent-Kin

Some kobolds are closer relatives to snakes than to dragons.

**Serpent-Kin Traits (Ex):** These traits are in addition to the normal kobold traits, except where noted. They do not have the usual Ability Score Adjustments and Kobold Skills ability.

- \* **Ability Score Adjustments:** +2 Dexterity, +2 Constitution; -2 Strength, -2 Charisma.
- \* **Resilient:** +2 racial bonus on saving throws against poison.
- \* **Favored Class:** Rogue.

# CHAPTER THREE: CHARACTER CLASSES

Character classes are a method by which a character's skills and learned capabilities can be measured. As a character goes through their adventuring life, they grow in capacity represented by their level in their character class, and can even pick up abilities from a new character class to add to their previous ones.

The number of character classes a particular character has are limited by their character level. The total amount of character class levels they can have are equal to their character level, minus their level adjustments.

There are 12 standard character classes in Edition Pi. They are:

1. **Barbarian:** A ferocious warrior who uses fury and instinct to bring down foes.
2. **Bard:** A performer whose music works magic - a wanderer, a tale teller, and a jack-of-all trades.
3. **Cleric:** A master of divine magic and a competent if uninspiring warrior as well.
4. **Druid:** One who draws energy from the natural world to cast divine spells and gain strange magical powers.
5. **Fighter:** A warrior with exceptional combat capability and unequalled skill with weapons.
6. **Monk:** A martial artist whose unarmed strikes hit fast and hard - a master of exotic powers
7. **Paladin:** A champion of justice and destroyer of evil, protected and strengthened by an array of divine powers.
8. **Ranger:** A cunning, skilled warrior of the wilderness.
9. **Psionicist:** A master of the mind and the supernatural abilities it can generate.
10. **Rogue:** A tricky, skillful scout and spy who wins the battle by stealth rather than brute force.
11. **Sorcerer:** A spellcaster with inborn magical ability.
12. **Wizard:** A potent spellcaster schooled in the arcane arts.

## MULTICLASS CHARACTERS

A character may add new classes as he or she progresses in level, thus becoming a multiclass character. The class abilities from a character's different classes combine to determine a multiclass character's overall abilities. Multiclassing improves a character's versatility at the expense of focus.

## CLASS AND LEVEL FEATURES

As a general rule, the abilities of a multiclass character are the sum of the abilities of each of the character's classes.

**Level:** "Character level" is a character's total number of levels. It is used to determine when feats and ability score boosts are gained.

"Class level" is a character's level in a particular class. For a character whose levels are all in the same class, character level and class level are the same.

**Hit Points:** A character gains hit points from each class as his or his class level increases, adding the new hit points to the previous total.

**Class Features:** A multiclass character gets all the class features of all his or his classes but must also suffer the consequences of the special restrictions of all his or his classes. (Exception: A character that acquires the barbarian class does not become illiterate.)

In the special case of turning undead, both clerics and experienced paladins have the same ability. If the character's paladin level is 4th or higher, his effective turning level is his cleric level plus his paladin level minus 3.

In the special case of uncanny dodge, both experienced barbarians and experienced rogues have the same ability. When a barbarian/rogue would gain uncanny dodge a second time (for his second class), he instead gains improved uncanny dodge, if he does not already have it. His barbarian and rogue levels stack to determine the rogue level an attacker needs to flank her.

In the special case of obtaining a familiar, both wizards and sorcerers have the same ability. A sorcerer/wizard stacks his sorcerer and wizard levels to determine the familiar's natural armor, Intelligence score, and special abilities.

**Spells:** The character gains spells from all of his or his spellcasting classes and keeps a separate spell list for each class. If a spell's effect is based on the class level of the caster, the player must keep track of which class's spell list the character is casting the spell from.

TABLE 3-1: CLASS LEVEL CHARACTERISTICS

Level	- Base Attack Bonus -			---- Saving Throws ----		
	Good	Medium	Poor	Good	Medium	Poor
1st	+1	+0	+0	+2	+1	+0
2nd	+2	+1	+1	+3	+1	+0
3rd	+3	+2	+1	+3	+2	+1
4th	+4	+3	+2	+4	+2	+1
5th	+5	+3	+2	+4	+3	+1
6th	+6	+4	+3	+5	+3	+2
7th	+7	+5	+3	+5	+4	+2
8th	+8	+6	+4	+6	+4	+2
9th	+9	+6	+4	+6	+5	+3
10th	+10	+7	+5	+7	+5	+3
11th	+11	+8	+5	+7	+6	+3
12th	+12	+9	+6	+8	+6	+4
13th	+13	+9	+6	+8	+7	+4
14th	+14	+10	+7	+9	+7	+4
15th	+15	+11	+7	+9	+8	+5
16th	+16	+12	+8	+10	+8	+5
17th	+17	+12	+8	+10	+9	+5
18th	+18	+13	+9	+11	+9	+6
19th	+19	+14	+9	+11	+10	+6
20th	+20	+15	+10	+12	+10	+6
21st	+20 (+1)	+15	+10	+12	+11	+7
22nd	+20 (+1)	+16	+11	+13	+12	+7
23rd	+20 (+1)	+17	+11	+13	+12	+7
24th	+20 (+1)	+18	+12	+14	+13	+8
25th	+20 (+1)	+18	+12	+14	+13	+8
26th	+20 (+1)	+19	+13	+15	+14	+8
27th	+20 (+1)	+20	+13	+15	+14	+9
28th	+20 (+1)	+20 (+1)	+14	+16	+15	+9
29th	+20 (+1)	+20 (+1)	+14	+16	+15	+9
30th	+20 (+1)	+20 (+1)	+15	+17	+16	+10

**Base Attack Bonus:** Add the base attack bonuses acquired for each class to get the character's base attack bonus. A resulting value of +6 or higher provides the character with multiple attacks on a full attack action. To find out what the base attack bonus of the additional attacks is, take the base attack bonus for the previous attack and subtract 5 from it. If the result is still higher than +1, then it is the base attack bonus for purposes of that additional attack. This continues until the base attack bonus drops below +1.

**Saving Throws:** Add the base save bonuses for each class together.

As characters gain levels, they become steadily more powerful. Most of their gains are detailed in the level chart for the

class they belong to, but some are universal to all characters. These universal gains are detailed on Table 3-2: Character Level Characteristics above. Also included on this table are examples of the various Base Attack Bonus and saving throw progressions, for ease of comparison. A character's gains from this table are determined by their Character Level, not their Class Level, if dealing with multi-class characters.

Characters start at 1st level, representing the abilities they have developed through their childhood and formative years. Each character level after that requires them to accumulate a number of experience points (XP) equal to the amount they required for their last level, plus 1,000 x their last level. This is also indicated on Table 3-12: Level XP Cost, totaled up for your convenience.

**Epic Level:** Characters who go higher than level 20 must either multiclass or take special "epic levels". Epic levels are detailed in Chapter XX of the *pi DMG*.

**TABLE 3-2: CHARACTER LEVEL CHARACTERISTICS**

Level	XP to Level	Ability Bonus	Max Skill Ranks	Cross-Class	Feats	GP for PC of Level
1st	0		4	2	1st	random
2nd	1,000		5	2-1/2		900
3rd	3,000		6	3	2nd	2,700
4th	6,000	1st	7	3-1/2		5,400
5th	10,000		8	4		9,000
6th	15,000		9	4-1/2	3rd	13,000
7th	21,000		10	5		19,000
8th	28,000	2nd	11	5-1/2		27,000
9th	36,000		12	6	4th	36,000
10th	45,000		13	6-1/2		49,000
11th	55,000		14	7		66,000
12th	66,000	3rd	15	7-1/2	5th	88,000
13th	78,000		16	8		110,000
14th	91,000		17	8-1/2		150,000
15th	105,000		18	9	6th	200,000
16th	120,000	4th	19	9-1/2		260,000
17th	136,000		20	10		340,000
18th	153,000		21	10-1/2	7th	440,000
19th	171,000		22	11		570,000
20th	190,000	5th	23	11-1/2		760,000
21st	210,000		24	12	8th	1,000,000
22nd	231,000		25	12-1/2		1,300,000
23rd	253,000		26	13		1,700,000
24th	276,000	6th	27	13-1/2	9th	2,200,000
25th	300,000		28	14		2,900,000
26th	325,000		29	14-1/2		3,800,000
27th	351,000		30	15	10th	5,000,000
28th	378,000	7th	31	15-1/2		6,600,000
29th	406,000		32	16		8,700,000
30th	435,000		33	16-1/2	12th	11,000,000

**Ability Bonus:** Every four character levels a character gains a +1 inherent bonus to the ability score of his choice. This is due to their experiences making them a little tougher, stronger, faster, and so on. Ability score bonuses from multiple levels are cumulative, so applying them to the same ability score will yield a total bonus equal to the values of all such bonuses added to the ability score. This replaces the regular rules on applying same-name bonuses.

**Max Skill Ranks:** The maximum number of skill ranks a character can have purchased in any *class* skill is equal to 3 + their Character Level. This is also the maximum number of skill points they can allocate to those skills (sorry, no "buying ahead"), receiving one rank for every skill point spent on the skill. *Cross-class* skills gain only a single skill ranks for every skill point they allocate to their skills, resulting in a much slower progression.

**Feats:** Once at first Character Level, then again every three full Character Levels, the character receives a Feat. These feats can be chosen from any that he meets the prerequisites for, a list is provided in Chapter 5: Feats. Feats represent special areas of training, aptitude, or abilities that once learned are equally effective no matter the character's level.

## SPELLCASTING

There are two types of spellcasters: arcane and divine. These categories determine what the source of the class' spellcasting abilities are, as well as how they are prepared and cast. It also determines several characteristics of their spellcasting style.

There are also two strength of a class' spellcasting ability: primary and secondary. A primary spellcaster receives spell slots at 1st level in the class, and has the potential to prepare up to 9th-level spells. Secondary spellcasters cannot prepare spells higher than 5th level, and most often do not receive spells at 1st class level. Unless otherwise noted, a secondary spellcaster has an effective spellcasting level equal to half their class level rounded down (hence why they get no spell slots at 1st level). Most secondary spellcasters do not even have 0th-level spells in their spell lists, so they do not have any 0th-level spell slots in such cases.

**Every two levels in other spellcasting classes counts as one level in a spellcasting class, provided the other class levels did not provide spellcasting levels to the class anyway.** These extra levels do not provide anything other than an effective increase in caster level for spells as they are cast - no extra spell slots, spells known, skills, saving throws, BAB, or other abilities are gained. For instance, a paladin 2/sorcerer 4 can cast paladin spells as a 2nd-level caster (1 for paladin, which provides spell slots, and a virtual level for the 2 virtual paladin levels gained from the 4 sorcerer levels). This effect also means that while a cleric 3/wizard 4 only has the spell slots and class abilities of a 3rd-level cleric and 4th-level wizard, their level-based characteristics for spells are treated as if they were 5th-level for each.

**TABLE 3-3: SPELLCASTING SLOTS**

Class	Spellcasting Slots									
Level	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	2	1	---	---	---	---	---	---	---	---
2nd	3	2	---	---	---	---	---	---	---	---
3rd	3	2	1	---	---	---	---	---	---	---
4th	3	3	2	---	---	---	---	---	---	---
5th	4	3	2	1	---	---	---	---	---	---
6th	4	3	3	2	---	---	---	---	---	---
7th	4	4	3	2	1	---	---	---	---	---
8th	4	4	3	3	2	---	---	---	---	---
9th	5	4	4	3	2	1	---	---	---	---
10th	5	4	4	3	3	2	---	---	---	---
11th	5	5	4	4	3	2	1	---	---	---
12th	5	5	4	4	3	3	2	---	---	---
13th	5	5	5	4	4	3	2	1	---	---
14th	6	5	5	4	4	3	3	2	---	---
15th	6	5	5	5	4	4	3	2	1	---
16th	6	6	5	5	4	4	3	3	2	---
17th	6	6	5	5	5	4	4	3	2	1
18th	6	6	6	5	5	4	4	3	3	2
19th	6	6	6	5	5	5	4	3	3	2
20th	7	6	6	6	5	5	4	4	3	3

Each spellcasting class bases their spellcasting ability on an ability score: Intelligence, Wisdom, or Charisma. The highest level spell they can cast is limited not only by the highest level spell slot they have access to, but also cannot be higher than their

spellcasting ability score – 10. They receive bonus spell slots based on their spellcasting ability score. The saving throw DC of their spells equals 10 + their spellcasting ability score modifier + the spell's level.

**Arcane Spellcasters:** These characters derive the power for their spells from careful study and a strong mind. Arcane spellcasters can have their spells fail due to Arcane Spell failure from armor and other sources, a percentage chance every time they cast a spell that the casting fails and the spell is lost as if disrupted. Arcane spellcasters must discover and learn their spells on their own, figuring out the workings of each one or trading them from another.

**Divine Spellcasters:** A character that casts divine spells powers them from a sapient or otherworldly force, such as the spirit of the land or the force of an element. They channel this energy through an example of their patron, an icon of that patron's power and presence. They can only prepare spells that the patron permits or can provide, but do not need to discover them on their own. They do not need to worry about Arcane Spell failure.

**Spontaneous Spellcasting:** Some spellcasters are termed "Spontaneous", which means that they use an intuitive form of magic rather than the more reliable wrote form. Most spontaneous spellcasters are restricted in the number of spells they can know by the amount listed on Table 3-3: Spellcasting Slots, which for them represents the spells they know how to cast, while others have their own spells known system.

Typically they have two more spell slots of each level than is listed on Table 3-3: Spellcasting Slots, with which to actually *cast* their spells, since they are far more familiar with them than "prepared" spellcasters are. Some, such as bards, have their own class-specific spell slots. Unlike a "prepared" spellcaster, a spontaneous spellcaster need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. He can also choose to use more powerful spell slots to cast lower level spells, if he wishes to. He does not have to decide ahead of time which spells he'll cast. Cast spells can be used with metamagic feats, but tacking on one or more metamagic feats adds a move action to the casting time (which effectively eliminates the usefulness of the Quicken Spell feat, except where it allows two spellcasting actions: one as a standard action and a Quickened spell as a move action).

Spontaneous spellcasters can switch out one spell known for any other spell on their spell list every time they raise a level in spellcasting ability. In addition to this if they read a scroll with a spell on their spell list, they can choose to switch a known spell for the one read instead of casting the spell from the scroll. This still consumes the spell from the scroll.

## PSIONICS

Characters with Manifester Levels, or a knack feat, can manifest psionic powers. Manifesting a psionic power is an action similar to using a spell-like ability, only the power for the effect comes from an internal reserve of psychic energy the character maintains. The effects of having knacks and Manifester Levels are slightly different. Characters with only knacks are referred to as "wild talents".

**Knacks:** All characters with a knack feat have access to a Common Knack Pool of 3 daily uses. Each knack has a Key Ability score, which determines the DC of any saving throws against it and how many daily uses they require to use it. If their ability score modifier for that Key Ability score is above +0, then they receive an additional daily use **for that knack** equal to their positive ability score modifier. If it is below +0, then they must expend an additional daily use for each point below +0. Successfully manifesting a knack requires a DC 10 Key Ability

score check, with a failed check wasting that attempt and any daily use(s) it required. A character can spend Power Points instead of daily uses, if required. All daily uses refresh after a night's rest.

**Manifester Levels:** Characters with Manifester Levels receive a base amount of Power Points as indicated in the psionist class description. They can gain bonus Power Points according to their class abilities and feats, or other sources. Characters can spend Power Points to manifest psionic feats (including knacks, see above), but no more for one manifestation than their Manifester Level. Characters with even one Manifester Level automatically pass all Key Ability score checks to manifest knacks, knacks gain bonus effect based on the character's Manifester Level, and their Common Knack Pool becomes 5 instead of 3.

**Saving Throws:** The saving throw DC to resist psionic powers is 10 + Key Ability score modifier + 1/2 Manifester Level. If the power is a psionic combat attack mode, replace the base 10 with a d20 roll.

## LEVEL ADVANCEMENT

This section describes how a character gains levels. For purposes of the amount of experience points a character requires before they can gain a character level, their level adjustments from race and templates is added to their total character level on Table 13-12. This total is called their "effective character level", or ECL for short.

A character's effective character level is what is used on Table 3-2: Character Level Characteristics to determine their XP requirements for their next level. A character's **actual** character level is used on Table 3-2: Character Level Characteristics to determine their benefits from gaining levels.

### Gaining Levels

Every time the character gains a new level, they must first allocate all of their gains for that level before they can begin to be played again. A character can choose not to gain a level once they have enough experience points to do so, but then he cannot gain more total experience points than one below what would be required for the level after the one following the new level.

**Example:** A 3rd-ECL character (3,000 XP minimum) that has enough experience points to go up to 4th-ECL (at least 6,000 XP) can choose not to. If he does then he cannot gain more than a total of 9,999 experience points (the 10,000 needed for 5th-ECL, minus one point).

When a character gains a new level, they must follow the following steps to apply their gains for that level. If an earlier step requires the gain just achieved in a succeeding step to qualify for, then it cannot be taken yet.

**#1 Gain Hit Points.** The character rolls the Hit Dice indicated for his character class, then adds his Constitution modifier (which can result in a lower roll if the modifier is negative). No matter his roll, this always comes out to at least one point. The result is added to his prior maximum hit points to find his new maximum hit points. 1st-level characters always are treated as having the highest possible roll, instead of actually rolling.

**#2 Increase BAB.** The character's Base Attack Bonus becomes the one indicated for his character class level on its progression table. Adjust his Melee, Ranged, and individual weapon attack totals appropriately.

**#3 Increase Saving Throws.** The character's base Saving Throw values for each of the three save types becomes the ones indicated for his character class level on its progression table. Adjust his total Fortitude, Reflex, and Will saves appropriately.

**#4 Gain Class Abilities.** The character gains the new spellcasting, special ability, and other class features indicated on his character class' progression table under "Special Abilities" and "Spells". In



the case of progressive special abilities, such as spellcasting and a monk's unarmed combat damage, the new values listed replace the older values.

**#5 Allocate Additional Feats and Skill Points.** The character must expend the Skill Points that he gains for the class level, as indicated in the class' "Skill Points at Each Additional Level" entry, on new class and cross-class skill ranks. He must also choose any new feats he has gained for his character or class levels at this time. Some of these feats, those from class levels rather than character levels, have restrictions in what may be chosen that the character must abide by. 1st-level characters get an amount of skill points indicated by their class' "Skill Points at 1st Level" entry, instead of the amount given in the "Skill Points at Each Additional Level" entry.

### **Multiclassing**

A character may add new classes that he has no level already, thus becoming a multiclass character. The class abilities from a character's different classes combine to determine a multiclass character's overall abilities. Multiclassing improves a character's versatility at the expense of their focus.

### **Applying Additional Class**

As a general rule, the abilities of a multiclass character are the sum of the abilities of each of the character's classes.

**Level:** "Character level" is a character's total number of levels. It is used to determine when feats and ability score boosts are gained.

"Class level" is a character's level in a particular class. For a character whose levels are all in the same class, character level and class level are the same.

**Hit Points:** A character gains hit points from each class as his or his class level increases, adding the new hit points to the previous total.

**Base Attack Bonus:** Add the base attack bonuses acquired for each class to get the character's base attack bonus. A resulting value of +6 or higher provides the character with multiple attacks.

**Saving Throws:** Add the base save bonuses for each class together.

**Skills:** If a skill is a class skill for any of a multiclass character's classes, then character level determines a skill's maximum rank. (The maximum rank for a class skill is 3 + character level.)

If a skill is not a class skill for any of a multiclass character's classes, the maximum rank for that skill is one-half the maximum for a class skill.

**Class Features:** A multiclass character gets all the class features of all his or his classes but must also suffer the consequences of the special restrictions of all his or his classes. (*Exception:* A character that acquires the barbarian class does not become illiterate.)

In the special case of turning undead, both clerics and experienced paladins have the same ability. If the character's paladin level is 4th or higher, his effective turning level is his cleric level plus his paladin level minus 3.

In the special case of uncanny dodge, both experienced barbarians and experienced rogues have the same ability. When a barbarian/rogue would gain uncanny dodge a second time (for his second class), he instead gains improved uncanny dodge, if he does not already have it. His barbarian and rogue levels stack to determine the rogue level an attacker needs to flank her.

In the special case of obtaining a familiar, both wizards and sorcerers have the same ability. A sorcerer/wizard stacks his sorcerer and wizard levels to determine the familiar's natural armor, Intelligence score, and special abilities.

**Feats:** A multiclass character gains feats based on character levels, regardless of individual class level

**Ability Increases:** A multiclass character gains ability score increases based on character level, regardless of individual class level.

**Spells:** The character gains spells from all of his or his spellcasting classes and keeps a separate spell list for each class. If a spell's effect is based on the class level of the caster, the player must keep track of which class' spell list the character is casting the spell from. A character's spellcasting level for purposes of the level-based characteristics of their spells, and spell penetration rolls, is equal to the total of their spellcasting levels.

**Example:** A 3rd-level cleric decides to take one level in wizard. The character already has a base of 2d8 for hit points (with an additional 8 for 1st character level), and adds 1d4 from his level in wizard. First level wizards get no BAB, so the character has only the +2 BAB he had from his three cleric levels. Three cleric levels give him base saves of Fort +2, Ref +1, and Will +3; to which he adds the saves for a 1st-level Wizard, which only raises his Will save to +5. The character gets 2 + Intelligence mod skill points for his new level in wizard, since it is not his first **character** level he does not get the amount for "Skill Points at 1st Level", but his class skill maximum ranks are now 7. He retains all his class abilities as a 3rd-level cleric, but adds to them those of a 1st-level wizard, instead of getting those of a 4th-level cleric. He has a total of 4 class levels, so he gets to add +1 to an ability score, even though those 4 class levels are from two different classes. He has spell slots from Table 3-3: Spellcasting Slots as a 3rd-level cleric, and **also** as a 1st-level wizard, allowing him to cast up to 2nd-level spells from the cleric list and 1st-level spells from the wizard list. However when he casts his spells he treats himself as a 4th-level cleric or wizard, since the total of all his spellcasting levels is 4.

### **Multiclassing Restrictions**

If a character has more than one class, they have to worry about the "balance" of the classes. If they have a class that is more than one level above the level of the other classes, then their earned experience points are penalized by -20% for each such class. Thus a Barbarian 1/Cleric 1/Fighter 3 would have a -20% XP penalty, since only one class is more than a single level above the others. A character's Favored Class, and all Prestige Classes, are ignored for purposes of this penalty.

**Optional Training Rule:** DMs will often impose a common sense restriction on characters multiclassing. This prevents characters from taking levels in a class or prestige class unless they already have a level in it, or it is their Favored Class. Many Prestige Classes in the *DMG* are intuitive in being able to access them, so only these need actual training: assassin, duelist, eldritch knight, mystic theurge, and sensei. A character needs to spend a day with somebody who already has a level in the class they want to train in, and be eligible for a new class level, in order to gain the first level in the desired class or Prestige Class. This costs them 500gp for the training, and requires them to make a Wisdom mod + level DC 20 check, with a failed check requiring another day of training and a new check. Alternatively a character that is one XP below the amount needed to *skip* a character level can choose to spend a week and 500gp in materials to develop the techniques needed for the first level, but this drops them down to the minimum needed for their new level (i.e. a 2nd-level character with 5,999 XP becomes a 3rd-level character with 3,000 XP, but the first level in the new class or Prestige Class).

### Character Levels Past 20th

When a character achieves an ECL or character level past 20th, it is often referred to as “epic level”. This is very appropriate, since a regular 20th level character is a force to be measured in **armies**, and every level past this makes them that much more powerful.

Here are some basic rules when dealing with epic level characters. These rules are intended to keep characters balanced at all levels, so that a 21st-level character isn’t drastically more powerful than a 20th level character. Most characters past 20th-level multiclass into a new class or prestige class, since no base class has more than 20 levels.

It is also very *hard* to get above 20th-level, since most creatures are of Challenge Rating 20 or lower. This means that the higher above 20th level a character gets the more he will be coming to rely on adventure and role-playing awards, and the slower his already reduced level advancement will become.

**Hit Dice:** A character can have as many Hit Dice as they have levels to gain them with. Just as a 10th-level character has twice the hit dice of a 5th-level character, a 22nd-level character should have twice as many as an 11th-level character.

**Base Attack Bonus:** A character’s maximum base attack bonus is +20, no matter how many levels they have. Every point of BAB they *would* have gotten beyond this amount instead becomes a competence bonus to their attack rolls. The reason for this change is simple: it prevents characters from having insane amounts of iterative attacks.

**Saving Throws, Feats, Ability Bonuses:** These are still gained by an amount equal to what they would get from their classes and overall character level.

**Spellcasting:** If the character has a spellcasting class level above 20th, then further additions to that class’s spellcasting ability instead grant them one spell slot of the current highest level they can cast, plus 1. There are no spells in existence past 9th-level spells, but this spell slot permits characters to cast Metamagic-enhanced spells that would occupy a spell slot higher than 9th-level. Level-based characteristics of the spell, including rolls to overcome spell resistance, are based on the character’s total spellcasting level. Characters cannot have bonus spell slots of spell levels higher than 9th.

**Manifesting:** Every Manifester Level past 20th adds the character’s new Manifester Level to their current base Power Points. Their Manifester Level-dependant characteristics are also increased beyond 20th level: Psionic Combat Bonus, power characteristics, and rolls to overcome spell resistance.

## **BARBARIAN**

Every world has a culture that lives a primitive life, focused on the day-to-day survival of its people in a harsh environment. These same cultures have a deep and abiding respect for powerful hunters and warriors, to protect the people from dangerous beasts and other tribes that they are competing with for limited food supplies. These specialized warriors are known as barbarians, the savage and brutal champions of a savage and brutal land. Sometimes these warriors find themselves in more civilized lands, for a variety of reasons.

**Adventures:** In a civilized land filled with bankers, tailors, and merchants a savage warrior really only has one marketable skill - the ability to kill. They are sometimes employed as enforcers of one sort or another, but mainly their only chance of finding acceptance in a civilized land is to take up the role of a wandering warrior-for-profit. This often takes them to new towns that need such a person to face a specific threat, and draws the attention of adventuring groups looking for a tough melee combatant. Battles that might have them face the superstitious

foes of their people are particularly attractive to them, which includes all types of infernal and undead beings.

**Characteristics:** Barbarians are fierce warriors, focusing almost exclusively on melee combat. They have the ability to deal maximized melee damage, and enough defensive bonuses to partially make up for their weak armor-using abilities.

**Alignment:** Their savage nature and lack of social discipline makes barbarians most often chaotic. While many are good or evil, most barbarians do not subscribe to either type of morality.

**Religion:** Barbarians often worship nature, hunting, or battle gods. It is rare to find a barbarian that worships no god, since their understanding of the world is filled with superstition. Those who do worship a deity tend to worship either Tevis or Toranul.

**Background:** A barbarian’s early life is filled with superstitious rights of passage and ordeals meant to allow them to harness their primal power. They also engage in semi-mock battles with elder barbarians, and engage in hunts across the savage wilderness. The hardships and constant travel of their tribal lifestyle also help to toughen them against hardship - or maybe it just weans out the weak.

**Races:** Most barbarians are half-orcs raised with their orcish parent, or members of nomadic human tribes. With their penchant for nomadic lifestyles, there are also a sizable amount of gnome and halfling barbarians. While they are usually more civilized, some of the more nature-oriented elven peoples also support the lifestyle that is responsible for the training of barbarians. The other races sometimes have barbarians in their numbers, but typically it is from their being raised in another culture from their own.

**Other Classes:** Barbarians and their focus on the natural world gives them a deep and abiding respect for druids and rangers, as well as for clerics of the deity the barbarian worships. They have a superstitious fear of all arcane spellcasting classes, which often translates into anger and sometimes even violence. They both respect fighters for their martial prowess, and pity them for their reliance on the trappings of civilization. Psionicists and rogues often confuse them, but usually for different reasons. Monks and paladins are viewed with disgust, but also with grudging respect.

**Role:** In an adventuring party a barbarian’s typical role is as a melee warrior, thanks to the raw physical power they can display in melee. Their selection of wilderness skills and mobility also often see them serving as scouts.

### Game Rule Information

Barbarians have the following game-system relevant notes and abilities.

**Abilities:** Barbarians are most reliant on Strength, since it gives them their ability to hit and deal damage in melee. Constitution is almost as important to them, since it provides both hit points and longer-lasting Rage.

**Alignment:** Any nonlawful.

**Hit Die:** d12.

**TABLE 3-4: THE BARBARIAN**

Level	BAB	Fort	Ref	Will	Special
1st	+1	+2	+0	+0	Fast movement, illiteracy, rage 1/day
2nd	+2	+3	+0	+0	Uncanny dodge
3rd	+3	+3	+1	+1	Trap sense +1
4th	+4	+4	+1	+1	Rage 2/day
5th	+5	+4	+1	+1	Improved uncanny dodge
6th	+6	+5	+2	+2	Trap sense +2
7th	+7	+5	+2	+2	Damage reduction 1/–
8th	+8	+6	+2	+2	Rage 3/day
9th	+9	+6	+3	+3	Trap sense +3
10th	+10	+7	+3	+3	Damage reduction 2/–

11th	+11	+7	+3	+3	Greater rage
12th	+12	+8	+4	+4	Rage 4/day, trap sense +4
13th	+13	+8	+4	+4	Damage reduction 3/–
14th	+14	+9	+4	+4	Indomitable will
15th	+15	+9	+5	+5	Trap sense +5
16th	+16	+10	+5	+5	Damage reduction 4/–, rage 5/day
17th	+17	+10	+5	+5	Tireless rage
18th	+18	+11	+6	+6	Trap sense +6
19th	+19	+11	+6	+6	Damage reduction 5/–
20th	+20	+12	+6	+6	Mighty rage, rage 6/day

### Class Skills

The barbarian's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

**Skill Points at 1st Level:** (4 + Intelligence modifier) x 4.

**Skill Points at Each Additional Level:** 4 + Intelligence modifier.

### Class Features

All of the following are class features of the barbarian.

**Weapon and Armor Proficiency:** A barbarian is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

**Fast Movement (Ex):** A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

**Illiteracy:** Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak. A barbarian who gains a level in any other class automatically gains literacy. Any other character that gains a barbarian level does not lose the literacy he or she already had.

**Rage (Ex):** A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and Metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes *fatigued* (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

**Uncanny Dodge (Ex):** At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

**Trap Sense (Ex):** Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses raise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

**Improved Uncanny Dodge (Ex):** At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

**Damage Reduction (Ex):** At 7th level, a barbarian gains Damage Reduction. Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack. At 10th level, and every three barbarian levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

**Greater Rage (Ex):** At 11th level, a barbarian's bonuses to Strength and Constitution during his rage each increase to +6, and his morale bonus on Will saves increases to +3. The penalty to AC remains at –2.

**Indomitable Will (Ex):** While in a rage, a barbarian of 14th level or higher gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves he also receives during his rage.

**Tireless Rage (Ex):** At 17th level and higher, a barbarian no longer becomes fatigued at the end of his rage.

**Mighty Rage (Ex):** At 20th level, a barbarian's bonuses to Strength and Constitution during his rage each increase to +8, and his morale bonus on Will saves increases to +4. The penalty to AC remains at –2.

### Ex-Barbarians

A barbarian who becomes lawful loses the ability to rage and cannot gain more levels as a barbarian. He retains all the other benefits of the class (damage reduction, fast movement, trap sense, and uncanny dodge).

### Premade Characters

#### **Brutish Wanderer**

**Race:** Half-Orc **Class:** Barbarian 1

**Alignment:** Chaotic Neutral **HP:** 15

**BAB:** +1 (+4 Melee, +2 Ranged)

**AC:** 15 (+1 Dex, +4 Scale Mail)

**Str:** 17 **Dex:** 13 **Con:** 14 **Int:** 8 **Wis:** 12 **Cha:** 6

**Fort:** +4 **Reflex:** +1 **Will:** +1

**Attack:** Greataxe +4 melee (1d12+4)

**Abilities:** Darkvision 60 ft., Extra Hit Points, Fast Movement, Rage 1/day

**Skill (Ranks):** Climb +5 (2), Listen +5 (4), Survival +5 (4), Swim +5 (2)

**Armor/Weapon Proficiency:** Light and Medium armor, Shield; Simple and Martial weapons.

**Feats (Source):** Power Attack (Half-Orc), Endurance (CL 1)

**Gear:** Greataxe, Scale Mail, Backpack, Traveler's Outfit, Tent, Silk Rope (50 ft.), 9 gp  
**Languages:** Common, Orc

**Savage Protector**

**Race:** Human    **Class:** Barbarian 1  
**Alignment:** Chaotic Good **HP:** 14  
**BAB:** +1 (+3 Melee, +2 Ranged)  
**AC:** 13 (+1 Dex, +2 Leather Armor)  
**Str:** 14 **Dex:** 13 **Con:** 15 **Int:** 12 **Wis:** 10 **Cha:** 8  
**Fort:** +4 **Reflex:** +1 **Will:** +0  
**Attack:** Greatclub +3 melee (1d10+3), or Dart +2 ranged (1d4+2)  
**Abilities:** Extra Skill Points, Fast Movement, Rage 1/day  
**Skill (Ranks):** Climb +6 (4), Hide +5 (2), Knowledge (nature) +3 (2), Listen +6 (4), Move Silently +5 (2), Spot +4 (2), Survival +4 (4)  
**Armor/Weapon Proficiency:** Light and Medium armor, Shield; Simple and Martial weapons.  
**Feats (Source):** Alertness (Human), Stealthy (CL 1)  
**Gear:** Dart x 4, Greatclub, Leather Armor, Explorer's Outfit, *Potion of Cure Light Wounds*, 30 gp  
**Languages:** Common, Sylvan

**BARD**

Bards are wandering minstrels and merry-makers that bring both news and wonder to the communities they travel. Due to the inherent violence of the world they must often deal with, they are also fairly competent warriors as well as have magical abilities that can debilitate or eliminate foes.

**Adventures:** Bards are often found engaging in social and urban adventures, as well as allied with a group of warriors on mission-oriented rural adventures. While a lone bard can engage in spell or physical battle, they mainly try to work as support for other characters on adventures.

**Characteristics:** Bards have quite a lot of versatility, but excel in no one area of endeavor. They receive enough armor and weapon capability to be useful melee or ranged warriors, but not enough to tackle a creature of the same level on that basis alone. Their spellcasting abilities are better than those of a secondary spellcaster such as a paladin, but not as good as those of a primary spellcaster such as a sorcerer. Their spell list is a mix of mind-affecting debilitation effects and boosting effects, sufficient to fill most spellcasting roles. Their musical effects can be used to

augment allies or penalize foes. Their skills and knowledge-oriented abilities are sufficient to provide information that is often vital to the success of an adventure.

**Alignment:** The focus on personal will that is a center of a bard's life is antithetical to the concepts of community-overall that is the basis of the lawful alignment. For this reason bards cannot be lawful, and most are chaotic. While a majority of bards are jovial and kind-hearted, so of good alignment, there is no particular reason they cannot be of neutral or even evil bent.

**Religion:** Bards are rarely religious, but when they do decide to worship a deity it is typically one with a focus on art or personal freedom. This means that they will tend to worship either Asgrid or Bathor.

**Background:** Most bards are educated people from the upper class who have walked out on their fortunes in preference to excitement, or are gifted folk from the lower classes who take up travel in order to escape a fate of drudgery. In either case they know that they are not welcome back home, and they have made a conscious decision to remake themselves during their travels.

**Races:** Most bards are humans or half-elves, but a significant minority are gnomes who have left their tribes. There are small numbers of bards among the other races as well, but these are the exception rather than the rule.

**Other Classes:** Bards get along very well with almost anybody, which is a hallmark of their class. The only classes they have a problem with are monks and paladins, since the bard's free-willing nature tends to aggravate these highly disciplined people.

**Role:** In a group of adventurers bards tend to be the front man for the party. They are the ones who bargain with villagers, talk the party out of trouble, or deceive others into achieving the party's goals. Their stock of musical group buff and de-buff effects, useful spells, and some minor melee proficiency also help to make them handy to adventuring parties.

**Game Rule Information**

Bards have the following game-system relevant notes and abilities.

**Abilities:** Bards mostly need Charisma, since it is the basis of both their spellcasting and musical abilities as well as what their social skills are founded on. They also require a good Intelligence in order to take best advantage of their wide range of skills, and to assist them with their Bardic Knowledge checks.

**Alignment:** Any nonlawful.

**Hit Die:** d6.

**TABLE 3-5: THE BARD**

Level	BAB	Fort	Ref	Will	Special	Spells per Day/Known						
						0th	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Bardic music, bardic knowledge, countersong, <i>fascinate</i> , inspire courage +1	2/4	---	---	---	---	---	---
2nd	+1	+0	+3	+3	<i>Song of woe</i>	3/5	0/2 <sup>1</sup>	---	---	---	---	---
3rd	+2	+1	+3	+3	Inspire competence	3/6	1/3	---	---	---	---	---
4th	+3	+1	+4	+4		3/6	2/3	0/2 <sup>1</sup>	---	---	---	---
5th	+3	+1	+4	+4	<i>Song of discord</i>	3/6	3/4	1/3	---	---	---	---
6th	+4	+2	+5	+5	<i>Suggestion</i>	3/6	3/4	2/3	---	---	---	---
7th	+5	+2	+5	+5		3/6	3/4	2/4	0/2 <sup>1</sup>	---	---	---
8th	+6	+2	+6	+6	Inspire courage +2	3/6	3/4	3/4	1/3	---	---	---
9th	+6	+3	+6	+6	Inspire greatness	3/6	3/4	3/4	2/3	---	---	---
10th	+7	+3	+7	+7		3/6	3/4	3/4	2/4	0/2 <sup>1</sup>	---	---
11th	+8	+3	+7	+7	<i>Malefic song</i>	3/6	3/4	3/4	3/4	1/3	---	---
12th	+9	+4	+8	+8	<i>Song of freedom</i>	3/6	3/4	3/4	3/4	2/3	---	---
13th	+9	+4	+8	+8		3/6	3/4	3/4	3/4	2/4	0/2 <sup>1</sup>	---
14th	+10	+4	+9	+9	Inspire courage + 3	4/6	3/4	3/4	3/4	3/4	1/3	---
15th	+11	+5	+9	+9	Inspire heroics	4/6	4/5	3/4	3/4	3/4	2/3	---
16th	+12	+5	+10	+10		4/6	4/5	4/4	3/4	3/4	2/4	0/2 <sup>1</sup>
17th	+12	+5	+10	+10	<i>Cacophony</i>	4/6	4/5	4/5	4/4	3/4	3/4	1/3
18th	+13	+6	+11	+11	<i>Mass suggestion</i>	4/6	4/5	4/5	4/5	4/4	3/4	2/3

<sup>1</sup> Provided the bard has a high enough Charisma score to have a bonus spell of this level.

### Class Skills

The bard's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spellcraft (Int), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Psionic Device (Cha).

**Skill Points at 1st Level:** (6 + Intelligence modifier) x 4.

**Skill Points at Each Additional Level:** 6 + Intelligence modifier.

### Class Features

All of the following are class features of the bard.

**Weapon and Armor Proficiency:** A bard is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Bards are proficient with light armor and shields (except tower shields). A bard can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a bard wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (most do). A multiclass bard still incurs the normal arcane spell failure chance for arcane spells received from other classes.

**Spells:** A bard casts arcane spells, which are drawn from the bard spell list. He can cast any spell he knows without preparing it ahead of time. Every bard spell has a verbal component (singing, reciting, or music).

To learn or cast a spell, a bard must have a Charisma score equal to at least 10 + the spell. The Difficulty Class for a saving throw against a bard's spell is 10 + the spell level + the bard's Charisma modifier.

Like other spellcasters, a bard can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 3-5: The Bard. In addition, he receives bonus spells per day if he has a high Charisma score. When Table: Bard Spells Known indicates that the bard gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level.

The bard's selection of spells is extremely limited. A bard begins play knowing four 0-level spells of your choice. At most new bard levels, he gains one or more new spells, as indicated on Table: Bard Spells Known. (Unlike spells per day, the number of spells a bard knows is not affected by his Charisma score; the numbers on Table: Bard Spells Known is fixed.)

Upon reaching 5th level, and at every third bard level after that (8th, 11th, and so on), a bard can choose to learn a new spell in place of one he already knows. In effect, the bard "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level bard spell the bard can cast. A bard may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

As noted above, a bard need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

**Languages:** Bards can learn additional languages at the cost of 1 skill point each. Other classes must spend 2 skill points each.

**Bardic Knowledge (Ex):** A bard may make a special Bardic Knowledge check with a bonus equal to his bard level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.)

### DC Type of Knowledge

- |    |   |
|----|---|
| 10 | Common, known by at least a substantial minority drinking; common legends of the local population.  |
| 20 | Uncommon but available, known by a few people, legends.   |
| 25 | Obscure, known by few, hard to come by.   |
| 30 | Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge. |

A successful Bardic Knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

**Bardic Music:** Once per day per bard level, plus their Charisma modifier (if positive), a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of Bardic Music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in at least one Perform skill, he does not gain the Bardic Music ability until he acquires the needed ranks. Unless otherwise mentioned, the saving throw DC for Bardic Music is 10 + 1/2 bard level + Charisma modifier.

Starting a Bardic Music effect is a standard action. Some Bardic Music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using Bardic Music that doesn't require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use Bardic Music. If he fails, the attempt still counts against his daily limit.

**Fascinate (Sp):** A bard with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become *fascinated* with him. Each creature to be *fascinated* must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. A creature that has been dealt damage or attacked cannot be affected in the same round, nor can a creature that has been subjected to the bard's *fascinate* that day (even if they passed the save). A bard can affect one creature per two ranks in perform with this ability.

To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (the bard cannot move even 5 ft or take any other action, or the effect ends). While *fascinated*, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks.

Any attack against the creature, damage the creature takes, or saving throw it is required to make automatically ends the *fascinate* effect for that creature. Fascinate is an enchantment (compulsion), mind-affecting ability.

\* **Inspire Courage (Su):** A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six bard levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). Inspire courage is a mind-affecting ability.

\* **Song of Woe (Sp):** A bard of 2nd level or higher with 4 or more ranks in a Perform skill can use his music to cause all foes who hear him to suffer from feelings of powerlessness. To be affected, a foe must be able to hear the bard sing. The effect lasts for as long as the foe hears the bard sing and for 5 rounds thereafter. An affected foe receives a –2 morale penalty on all attack and damage rolls, even those from supernatural and spell-based attacks, to a minimum of 1 damage. Foes get a Will save to resist this sonic mind-affecting ability when the *song of woe* begins, and new foes that hear the continuing song are not affected.

\* **Inspire Competence (Su):** A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The bard must also be able to see the ally.

The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. Certain uses of this ability are infeasible. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. Inspire competence is a mind-affecting ability.

\* **Song of Discord (Sp):** A bard of 5th level or higher with 8 or more ranks in a Perform skill can use disharmonic music or chants to interfere with any spell that has a verbal component in the area of his song. A spellcaster within 25 ft + 5 ft/2 bard levels of the bard must pass a Will save whenever they try to cast such a spell, even if they cannot hear the *song of discord*. If they fail their Will save then their spell is disrupted as if it had been counterspelled. This effect only lasts for as long as the bard sings, and affects both allies and enemies.

\* **Suggestion (Sp):** A bard of 6th level or higher with 9 or more ranks in a Perform skill can make a *suggestion* (as the spell) to a creature that he has already *fascinated* (see above). Using this ability does not break the bard's concentration on the fascinate effect, nor does it allow a second saving throw against the fascinate effect.

Making a suggestion doesn't count against a bard's daily limit on Bardic Music performances. A Will saving throw (DC equals Perform check result) negates the effect. This ability affects only a single creature (but see mass suggestion, below). Suggestion is an enchantment (compulsion), mind-affecting, language dependent ability.

\* **Inspire Greatness (Su):** A bard of 9th level or higher with 12 or more ranks in a Perform skill can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting them extra fighting capability. For every three levels a bard attains beyond 9th, he can target one additional ally with a single use of this ability (two at 12th level, three at 15th, four at 18th). To inspire greatness, a bard must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus

Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependant. Inspire greatness is a mind-affecting ability.

\* **Malefic Song (Sp):** A bard of 11th-level or higher with 14 or more ranks in a Perform skill can instill a type of curse in one subject who hears his song. This ability affects only one target who must be in line of effect and within 25 ft + 5 ft/2 bard levels. The target gets a Will save to resist the effect. Any creature affected by *malefic song* has a –2 morale penalty on **all** die rolls, even after the bard stops singing. This mind-affecting sonic curse can be dispelled by a higher-level bard using Bardic Music, or by any other means that can remove mind-affecting effects **or** curses.

\* **Song of Freedom (Sp):** A bard of 12th level or higher with 15 or more ranks in a Perform skill can use music or poetics to create an effect equivalent to the *break enchantment* spell (caster level equals the character's bard level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. A bard can't use song of freedom on himself.

\* **Inspire Heroics (Su):** A bard of 15th level or higher with 18 or more ranks in a Perform skill can use music or poetics to inspire tremendous heroism in himself or a single willing ally within 30 feet. For every three bard levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, a bard must sing and an ally must hear the bard sing for a full round. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the ally hears the bard sing and for up to 5 rounds thereafter. Inspire heroics is a mind-affecting ability.

\* **Cacophany (Sp):** A bard of 17th level or higher with 21 or more ranks in a Perform skill can use *song of discord* without affecting allies. Doing so requires two daily uses of Bardic Music.

\* **Mass Suggestion (Sp):** This ability functions like *suggestion*, above, except that a bard of 18th level or higher with 21 or more ranks in a Perform skill can make the suggestion simultaneously to any number of creatures that he has already *fascinated* (see above). Mass suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability.

\* **Magnum Opus (Sp):** A bard of 19th level or higher with 22 or more ranks in a Perform skill can use both *song of woe* and *inspire courage* as part of the same Bardic Music action. Doing so uses up two daily uses of the Bardic Music ability, but both effects are generated in the same action and are maintained simultaneously by continued singing.

**Countersong (Su):** A bard with 1 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the Countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the Countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the Countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the Countersong for 10 rounds. This is not a Bardic Music ability, and does not require daily uses of the Bardic Music ability.

### Ex-Bards

A bard who becomes lawful in alignment cannot progress in levels as a bard, though he retains all his bard abilities.

### Premade Characters

#### Combat Singer

**Race:** Human **Class:** Bard 1

**Alignment:** Chaotic Good **HP:** 7

**BAB:** +0 (+1 Melee, +2 Ranged)

**AC:** 16 (+2 Dex, +3 Studded Leather, +1 Buckler)

**Str:** 12 **Dex:** 14 **Con:** 13 **Int:** 10 **Wis:** 8 **Cha:** 15

**Fort:** +1 **Reflex:** +4 **Will:** +1

**Attack:** Spiked Whip +2 melee (1d6+1) [up to 15 ft, AoOp]

**Abilities:** Extra Skill Points, Bardic Music (5/day), Bardic Knowledge, Countersong, *Fascinate*, *Inspire Courage* +1

**Skills (Ranks):** Concentration +5 (4), Knowledge (arcane) +4 (4), Perform (singing) +6 (4), Spellcraft +4 (4), Tumble +6 (4), Use Magic Device +6 (4)

**Armor/Weapon Proficiency:** Light armor, Shields; Simple weapons plus longsword, rapier, sap, shortsword, shortbow, and whip

**Feats:** Point Blank Shot (Human), Precise Shot (CL 1)

**Gear:** Spiked Whip, Studded Leather, Buckler, Spell component Pouch, Traveler's Outfit, *Wand of Magic Missile* (2 charges) [Use Magic Device DC 20], 44 gp

**Spells (4):** 0th-level - *dancing lights*, *daze*, *detect magic*, *flare*

**Languages:** Common

#### Traveling Minstrel

**Race:** Half-Elf **Class:** Bard 1

**Alignment:** Chaotic Neutral **HP:** 6

**BAB:** +0 (–1 Melee, +1 Ranged)

**AC:** 14 (+1 Dex, +3 Studded Leather)

**Str:** 8 **Dex:** 12 **Con:** 10 **Int:** 13 **Wis:** 14 **Cha:** 15

**Fort:** +2 **Reflex:** +3 **Will:** +4

**Attack:** Light Crossbow +1 ranged (1d8)

**Abilities:** Low-Light vision, Keen Senses, +2 save vs Mind-Affecting, Bardic Music (5/day), Bardic Knowledge, Countersong, *Fascinate*, *Inspire Courage* +1

**Skill (Ranks):** Perform (String) +6 (4), Gather Information +8 (4), Listen +8 (4), Bluff +6 (4), Diplomacy +8 (4), Knowledge (local) +5 (3), Spot +4 (0), Spellcraft +2 (1)

**Armor/Weapon Proficiency:** Light armor, Shields; Simple weapons plus longsword, rapier, sap, shortsword, shortbow, and whip

**Feats:** Dodge (CL 1), Great Fortitude (half-elf)

**Gear:** Light Crossbow, Studded Leather, 50 Bolts, Lyre, Traveler's Outfit, Backpack, 28 gp

**Spells (4):** 0th-level: *daze*, *detect magic*, *light*, *read magic*

**Languages:** Common, Elven, Dwarven

### CLERIC

All faiths have religious leaders, people who keep the tenets and mythology of the belief system alive. Such people are called clerics, and in a fantasy world where gods are not only real but also **accessible**, they are rewarded by the force of the faith placed in them with supernatural and magical power. This perpetuates the cycle, with their own faith being bolstered by the obvious favor of the divine that these abilities represent.

**Adventures:** Clerics tend to take part in adventures, which are meant to uphold the ethos of their faith, to spread it, or to protect those of the same or friendly faith. They will engage in any adventure with their compatriots so long as it does not oppose the tenets of their faith, under the assumption that if their deity did not want them to be there then they would make it clear to the cleric.

**Characteristics:** Clerics are mainly support-oriented spellcasters, although they can make adequate warriors when needed. Their spells are not offensive in nature, at least in comparison to arcane spells, but they do excel at protection and assistance-oriented spells, as well as having free access to spells that directly affect the life force. They can also be very adept at eliminating undead threats, either by forcing the undead to flee or taking control of them.

**Alignment:** Clerics can be of any alignment, and usually are. The moral and philosophical beliefs of any two clerics are rarely in accordance, even between clerics of the same faith.

**Religion:** A typical cleric is the follower of a specific deity, which determines their available Domains and what their alignment can be. A cleric can only choose Domains from those available to their deity. Some clerics follow a philosophy rather than a deity, in which case they can choose any Domain that fits their philosophy, but lose their divine powers whenever their alignment changes by even a little bit.

**Background:** Clerics tend to be observant and personable members of society from childhood, the sort of people who makes friends easily and is rarely surprised. The ethos of a particular deity also influences some of the cleric's background, such as warrior deities tending to have clerics from a militant background.

**Races:** All races have clerics, since faith is a basic emotional need of all sentient races.

**Other Classes:** Clerics get along perfectly well with members of all classes as a rule, but this is subject to the ethos of their faith as well as the personality of the individual cleric. Clerics of a magic-oriented deity will get along better with sorcerers and wizards than with fighters or paladins, for example.

**Role:** Clerics are the healers and support spellcasters of any adventuring party. They have the situation-specific spell effects that can turn a dangerous situation into an easy task, as well as patch together the rest of the party after a long fight. In a pitched situation even the most pacifistic cleric is capable of helping out in battle, thanks to a lifetime of personal improvement for the betterment of their faith. Their personable outlook also helps the party avoid trouble in new lands.

### Game Rule Information

Clerics have the following game-system relevant notes and abilities.

**Abilities:** A cleric finds all ability scores useful, but mostly Wisdom and Charisma. Wisdom is mainly important because it is the basis of their spellcasting ability, but also because it helps them with their Heal skill. Charisma enables them to Turn/Rebuke Undead more frequently and reliably, but is also important to their social skills. Strength and Constitution are important for their melee combat ability. Dexterity and Intelligence are both useful, but not necessary except for certain types of clerics.

**Alignment:** A cleric's alignment must be within one step of his deity's (that is, it may be one step away on either the lawful-chaotic axis or the good-evil axis, but not both). A cleric may not be neutral unless his deity's alignment is also neutral.

**Hit Die:** d8.

**TABLE 3-6: THE CLERIC**

Level	BAB	Fort	Ref	Will	Special
1st	+0	+1	+0	+2	Primary Spellcaster, Turn or rebuke undead
2nd	+1	+1	+0	+3	
3rd	+2	+2	+1	+3	
4th	+3	+2	+1	+4	Bonus Feat
5th	+3	+3	+1	+4	
6th	+4	+3	+2	+5	
7th	+5	+4	+2	+5	
8th	+6	+4	+2	+6	Bonus Feat



9th	+6	+5	+3	+6
10th	+7	+5	+3	+7
11th	+8	+6	+3	+7
12th	+9	+6	+4	+8 Bonus Feat
13th	+9	+7	+4	+8
14th	+10	+7	+4	+9
15th	+11	+8	+5	+9
16th	+12	+8	+5	+10 Bonus Feat
17th	+12	+9	+5	+10
18th	+13	+9	+6	+11
19th	+14	+10	+6	+11
20th	+15	+10	+6	+12 Bonus Feat

### Class Skills

The cleric's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana/history/religion/the planes) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

**Domains and Class Skills:** A cleric who chooses the Animal or Plant domain adds Knowledge (nature) (Int) to the cleric class skills listed above. A cleric who chooses the Knowledge domain adds all Knowledge (Int) skills to the list. A cleric who chooses the Travel domain adds Survival (Wis) to the list. A cleric who chooses the Trickery domain adds Bluff (Cha), Disguise (Cha), and Hide (Dex) to the list. See Deity, Domains, and Domain Spells, below, for more information.

**Skill Points at 1st Level:** (2 + Intelligence modifier) x 4.

**Skill Points at Each Additional Level:** 2 + Intelligence modifier.

### Class Features

All of the following are class features of the cleric.

**Weapon and Armor Proficiency:** Clerics are proficient with all simple weapons; with light and medium armor, but not shields.

A cleric who chooses the War domain receives the Weapon Focus feat related to his deity's weapon as a bonus feat. He also receives the appropriate Martial Weapon Proficiency feat as a bonus feat, if the weapon falls into that category.

**Aura (Ex):** A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the *detect evil* spell for details). Clerics who don't worship a specific deity but choose the Chaotic, Evil, Good, or Lawful domain have a similarly powerful aura of the corresponding alignment.

**Primary Spellcaster:** A cleric casts divine spells from the cleric spell list, is a primary spellcaster, and their casting ability score is Wisdom.

Clerics meditate or pray for their spells. Each cleric must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells. A cleric may prepare and cast any spell on the cleric spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

**Deity, Domains, and Domain Spells:** A cleric's deity influences his alignment, what magic he can perform, his values, and how others see him. A cleric chooses two domains from among those belonging to his deity. A cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain.

If a cleric is not devoted to a particular deity, he still selects two domains to represent his spiritual inclinations and abilities. The restriction on alignment domains still applies.

Each domain gives the cleric access to a domain spell at each spell level he can cast, from 1st on up, as well as a granted power. The cleric gets the granted powers of both the domains selected.

With access to two domain spells at a given spell level, a cleric prepares one or the other each day in his domain spell slot. If a domain spell is not on the cleric spell list, a cleric can prepare it only in his domain spell slot. Clerics get an additional spell slot of each level, but only for purposes of preparing a spell from one of their domains.

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

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

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

**Chaotic, Evil, Good, and Lawful Spells:** A cleric can't cast spells of an alignment opposed to his own or his deity's (if he has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

**Turn or Rebuke Undead (Su):** Any cleric, regardless of alignment, has the power to affect undead creatures by channeling the power of his faith through his holy (or unholy) symbol (see Turn or Rebuke Undead).

A good cleric (or a neutral cleric who worships a good deity) can turn or destroy undead creatures. An evil cleric (or a neutral cleric who worships an evil deity) instead rebukes or commands such creatures. A neutral cleric of a neutral deity must choose whether his turning ability functions as that of a good cleric or an evil cleric. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous *cure* or *inflict* spells (see above).

A cleric may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier. A cleric with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

**Bonus Feat:** The cleric gains a bonus general feat at 4th, 8th, 12th, 16th, and 20th level. These bonus feats can be spent *only* on general feats.

**Bonus Languages:** A cleric's bonus language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil outsiders, respectively). These choices are in addition to the bonus languages available to the character because of his race.

### Ex-Clerics

A cleric who grossly violates the code of conduct required by his god loses all spells and class features, except for armor and shield proficiencies and proficiency with simple weapons. He cannot thereafter gain levels as a cleric of that god until he atones (see the *atonement* spell description).

### Premade Characters

#### **Divine Avenger**

**Race:** Dwarf **Class:** Cleric 1

**Alignment:** Chaotic Good **HP:** 10

**BAB:** +0 (+2 Melee, -0 Ranged)

**AC:** 14 (+4 Scale Mail)

**Str:** 15 **Dex:** 10 **Con:** 15 **Int:** 12 **Wis:** 14 **Cha:** 6

**Fort:** +3 **Reflex:** +0 **Will:** +4



**Attack:** Warhammer +3 melee (1d8+2)

**Abilities:** Darkvision 60 ft., +2 save vs Magic and Poison, Turn Undead (1/day), Freedom of Movement (1 round/day)

**Skills (Ranks):** Concentration +4\* (2), Knowledge (religion) +5 (4), Spellcraft +3 (2), Survival +6 (4) [\* +4 when casting defensively or taking damage]

**Armor/Weapon Proficiency:** Light and Medium armor; no shields, Simple weapons, warhammer

**Feats:** Combat Casting (CL 1), Weapon Focus (Warhammer)

**Gear:** Warhammer, Scale Mail, Holy Symbol (silver), Spell Component Pouch, Explorer's Outfit, 23 gp

**Deity:** Krakus, the Unexpected

**Domains:** Travel, War

**Prepared Spells (5/2+1):** 0th-level - *create water*, *detect magic*, *guidance* x3; 1st-level - *bless*, *divine favor*, *magic weapon*\* [\* domain spell]

**Languages:** Common, Dwarven, Undercommon

### Holy Missionary

**Race:** Human **Class:** Cleric 1

**Alignment:** Neutral Good **HP:** 8

**BAB:** +0 (+1 Melee, -1 Ranged)

**AC:** 13 (+4 Scale Mail, -1 Dex)

**Str:** 12 **Dex:** 8 **Con:** 10 **Int:** 13 **Wis:** 15 **Cha:** 14

**Fort:** +1 **Reflex:** -1 **Will:** +4

**Attack:** Morningstar +1 melee (1d8+1)

**Abilities:** More Skill Points, Turn fire creatures (5/day) Turn undead (5/day)

**Skill (Ranks):** Concentration +4 (4), Knowledge (Religion) +5 (4), Heal +6 (4), Diplomacy +6 (4)

**Armor/Weapon Proficiency:** Light and Medium armor; no shields, Simple weapons

**Feats:** Combat Casting (Human), Improved Turning (CL 1)

**Gear:** Scale Mail, Morningstar, Holy Symbol (Silver), Spell Component Pouch, Cleric's Vestments, Waterskin, 31 gp

**Deity:** Dorrnanor, the Benevolent

**Domains:** Healing, Water

**Prepared Spells (4/2+1):** 0th-level - *create water*, *cure minor* x 2, *read magic*; 1st-level - *obscuring mist*, *cure light wounds* x 2

**Languages:** Common, Celestial

## DRUID

Not all people of faith seek an ideal or deity beyond the mortal world in which to place their faith. Some see the divine in the natural world, revere it as sacred, and are called druids. In a fantasy world this also results in them being able to tap into the natural forces of the world, giving them supernatural and spellcasting powers in a manner similar to a cleric. They are not quite as powerful spellcasters as clerics, but make up for the lack in many other subtle ways.

**Adventures:** Druids are typically found involved in adventures that take place largely in the natural world, or that can affect it. While their abilities make them more effective in a natural setting such as woodlands, they are perfectly willing to travel into the heart of the most developed city in order to prevent the despoiling of those same woods. Often a druid will attach themselves to a party of adventurers, in order to protect the wilderness with them, and if necessary from them.

**Characteristics:** Druids are powerful spellcasters with a focus on the four elements, animals, and plants. They also possess many innate abilities dealing with animals and plants that are not based on their ability to cast spells. In a wilderness setting this makes them some of the most effective characters, but their effectiveness is drastically reduced in urban environments. This is in addition to having a measure of combat capability similar to that of a cleric,

based mainly on their long solitary time spent surviving in the wilderness.

**Alignment:** All druids must possess some amount of inner peace in order to maintain the spiritual connection to the wilderness that empowers them. This means that at least part of their alignment must be neutral, since strong moral or philosophical emotions by their nature rob a person of inner peace.

**Religion:** While druids gain their spiritual powers from the wilderness they revere, this does not bar them from having strong religious feelings. Many will hold sacred deities of the elements or natural world, such as Tevis, Vimian, or Vivain.

**Background:** Druids are usually from rural environments, either nomadic tribes or settlements far away from the centers of civilization. At a young age they feel more of a kinship for animals than for their fellows, and are not scared of natural occurrences such as thunderstorms. As they age they spend longer and longer times in the wilderness alone, until eventually they start to bring some of the essence of the natural world back with them...as druids.

**Races:** All races have druids, although their specific areas of expertise may vary. Dwarven druids are usually more focused on earth than the other elements, half-orcs prefer fire, and so on. This is not a hard-and-fast rule. A dwarven druid may take up adventuring because they feel more of a kinship for air than earth, for example.

**Other Classes:** Druids get along passably well with all classes except paladins and wizards. The rigid moralizing of paladins and the wizard's obsession with the trappings of civilization are equally alien to the druid. Druids almost always form strong and friendly relationships with monks and rangers, monks for their asceticism and self-reliance, druids for the mutual respect they both share towards the natural world.

**Role:** Druids serve several roles in a party of adventurers. Their wilderness skills allow them to be both guides and scouts in the wilderness. Their spells permit them to both heal and attack adequately well, although they are nowhere near as good as a cleric or sorcerer at these tasks. Their armament and weapon proficiency, as well as their animal companion, permits them to serve as an adequate warrior as well.

### Game Rule Information

Druids have the following game-system relevant notes and abilities.

**Abilities:** Druids have Wisdom as their most important ability score, since it determines both their spell power and wilderness survival ability. Strength, Dexterity, and Constitution are also important for wilderness survival and use of their combat spells. Intelligence is useful for skills, since they have a nice selection of skills to choose from. Charisma is important for their Wild Empathy class ability. Other than Wisdom, no single ability score is terribly important to all druids, although some might place a high value on certain ability scores because of the characteristics it relates to.

**Alignment:** Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.

**Hit Die:** d8.

**TABLE 3-7: THE DRUID**

Level	BAB	Fort	Ref	Will	Special
1st	+0	+2	+0	+2	Animal companion, nature sense, wild empathy
2nd	+1	+3	+0	+3	Woodland stride
3rd	+2	+3	+1	+3	Trackless step
4th	+3	+4	+1	+4	Resist nature's lure
5th	+3	+4	+1	+4	Wild shape (1/day)
6th	+4	+5	+2	+5	Wild shape (2/day)

7th	+5	+5	+2	+5	Wild shape (3/day)
8th	+6	+6	+2	+6	Wild shape (Large)
9th	+6	+6	+3	+6	Venom immunity
10th	+7	+7	+3	+7	Wild shape (4/day)
11th	+8	+7	+3	+7	Wild shape (Tiny)
12th	+9	+8	+4	+8	Wild shape (plant)
13th	+9	+8	+4	+8	A thousand faces
14th	+10	+9	+4	+9	Wild shape (5/day)
15th	+11	+9	+5	+9	Timeless body, wild shape (Huge)
16th	+12	+10	+5	+10	Wild shape (elemental 1/day)
17th	+12	+10	+5	+10	
18th	+13	+11	+6	+11	Wild shape (6/day, elemental 2/day)
19th	+14	+11	+6	+11	
20th	+15	+12	+6	+12	Wild shape (elemental 3/day, Huge elemental)

### Class Skills

The druid's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (geography), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

**Skill Points at 1st Level:** (4 + Intelligence modifier) x 4.

**Skill Points at Each Additional Level:** 4 + Intelligence modifier.

### Class Features

All of the following are class features of the druid.

**Weapon and Armor Proficiency:** Druids are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and all spears. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape (see below).

Druids are proficient with light and medium armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. (A druid may also wear wooden armor that has been altered by the *ironwood* spell so that it functions as though it were steel. See the *ironwood* spell description) Druids are proficient with shields (except tower shields) but must use only wooden ones.

A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

**Primary Spellcaster:** A druid casts divine spells from the druid spell list, is a primary spellcaster, and their casting ability score is Wisdom.

**Spontaneous Casting:** A druid can channel stored spell energy into summoning spells that he hasn't prepared ahead of time. He can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

**Chaotic, Evil, Good, and Lawful Spells:** A druid can't cast spells of an alignment opposed to his own or his deity's (if he has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

**Bonus Languages:** A druid's bonus language options include Sylvan, the language of woodland creatures. This choice is in addition to the bonus languages available to the character because of his race.

A druid also knows Druidic, a secret language known only to druids, which he learns upon becoming a 1st-level druid. Druidic is a free language for a druid; that is, he knows it in addition to his regular allotment of languages and it doesn't take up a language slot. Druids are forbidden to teach this language to nondruids. Druidic has its own alphabet.

**Animal Companion (Ex):** A druid may begin play with an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures are also available: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the druid on his adventures as appropriate for its kind.

A 1st-level druid's companion is completely typical for its kind except as noted below. As a druid advances in level, the animal's power increases as shown on the table. If a druid releases his companion from service, he may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace an animal companion that has perished.

A druid of 4th level or higher may select from alternative lists of animals (see below). Should he select an animal companion from one of these alternative lists, the creature gains abilities as if the character's druid level were lower than it actually is. Subtract the value indicated in the appropriate list header from the character's druid level and compare the result with the druid level entry on the table to determine the animal companion's powers. (If this adjustment would reduce the druid's effective level to 0 or lower, he can't have that animal as a companion.)

**Nature Sense (Ex):** A druid gains a +2 bonus on Knowledge (nature) and Survival checks. It also lets them know if something is safe to consume or not, but not why it is unsafe.

**Wild Empathy (Ex):** A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds his druid level and his Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

**Woodland Stride (Ex):** Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion (such as *entangle* and *spike growth*) still affect him.

**Trackless Step (Ex):** Starting at 3rd level, a druid leaves no trail, and cannot be tracked even by scent, in natural surroundings. He may choose to leave a trail, and thus be traceable, if so desired.

**Resist Nature's Lure (Ex):** Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

**Wild Shape (Su):** At 5th level, a druid gains the ability to turn himself into any Small or Medium animal and back again once per day. His options for new forms include all creatures with the Animal type. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per druid level, or until he changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

The form chosen must be that of an animal the druid is familiar with.

A druid loses his ability to speak while in animal form because he is limited to the sounds that a normal, untrained animal can make, but he can communicate normally with other animals of the same general grouping as his new form. (The normal sound a wild

parrot makes is a squawk, so changing to this form does not permit speech.)

A druid can use this ability more times per day at 6th, 7th, 10th, 14th, and 18th level, as noted on Table 3-7: The Druid. In addition, he gains the ability to take the shape of a Large animal at 8th level, a Tiny animal at 11th level, and a Huge animal at 15th level. The new form's Hit Dice can't exceed the character's druid level.

At 12th level, a druid becomes able to use Wild Shape to change into a Plant creature with the same size restrictions as for animal forms. (A druid can't use this ability to take the form of a plant that isn't a creature.)

At 16th level, a druid becomes able to use Wild Shape to change into a Small, Medium, or Large elemental (air, earth, fire, or water) once per day. These elemental forms are in addition to his normal Wild Shape usage. In addition to the normal effects of Wild Shape, the druid gains all the elemental's extraordinary, supernatural, and spell-like abilities. He also gains the elemental's feats for as long as he maintains the Wild Shape, but he retains his own creature type.

At 18th level, a druid becomes able to assume elemental form twice per day, and at 20th level he can do so three times per day. At 20th level, a druid may use this wild shape ability to change into a Huge elemental.

**Venom Immunity (Ex):** At 9th level, a druid gains immunity to all poisons.

**A Thousand Faces (Su):** At 13th level, a druid gains the ability to change his appearance at will, as if using the *alter self* spell, but only while in his normal form.

**Timeless Body (Ex):** After attaining 15th level, a druid no longer takes ability score penalties for aging and cannot be magically aged. Any penalties he may have already incurred, however, remain in place. Bonuses still accrue, and the druid still dies of old age when his time is up.

### Ex-Druids

A druid who ceases to revere nature, changes to a prohibited alignment, or teaches the Druidic language to a nondruid loses all spells and druid abilities (including his animal companion, but not including weapon, armor, and shield proficiencies). He cannot thereafter gain levels as a druid until he atones (see the *atonement* spell description).

### Premade Characters

#### Woodland Priest

**Race:** Elf **Class:** Druid 1

**Alignment:** True Neutral **HP:** 12

**BAB:** +0 (+1 Melee, +0 Ranged)

**AC:** 13 (+3 Hide)

**Str:** 12 **Dex:** 10 **Con:** 8 **Int:** 13 **Wis:** 15 **Cha:** 14

**Fort:** +1 **Reflex:** +0 **Will:** +4 (+6 against mind-affecting effects)

**Attack:** Longspear +1 melee (1d8+1)

**Abilities:** Animal Companion (Wolf), Nature Sense, Wild Empathy

**Skill (Ranks):** Handle Animal +6 (4), Knowledge (nature) +7 (4), Listen +8 (4), Spot +8 (4), Survival +8 (4)

**Armor/Weapon Proficiency:** Light and Medium armor; no shields, Simple weapons

**Feats:** Toughness (CL 1)

**Gear:** Longspear, Explorer's Outfit, Hide Armor, Spell Component Pouch, 15 gp

**Prepared Spells (4/2):** 0th-level - *create water*, *cure minor wounds* x 2, *light*; 1st-level - *cure light wounds*, *summon nature's ally I*

**Languages:** Common, Elf, Druidic, Draconic

## FIGHTER

All societies have in their ranks a group of people devoted to martial pursuits. The activities of the individuals may vary from defending the innocent, to soldiery, to brawling; but the training for all of them is much the same. If focuses on the capacity to use a wide array of gear, and not only survive but emerge victorious from brutal combats. In the process it is typical for these individuals to display a wide range of highly developed martial skills, which are learned due to both necessity and preference, instead of the social and mental skills that others develop over the course of their lives.

**Adventures:** Fighters get involved in any adventure that entails the possibility of combat; since combat is the one thing they excel at. Since this is most adventure, you can find a fighter in almost every adventuring party.

**Characteristics:** Fighters get both the hit points and attack capability to make them very capable warriors. In addition to this they get bonus feats at a rapid pace, specifically so that they can master the various arts of combat. This makes even the most specialized fighter a versatile physical combatant.

**Alignment:** Fighters can be of any alignment, with none preferred over the others.

**Religion:** Fighters often have some religious leanings, typically towards deities oriented towards combat. This is not to say that other faiths do not have fighters among their followers, but the warrior deities have the highest shares. This means that most religious fighters follow Conrax, Gron, Loranok, or Tevis.

**Background:** Fighters are usually the tough and rough children of their town, always getting into scrapes and fights. As they grow to adulthood this energy is channeled into martial pursuits, developing skill with all forms of armor and weaponry. Eventually they tend to settle on a particular weapon or combat form that best suits them.

**Races:** All races have fighters in their ranks, although some are better suited to this class than others. Dwarves in particular hold fighters in high esteem in their society, leading to many dwarves being fighters. Due to their small stature and weaker bodies, gnomes and halflings tend to not be fighters.

**Other Classes:** Fighters get along well with other physical classes such as barbarians and rangers, but the physically frail sorcerers and wizards tend to not get much respect from them. Fear yes, but not respect. They usually have no opinion as a group towards the other classes, but individuals might.

**Role:** Fighters in an adventuring party are the front-line combatants, although sometimes they serve as archers instead. Their wide range of armor and weapon options, combined with high hit points and base attack bonus, combine to make them formidable fighting machines in either case.

### Game Rule Information

Fighters have the following game-system relevant notes and abilities.

**Abilities:** The ability scores most important to a fighter depend on the type of combat the fighter will be engaging in most often. Melee fighters need a high Strength for carrying armor and hitting foes, as well as a high Constitution for hit points. Ranged combat fighters need a high Dexterity for hitting foes, and decent scores in both Strength and Constitution for carrying equipment and surviving return fire. Most fighters have a mix of these abilities at high values, so they can take maximum advantage of their combat versatility. All other ability scores are not really important to fighters.

**Alignment:** Any.

**Hit Die:** d10.

**TABLE 3-8: THE FIGHTER**

Level	BAB	Fort	Ref	Will	Special
1st	+1	+2	+0	+0	Bonus feat
2nd	+2	+3	+0	+0	Bonus feat
3rd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	Bonus feat
5th	+5	+4	+1	+1	
6th	+6	+5	+2	+2	Bonus feat
7th	+7	+5	+2	+2	
8th	+8	+6	+2	+2	Bonus feat
9th	+9	+6	+3	+3	
10th	+10	+7	+3	+3	Bonus feat
11th	+11	+7	+3	+3	
12th	+12	+8	+4	+4	Bonus feat
13th	+13	+8	+4	+4	
14th	+14	+9	+4	+4	Bonus feat
15th	+15	+9	+5	+5	
16th	+16	+10	+5	+5	Bonus feat
17th	+17	+10	+5	+5	
18th	+18	+11	+6	+6	Bonus feat
19th	+19	+11	+6	+6	
20th	+20	+12	+6	+6	Bonus feat

### Class Skills

The fighter's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

**Skill Points at 1st Level:** (2 + Intelligence modifier) x 4.

**Skill Points at Each Additional Level:** 2 + Intelligence modifier.

### Class Features

All of the following are class features of the fighter.

**Weapon and Armor Proficiency:** A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

**Bonus Feats:** At 1st level, a fighter gets a bonus combat feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. The fighter gains an additional bonus combat feat at 2nd level and every two fighter levels thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th). These bonus feats must be drawn from the feats noted as combat feats.

See the "Style" feats in Chapter 5 for a selection of feats that benefit fighters specifically.

### Premade Characters

#### **Enduring Soldier**

**Race:** Dwarf **Class:** Fighter 1

**Alignment:** True Neutral **HP:** 13

**BAB:** +1 (+2 Melee, +2 Ranged)

**AC:** 17 (+4 Scale Mail, +1 Dex, +2 Shield)

**Str:** 14 **Dex:** 13 **Con:** 17 **Int:** 10 **Wis:** 12 **Cha:** 6

**Fort:** +5 (+7 against poison) **Reflex:** +1 **Will:** +1 (+2 against spells, spell-like effects, and poison)

**Attack:** Dwarven Waraxe +2 melee (1d10+2)

**Abilities:** None

**Skill (Ranks):** Craft (weaponsmithing) +4 (4), Craft (bowmaking) +4 (4)

**Armor/Weapon Proficiency:** All armor, Shields; Simple and Martial weapons

**Feats:** Endurance (CL 1), Power Attack (fighter 1)

**Gear:** Dwarven Waraxe, Traveler's Outfit, Scale Mail, Large Steel Shield, 49 gp

**Spells:** None

**Languages:** Common, Dwarf

## **MONK**

Ascetic warriors, secluded spiritualists, or wandering strangers - call them what you will but they are all monks. A monk is somebody who has focused intense amounts of discipline, over a long period of time, into honing their body into a weapon as well as sharpening their awareness. They are skirmish fighters who are at their deadliest when unarmed and unarmored, possessing a wide array of features that enable them to excel in situations where being heavily armored and armed is a disadvantage.

**Adventures:** Monks usually engage in adventures that pit them against the forces of chaos, or that test their abilities. The entire reason they adventure is to gain the type of personal insights that can only come from living up to their ideals under the most hardships. This often leads them to facing large forces of marauding humanoids, hunting down murderers, or attempting to either suppress or assist rebellions. They can often be found as caravan guards and messengers as well, using the opportunity to travel to new places for new experiences.

**Characteristics:** Monks get the attacks and defenses needed to make them capable melee warriors, as well as the stealth skills needed to maneuver foes into the most disadvantageous positions. Coupled with investigative and scouting skills, as well as the most athletic capability of all classes.

**Alignment:** All monks are lawful, and most are lawful neutral. Evil monks are usually employed as spies and enforcers for despotic governments. Good monks are usually wanderers who seek to protect benevolent organizations, and to tear down malevolent ones.

**Religion:** Monks believe very strongly in self-reliance, leading them to not take up religious beliefs very easily. The few who become clerics tend to follow faiths of self-reliance and discipline. Most monks who take up religious indoctrination do so by taking levels of paladin.

**Background:** Monks tend to be orphans raised by other monks in monasteries, or the children of another monk raised into the lifestyle by their parent. In either case they are kept as separate from the outside world as much as possible during their childhood and early adolescence, only being allowed to freely interact with non-monks once they are close to the end of their training. This allows them to focus on the mental and physical disciplines needed to become monks without the distractions that other children enjoy.

**Races:** Most monks are human, or abandoned half-elves and half-orcs. Despite their favoring of discipline and martial prowess, the monkish reliance on unarmed combat means that few dwarves have the mentality needed to set up monk monasteries. Elven frivolity and fascination with arcane magic makes them poor candidates for monks as well. Other races occasionally form monasteries, some of which persist for centuries, but they are usually the result of human-trained monks from the race returning home to train their descendants.

**Other Classes:** Monks have a hard time relating to barbarians and bards, due to the lack of discipline of these classes. This very same attitude leads them to have easy friendships with paladins and wizards, even though they focus on different things in life. Due to their mutual obsession with self-reliance monks always get along with druids and rangers, even though the tendency towards solitude of the other two classes tends to make these friendships very short-lived. The obsession with equipment that is common to fighters and rogues is just bizarre to the mindset of a monk, leading them to be associated with only reluctantly. The introspection and fascination in the supernatural that rules the lives of psionicists and sorcerers both is relatable to a monk, and alienating to them.

**Role:** In a party a monk tends to fill the role of both a scout and skirmish warrior. They are often paired up with a paladin, their mobility and special attacks complimenting the paladin's melee and supernatural ability when fighting groups or powerful single foes. They can also help the party perform investigations, and reach difficult areas.

### Game Rule Information

Monks have the following game-system relevant notes and abilities.

**Abilities:** The primary ability score for monks is Wisdom, since it provides them with an AC bonus as well as being the basis for many of their class abilities and skills. After this Strength, Dexterity, and Constitution all have fairly equal importance, since they all affect the monk's melee combat ability. Intelligence is somewhat important, as it provides them with the skill points they need to take full advantage of their skill list. Charisma is almost completely unimportant to monks, since the class has no special abilities focused on it.

**Alignment:** Any lawful.

**Hit Die:** d8.

**TABLE 3-9: THE MONK**

Level	BAB	Fort	Ref	Will	Special	Flurry of Blows Attack Bonuses	Unarmed Damage <sup>1</sup>	AC Bonus	Speed Bonus
1st	+0	+2	+2	+2	Bonus feat, flurry of blows, unarmed strike, DR 1/–	–2/–2	1d6	+0	+0 ft.
2nd	+1	+3	+3	+3	Bonus feat, evasion	–1/–1	1d6	+0	+0 ft.
3rd	+2	+3	+3	+3	Still mind, elemental strike	+0/+0	1d6	+0	+10 ft.
4th	+3	+4	+4	+4	Ki strike (magic), slow fall 20 ft.	+1/+1	1d8	+0	+10 ft.
5th	+3	+4	+4	+4	Purity of body, DR 2/–	+2/+2	1d8	+1	+10 ft.
6th	+4	+5	+5	+5	Bonus feat, slow fall 30 ft.	+3/+3	1d8	+1	+20 ft.
7th	+5	+5	+5	+5	Elemental tolerance, wholeness of body	+4/+4	1d8	+1	+20 ft.
8th	+6	+6	+6	+6	Slow fall 40 ft.	+5/+5/+0	1d10	+1	+20 ft.
9th	+6	+6	+6	+6	Improved evasion	+6/+6/+1	1d10	+1	+30 ft.
10th	+7	+7	+7	+7	Ki strike, (lawful) slow fall 50 ft., DR 3/–	+7/+7/+2	1d10	+2	+30 ft.
11th	+8	+7	+7	+7	Diamond body, greater flurry	+8/+8/+8/+3	1d10	+2	+30 ft.
12th	+9	+8	+8	+8	Abundant step, slow fall 60 ft.	+9/+9/+9/+4	2d6	+2	+40 ft.
13th	+9	+8	+8	+8	Diamond soul, elemental gift	+9/+9/+9/+4	2d6	+2	+40 ft.
14th	+10	+9	+9	+9	Slow fall 70 ft.	+10/+10/+10/+5	2d6	+2	+40 ft.
15th	+11	+9	+9	+9	Quivering palm, DR 4/–	+11/+11/+11/+6/+1	2d6	+3	+50 ft.
16th	+12	+10	+10	+10	Ki strike (adamantine), slow fall 80 ft.	+12/+12/+12/+7/+2	2d8	+3	+50 ft.
17th	+12	+10	+10	+10	Timeless body, tongue of the sun and moon	+12/+12/+12/+7/+2	2d8	+3	+50 ft.
18th	+13	+11	+11	+11	Slow fall 90 ft.	+13/+13/+13/+8/+3	2d8	+3	+60 ft.
19th	+14	+11	+11	+11	Empty body	+14/+14/+14/+9/+4	2d8	+3	+60 ft.
20th	+15	+12	+12	+12	Perfect self, slow fall any distance, DR 5/–	+15/+15/+15/+10/+5	2d10	+4	+60 ft.

<sup>1</sup> The value shown is for Medium monks. See “Small or Large Monk Unarmed Damage” below for Small or Large monks.

### Class Skills

The monk's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana/religion) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

**Skill Points at 1st Level:** (4 + Intelligence modifier) x 4.

**Skill Points at Each Additional Level:** 4 + Intelligence modifier.

### Class Features

All of the following are class features of the monk.

**Weapon and Armor Proficiency:** Monks are proficient with club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shuriken, siangham, and sling. Monks are not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a monk loses his AC bonus, as well as his fast movement and flurry of blows abilities.

**AC Bonus (Ex):** When unarmored and unencumbered, the monk adds his Wisdom bonus (if any) to his AC. In addition, a monk gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five monk levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level).

These bonuses to AC apply even against touch attacks or when the monk is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

**Flurry of Blows (Ex):** When unarmored, a monk may strike with a flurry of blows at the expense of accuracy. When doing so, he may make one extra attack in a round at his highest base attack bonus, but this attack takes a –2 penalty, as does each other attack made that round. The resulting modified base attack bonuses are shown in the Flurry of Blows Attack Bonus column on Table 3-9: The Monk. This penalty applies for 1 round, so it also affects attacks of opportunity the monk might make before his next action. When a monk reaches 5th level, the penalty lessens to –1, and at 9th level it disappears. A monk must use a full attack action to strike with a flurry of blows.

When using flurry of blows, a monk may attack only with unarmed strikes or with special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham). He may attack with unarmed strikes and special monk weapons interchangeably as desired. When using weapons as part of a flurry of blows, a monk applies his Strength bonus (not Strength bonus x 1-1/2 or x 1/2) to his damage rolls for all successful attacks, whether he wields a weapon in one or both hands. The monk can't use any weapon other than a special monk weapon as part of a flurry of blows.

In the case of the quarterstaff, each end counts as a separate weapon for the purpose of using the flurry of blows ability. Even though the quarterstaff requires two hands to use, a monk may still intersperse unarmed strikes with quarterstaff strikes, assuming that he has enough attacks in his flurry of blows routine to do so.

When a monk reaches 11th level, his flurry of blows ability improves. In addition to the standard single extra attack he gets from flurry of blows, he gets a second extra attack at his full base attack bonus.

**Unarmed Strike:** At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a monk may even make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes.

Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

A monk's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A monk also deals more damage with his unarmed strikes than a normal person would, as shown on Table 3-9: The Monk. The unarmed damage on Table 3-9: The Monk is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage, as shown below.

Small or Large Unarmed Damage		
Level	Small Monk	Large Monk
1st-3rd	1d4	1d8
4th-7th	1d6	2d6
8th-11th	1d8	2d8
12th-15th	1d10	3d6
16th-19th	2d6	3d8
20th	2d8	4d8

Monks with a natural weapon deal the better of their unarmed or natural weapon damage, plus one size category (as if a weapon), when attacking with that natural weapon.

**Damage Reduction (Ex):** The hardening of bones and thickening scars on their skin provides monks with added protection from physical damage. They gain Damage Reduction of 1/– at 1st-level, 2/– at 5th-level, 3/– at 10th-level, 4/– at 15th-level, and 5/– at 20th-level. This DR is cumulative with DR from any other source.

**Bonus Feat:** As a monk gains levels they gain feats in addition to those they acquire for their character level. Their monk level, as shown below, determines the exact feats open to them. A monk need not have any of the prerequisites normally required for these feats to select them.

- \* *1st level:* Improved Grapple or Stunning Fist
- \* *2nd level:* Combat Reflexes or Deflect Arrows
- \* *6th level:* Improved Disarm or Improved Trip.

**Evasion (Ex):** At 2nd level or higher if a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

**Fast Movement (Ex):** At 3rd level, a monk gains an enhancement bonus to his speed, as shown on Table 3-9: The Monk. A monk in armor or carrying a medium or heavy load loses this extra speed.

**Still Mind (Ex):** A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

**Elemental Strike (Su):** At 3rd-level, a monk chooses an element to associate with: air (electricity), earth (acid), fire, or water (cold). All of their unarmed strikes now deal their Wisdom modifier in additional damage of that element type.

**Ki Strike (Su):** At 4th level, a monk's unarmed attacks are empowered with ki. His unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. Ki strike improves with the character's monk

level. At 10th level, his unarmed attacks are also treated as lawful weapons for the purpose of dealing damage to creatures with damage reduction. At 16th level, his unarmed attacks are treated as adamantite weapons for the purpose of dealing damage to creatures with damage reduction and bypassing hardness.

**Slow Fall (Ex):** At 4th level or higher, a monk within arm's reach of a wall can use it to slow his descent. When first using this ability, he takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow his fall (that is, to reduce the effective distance of the fall when next to a wall) improves with his monk level until at 20th level he can use a nearby wall to slow his descent and fall any distance without harm.

**Purity of Body (Ex):** At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

**Elemental Tolerance (Su):** At 7th-level or higher, a monk gains resistance of 10 to the same type of energy that they use for their Elemental Strike ability.

**Wholeness of Body (Su):** At 7th level or higher, a monk can heal his own wounds. He can heal a number of hit points of damage equal to twice his current monk level each day, and he can spread this healing out among several uses.

**Improved Evasion (Ex):** At 9th level, a monk's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion.

**Diamond Body (Su):** At 11th level, a monk gains immunity to poisons of all kinds.

**Abundant Step (Su):** At 12th level or higher, a monk can slip magically between spaces, as if using the spell *dimension door*, once per day. His caster level for this effect is one-half his monk level (rounded down).

**Diamond Soul (Ex):** At 13th level, a monk gains spell resistance equal to his current monk level + 10. In order to affect the monk with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the monk's spell resistance.

**Elemental Gift (Su):** At 13th-level, a monk gains a special benefit based on their close spiritual association with the element that is used in their Elemental Strike ability.

\* **Air:** The monk is surrounded at all times by favorable winds that help protect him from ranged attacks. Ranged weapon attacks (but not rays or pure energy attacks) have a 20% chance of missing him, before any attack roll is made.

\* **Earth:** The monk is sustained by physical contact with the raw earth. He does not need food or water for a day if they spend at least eight hours in physical contact with unworked earth (walking will do), and will also heal twice as fast for that night's rest.

\* **Fire:** The monk's body "runs hot", making it harder for pathogens to affect him. He gains a +4 bonus on all saves against poisons and diseases, even those that are supernatural in nature.

\* **Water:** The monk's blood can be used as a powerful healing draught. His Wholeness of Body ability adds the monk's Wisdom modifier to their level for purposes of how much they can heal, and by taking one point of damage the monk can use Wholeness of Body on a living creature that they touch.

**Quivering Palm (Su):** Starting at 15th level, a monk can set up vibrations within the body of another creature that can thereafter be fatal if the monk so desires. He can use this quivering palm attack once a week, and he must announce his intent before making his attack roll. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected. Otherwise, if the monk strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter the monk can try to slay the victim at any later time, as long as the attempt is made within a number of days

equal to his monk level. To make such an attempt, the monk merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + 1/2 the monk's level + the monk's Wisdom modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but another one at a later time may still affect it.

**Timeless Body (Ex):** Upon attaining 17th level, a monk no longer takes penalties to his ability scores for aging and cannot be magically aged. Any such penalties that he has already taken, however, remain in place. Bonuses still accrue, and the monk still dies of old age when his time is up.

**Tongue of the Sun and Moon (Ex):** A monk of 17th level or higher can speak with any living creature.

**Empty Body (Su):** At 19th level, a monk gains the ability to assume an ethereal state for 1 round per monk level per day, as though using the spell *etherealness*. He may go ethereal on a number of different occasions during any single day, as long as the total number of rounds spent in an ethereal state does not exceed his monk level.

**Perfect Self:** At 20th level, a monk becomes a magical creature. He is forevermore treated as an outsider rather than as a humanoid (or whatever the monk's creature type was) for the purpose of spells and magical effects. Additionally, the monk gains damage reduction 10/magic, which allows him to ignore the first 10 points of damage from any attack made by a nonmagical weapon or by any natural attack made by a creature that doesn't have similar damage reduction. Unlike other outsiders, the monk can still be brought back from the dead as if he were a member of his previous creature type.

### Ex-Monks

A monk who becomes nonlawful cannot gain new levels as a monk but retains all monk abilities.

Like a member of any other class, a monk may be a multiclass character, but multiclass monks face a special restriction. A monk who gains a new class or (if already multiclass) raises another class by a level may never again raise his monk level, though he retains all his monk abilities.

## Premade Characters

### Martial Artist

**Race:** Human **Class:** Monk 1

**Alignment:** Lawful Neutral **HP:** 9

**BAB:** +0 (+1 Melee, +2 Ranged)

**AC:** 14 (+2 Dex, +2 Wis)

**Str:** 13 **Dex:** 15 **Con:** 12 **Int:** 10 **Wis:** 14 **Cha:** 8

**Fort:** +3 **Reflex:** +4 **Will:** +4

**Attack:** Unarmed +1 melee (1d6+1)

**Abilities:** Flurry of Blows, DR 1/–

**Skill (Ranks):** Escape Artist +6 (4), Listen +6 (4), Sense Motive +6 (4), Spot +6 (4), Tumble +6 (4)

**Armor/Weapon Proficiency:** No armor or shields; club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shuriken, siangham, and sling

**Feats:** Stunning Fist (Monk 1), Dodge (Human), Mobility (CL 1), Improved Unarmed Strike (monk)

**Gear:** Traveler's Outfit, 11 gp, 5 sp

**Languages:** Common

### Orcish Fist

**Race:** Half-Orc **Class:** Monk 1

**Alignment:** Lawful Neutral **HP:** 14

**BAB:** +0 (+3 Melee, +0 Ranged)

**AC:** 12 (+2 Wis)

**Str:** 16 **Dex:** 10 **Con:** 13 **Int:** 10 **Wis:** 15 **Cha:** 6

**Fort:** +3 **Reflex:** +2 **Will:** +4

**Attack:** Unarmed +3 Melee (1d6+3)

**Abilities:** Darkvision 60 ft., Extra Hit Points, Flurry of Blows, DR 1/–

**Skill (Ranks):** Listen +6 (4), Sense Motive +6 (4), Spot +6 (4), Tumble +7 (4)

**Armor/Weapon Proficiency:** No armor or shields; club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shuriken, siangham, and sling

**Feats:** Stunning Fist (Monk 1), Skill Focus - Tumble (Half-Orc), Toughness (CL 1)

**Gear:** Monk's Outfit, 7 gp, 5 sp

**Languages:** Common, Orc

## PALADIN

A warrior for truth and justice, all in the name of a benevolent deity or philosophy. They travel the land seeking evil to destroy for the greater good, or serve as the protectors and judges of a settled area. Their greatest benefit is not their formidable martial capabilities, their supernatural powers, or their spellcasting ability - but the common knowledge that paladins are the most honest and honorable people in the world. They must be, since failure to uphold to their strict moral code results in the loss of all their divinely granted abilities...leaving them as a poor-man's fighter.

**Adventures:** Paladins are willing to engage in any quest that will either destroy a force of evil, or protect the innocent from harm. They can often be found escorting people through areas known to be infested with monsters, guarding the border of a settlement in a monster-heavy area, or traveling the land in search of evil to vanquish. Occasionally they are also engaged to investigate a crime, when the regular investigators are either too busy with other endeavors or are suspect themselves. These activities usually lead them to join groups where individual members can compliment their own abilities, and have similar goals or areas of operation.

**Characteristics:** Paladins have powerful melee combat ability, but usually only when facing foes they know are evil. To help with this they are given the spell-like ability to detect if others are evil or not, at any time. Combined with a strong compliment of defensive supernatural abilities, including some healing, and limited divine spellcasting capacity a paladin is a reasonable combat and support character for any group.

**Alignment:** Paladins must not only be both lawful and good, but they must epitomize the concept or risk losing their paladin special abilities. They cannot knowingly associate with people who are evil, or that consistently violate their code of conduct, either.

**Religion:** Paladins usually follow deities of justice or benevolence, but any deity they follow must be lawful neutral, lawful good, or neutral good. Some few instead follow the concept of justice and benevolence itself, preferring to keep even the gods themselves in line if they must.

**Background:** Paladins are usually children of notable piety and personal magnetism, taken in and trained by the church to serve as a defender of the faith and community. They are given moral and religious indoctrination by their church, and martial training by either other paladins or hired trainers. During this whole time they spend many hours a day in humble service to the community they live in, as stable hands or other unskilled laborers, to teach them both humility and the rewards of public service.

**Races:** Most paladins are humans or dwarves, coming from communities where discipline and the good of the community are strong cultural ideals. Many paladins are gnomes or halflings,

thanks to the focus both races have on forming a strong and mutually beneficial community. A few of the other races are also paladins, but this is usually because they grew up in areas dominated by a race that has more common paladins, and were trained in their churches.

**Other Classes:** Paladins do not get along at all well with barbarians and bards, thanks to the focus on what they see as the selfishness of those classes. They get along reasonably well with the more self-reliant and solitary druids, monks, and rangers. They respect both clerics and fighters, especially if they follow the same religion or an allied one. Rogues are viewed with mistrust, mainly for their seemingly dishonorable reliance on stealth and backstabbing. They can respect the other classes, but rarely get along with them except as individuals.

**Role:** Paladins serve as party melee combatants and combat support. Their melee capacity is usually weaker than that of a fighter or barbarian, thanks to their need to focus on more ability scores, but this is more than made up for when they are given the chance to use their Smite Evil and melee spellcasting abilities. Their defensive aura and healing powers also help them assist the rest of the party in dealing with foes that have special attacks. While they are not as powerful at turning undead as most clerics, their ability to do so while in melee makes them valuable for parties that do not have a lot of clerical support capability.

### Game Rule Information

Paladins have the following game-system relevant notes and abilities.

**Abilities:**

**Alignment:** Lawful good.

**Hit Die:** d10.

**TABLE 3-10: THE PALADIN**

Level	BAB	Fort	Ref	Will	Special
1st	+1	+2	+0	+0	Aura of good, <i>detect evil</i> , smite evil 1/day
2nd	+2	+3	+0	+0	Divine grace, lay on hands
3rd	+3	+3	+1	+1	Aura of courage, divine health
4th	+4	+4	+1	+1	Turn undead
5th	+5	+4	+1	+1	Smite evil 2/day, <i>special mount</i>
6th	+6	+5	+2	+2	<i>Remove disease</i> 1/week
7th	+7	+5	+2	+2	
8th	+8	+6	+2	+2	
9th	+9	+6	+3	+3	<i>Remove disease</i> 2/week
10th	+10	+7	+3	+3	Smite evil 3/day
11th	+11	+7	+3	+3	
12th	+12	+8	+4	+4	<i>Remove disease</i> 3/week
13th	+13	+8	+4	+4	
14th	+14	+9	+4	+4	
15th	+15	+9	+5	+5	<i>Remove disease</i> 4/week, smite evil 4/day
16th	+16	+10	+5	+5	
17th	+17	+10	+5	+5	
18th	+18	+11	+6	+6	<i>Remove disease</i> 5/week
19th	+19	+11	+6	+6	
20th	+20	+12	+6	+6	Smite evil 5/day

### Class Skills

The paladin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility and royalty / religion) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

**Skill Points at 1st Level:** (2 + Intelligence modifier) x 4.

**Skill Points at Each Additional Level:** 2 + Intelligence modifier.

### Class Features

All of the following are class features of the paladin.

**Weapon and Armor Proficiency:** Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

**Secondary Spellcaster:** A paladin casts divine spells from the paladin spell list, is a secondary spellcaster, and their casting ability score is Wisdom. There are no paladin spells above 5th-level, but paladins can gain 5th-level spell slots in order to use metamagic-enhanced spell.

**Aura of Good (Ex):** The power of a paladin's aura of good (see the *detect good* spell) is equal to his paladin level.

**Detect Evil (Sp):** At will, a paladin can use *detect evil*, as the spell.

**Smite Evil (Su):** Once per day, a paladin may attempt to smite evil with one normal melee attack. He adds his Charisma bonus (if any) to his attack roll and deals 1 extra point of damage per paladin level. If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

At 5th level, and at every five levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table 3-10: The Paladin, to a maximum of five times per day at 20th level.

**Divine Grace (Su):** At 2nd level, a paladin gains a bonus equal to his Charisma bonus (if any) on all saving throws.

**Lay on Hands (Su):** Beginning at 2nd level, a paladin with a Charisma score of 12 or higher can heal wounds (his own or those of others) by touch. Each day he can heal a total number of hit points of damage equal to his paladin level x his Charisma bonus. A paladin may choose to divide his healing among multiple recipients, and he doesn't have to use it all at once. Using lay on hands is a standard action.

Alternatively, a paladin can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The paladin decides how many of his daily allotment of points to use as damage after successfully touching an undead creature.

If a paladin is reduced to 0 or fewer hit points automatically discharges all of his remaining lay on hands into himself as a free action.

**Aura of Courage (Su):** Beginning at 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of his gains a +4 morale bonus on saving throws against fear effects. This ability functions while the paladin is conscious, but not if he is unconscious or dead.

**Divine Health (Ex):** At 3rd level, a paladin gains immunity to all diseases, including supernatural and magical diseases.

**Turn Undead (Su):** When a paladin reaches 4th level, he gains the supernatural ability to turn undead. He may use this ability a number of times per day equal to 3 + his Charisma modifier. He turns undead as a cleric of three levels lower would.

**Special Mount (Sp):** Upon reaching 5th level, a paladin gains the service of an unusually intelligent, strong, and loyal steed to serve his in his crusade against evil (see below). This mount is usually a heavy warhorse (for a Medium paladin) or a warpony (for a Small paladin).

Once per day, as a full-round action, a paladin may magically call his mount from the celestial realms in which it resides. This ability is the equivalent of a spell of a level equal to one-third the paladin's class level. The mount immediately appears adjacent to the paladin and remains for 2 hours per paladin level; it may be dismissed at any time as a free action. The mount is the same creature each time it is summoned, though the paladin may release a particular mount from service.



Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration (calling) effect.

Should the paladin's mount die, it immediately disappears, leaving behind any equipment it was carrying. The paladin may not summon another mount for thirty days or until he gains a paladin level, whichever comes first, even if the mount is somehow returned from the dead. During this thirty-day period, the paladin takes a -1 penalty on attack and weapon damage rolls.

**Remove Disease (Sp):** At 6th level, a paladin can produce a remove disease effect, as the spell, once per week. He can use this ability one additional time per week for every three levels after 6th (twice per week at 9th, three times at 12th, and so forth).

**Code of Conduct:** A paladin must be of lawful good alignment and loses all class abilities if he ever willingly commits an evil act. Additionally, a paladin's code requires that he respect legitimate authority, act with honor (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.

**Associates:** While he may adventure with characters of any good or neutral alignment, a paladin will never knowingly associate with evil characters, nor will he continue an association with someone who consistently offends his moral code. A paladin may accept only henchmen, followers, or cohorts who are lawful good.

### Ex-Paladins

A paladin who ceases to be lawful good, who willfully commits an evil act, or who grossly violates the code of conduct loses all paladin spells and abilities (including the service of the paladin's mount, but not weapon, armor, and shield proficiencies). He may not progress any farther in levels as a paladin. He regains his abilities and advancement potential if he atones for his violations (see the atonement spell description), as appropriate.

Like a member of any other class, a paladin may be a multiclass character, but multiclass paladins face a special restriction. A paladin who gains a level in any class other than paladin may never again raise his paladin level, though he retains all his paladin abilities.

### Premade Characters

#### **Resolute Protector**

**Race:** Dwarf **Class:** Paladin 1

**Alignment:** Lawful Good **HP:** 17

**BAB:** +1 (+2 Melee, +1 Ranged)

**AC:** 16 (+2 Shield, +4 Chain Shirt)

**Str:** 13 **Dex:** 10 **Con:** 15 **Int:** 8 **Wis:** 12 **Cha:** 14

**Fort:** +4 **Reflex:** +0 **Will:** +1

**Attack:** Dwarven Waraxe +2 melee (1d10+2)

**Abilities:** Darkvision 60 ft., +2 save vs Magic and Poison, *Detect Evil*, *Smite Evil* (1/day)

**Skill (Ranks):** Concentration +4 (2), Knowledge (religion) +1 (2)

**Armor/Weapon Proficiency:** All armor, Shields; Simple and Martial weapons

**Feats:** Toughness (CL 1)

**Gear:** Dwarven Waraxe, Chain Shirt, Heavy Wooden Shield, Holy Symbol (wooden), Explorer's Outfit, 2gp

**Languages:** Common, Dwarven

#### **Sword of Righteousness**

**Race:** Human **Class:** Paladin 1

**Alignment:** Lawful Good **HP:** 12

**BAB:** +1 (+2 Melee, +0 Ranged)

**AC:** 13 (+4 Scale Mail, -1 Dex)

**Str:** 13 **Dex:** 8 **Con:** 14 **Int:** 10 **Wis:** 12 **Cha:** 15

**Fort:** +4 **Reflex:** -1 **Will:** +1

**Attack:** Greatsword +2 melee (2d6+2)

**Abilities:** *Detect Evil*, *Smite Evil* (1/day)

**Skill (Ranks):** Concentration +6 (4) Heal +2 (1), Knowledge (religion) +3 (3)

**Armor/Weapon Proficiency:** All armor, Shields; Simple and Martial weapons

**Feats:** Power Attack (Human), Cleave (CL 1)

**Gear:** Traveler's Outfit, Greatsword, Scale Mail, Holy Symbol (Silver), 24 gp

**Languages:** Common

## **PSIONICIST**

Masters of mental arts and mysteries that most don't even know about, these philosophical masters are often confused for sorcerers by those who do not have any knowledge of psionics.

It would be unwise to categorize any psionicist, however. They all may use the same map on their personal ways to self-empowerment, but they each follow a path that is clear only to them. No two practitioners of this mental art are the same; many are violently antisocial, while others are unbelievably gregarious. Some are voracious intellectuals; while others are content to let somebody else do their thinking for them. When it comes to Psionicists, the only similarity is that they are all very dissimilar.

Psionicists are often subcategorized according to their particular areas of expertise. Those with a lot of Ectogenesis powers are called creators. Those with a lot of ESP powers are called seers. Those with a lot of Psychokinetic powers are called kinetics. Those with a lot of Psychometabolic powers are called fleshchangers. Those with a lot of Psychoportation powers are called travelers. Those with a lot of Telepathic powers are called mindbenders.

**Adventures:** Psionicist characters tend to go on adventures where their particular style of powers will come in the handiest. Fleshchangers take combat missions, mindbenders are more inclined to social and city adventures, seers prefer investigations, and so forth. While their varying array of powers lets almost any psionicist be useful in any type of adventure, playing to his strengths is one of the things a psionicist does best.

**Characteristics:** Psionicists are ultimately mutable, having not only a wide array of abilities, but also the ability to use whatever is handiest as often as might be needed. While their total number of effects, and the strength of each of them, tends to be lesser than the spellcasting classes. The total mutability of how often they can use these effects makes up for their disadvantages in comparison to spellcasting classes. Even the more combat-oriented of psionicists are still primarily special-ability dependant classes, and avoid "straight up" fights whenever possible.

**Alignment:** Psionicists are of all types of alignments, although the rigor and discipline this class requires is most attractive to lawful characters.

**Religion:** Psionics, and its prime practitioner the psionicist, are about understanding the nature of the universe for oneself. This understanding, and rigorous mental discipline, allows them to manipulate the very fabric of existence. This leads to a philosophy of self-reliance and personal ability among psionicists, which is the antithesis of most religions. This tends to make them less likely to have any strong religious beliefs at all; but should not be confused with a lack of morality or spirituality, both of which they usually have quite a lot of. They know the gods exist, but they seek to

understand the nature of reality for themselves, rejecting any easy answers.

**Background:** Psionicists usually discover their penchant for psychic ability early in life. At a young age they are questioning and inquisitive, wondering about the “how” more than the “why” of the world. This subtle distinction leads them to slowly question the nature of everything in their experience, and eventually to discovering that with a focused will they can change this nature. While psionicists often come together to trade discoveries and creations, in the end each psionicist follows a personal path of enlightenment.

**Races:** Humans are by far the most inclined towards taking levels in psionist, being the most adaptable of the races. Halflings come a close second, due mainly to their inquisitive nature. While all other races boast psionic members, these two can boast the highest *ratio* of psionists.

**Other Classes:** Psionicists get along best with wizards and sorcerers, as they each share many of the psionists’ core beliefs and personality traits. They can be comfortable with clerics, providing they keep the proselytizing to a minimum, but the overwhelming personalities of bards and paladins tend to grate on a psionist’s nerves.

**Role:** Psionists tend to fill any role in a party that another party member could fill, just in a different manner. Fleshchangers make great muscle or healers. Travelers make amazing skirmishers. Kinetics are decent artillery. Seers are awesome information gatherers. Creators are the best at utility effects and cannon fodder creation. Mindbenders are the best “face” a group could have. The versatility of a psionist’s power selection usually means that, in addition to filling most of one party role, they can also make-do in at least one other party role. This is not a threat to any other class’ party role, since while a psionist can produce a wide amount of effects they are usually weaker at them than another class that specializes in that party role.

		<u>Manifester Levels</u>	
<u>Total</u>	<u>Base Power</u>	<u>Total</u>	<u>Base Power</u>
<u>Level</u>	<u>Points</u>	<u>Level</u>	<u>Points</u>
1st	2	11th	67
2nd	4	12th	79
3rd	7	13th	92
4th	11	14th	106
5th	16	15th	121
6th	22	16th	137
7th	29	17th	154
8th	37	18th	172
9th	46	19th	191
10th	56	20th	211

**Game Rule Information**

Psionists have the following game-system relevant notes and abilities.

**Abilities:** All psionists need Wisdom, both for bonus Power Points and proficiency with the support powers of ESP and Psychoportation. Intelligence is also important to them for access to their wide list of useful and mostly Intelligence-linked skills, and for increasing the saving throw DCs of their Ectogenesis and Psychokinesis powers. Charisma is vital for psionists that want to focus on psionic combat and Telepathy, both of which can be very potent abilities, but is not important for more physically oriented psionists. Constitution is vital for those who want to focus on the more melee combat oriented Psychometabolism powers, and provides them with the hit points needed to survive melee combat reliably. This widespread reliance on four ability scores means that most psionists usually focus on only one or two ability scores, and sometimes picks up useful or desirable abilities of a third, leading to great variability among psionists.

**Alignment:** Any.  
**Hit Die:** d6.

**TABLE 3-11: THE PSIONICIST**

Level	BAB	Fort	Ref	Will	Abilities
1st	+0	+1	+0	+2	Psionic combat modes, bonus feat, bonus power points
2nd	+1	+1	+0	+3	Bonus feat
3rd	+1	+2	+1	+3	Bonus power points
4th	+2	+2	+1	+4	Bonus feat, combat mode
5th	+2	+3	+1	+4	Bonus power points
6th	+3	+3	+2	+5	Bonus feat
7th	+3	+4	+2	+5	Bonus power points
8th	+4	+4	+2	+6	Bonus feat, combat mode
9th	+4	+5	+3	+6	Bonus power points
10th	+5	+5	+3	+7	Bonus feat
11th	+5	+6	+3	+7	Bonus power points
12th	+6	+6	+4	+8	Bonus feat, combat mode
13th	+6	+7	+4	+8	Bonus power points
14th	+7	+7	+4	+9	Bonus feat
15th	+7	+8	+5	+9	Bonus power points
16th	+8	+8	+5	+10	Bonus feat, combat mode
17th	+8	+9	+5	+10	Bonus power points
18th	+9	+9	+6	+11	Bonus feat
19th	+9	+10	+6	+11	Bonus power points
20th	+10	+10	+6	+12	Bonus feat, combat mode

**Class Skills**

The psionist’s class skills (and the key ability for each skill) are Autohypnosis (Wis), Concentration (Con), Craft (Int), Diplomacy (Cha), Harness Subconscious (Wis), Intimidate (Cha), Knowledge (Int), Profession (Wis), Psicraft (Int), Sense Motive (Wis), Stabilize Self (Con), Twist (Wis), and Use Psionic Device (Cha).

**Skill Points at 1st Level:** (4 + Intelligence modifier) x4  
**Skill Points Each Additional Level:** 4 + Intelligence modifier

**Class Abilities**

All of the following are class features of the Psionist.  
**Weapon and Armor Proficiency:** A psionist is proficient with all simple weapons. They are not proficient with any type of armor or shield. If they wear armor or use a shield they are not proficient with, apply the Armor Check Penalty to the saving throws of their psionic powers and attack modes.

**Manifesting:** Each level in Psionist counts as a Manifester Level. Their Common Knack Pool is 5.

**Bonus Power Points:** Psionists receive their positive Wisdom modifier in bonus Power Points every odd Psionist level. Manifester levels gained from other psionic classes *do not* count towards Psionist levels when determining bonus Power Points. If their Wisdom modifier is not positive, they do not lose Power Points.

Only the character’s Wisdom modifier when he wakes each day is used to determine his bonus Power Points. Any alterations to his Wisdom during the day do not retroactively alter his bonus Power Points. If his Wisdom is penalized or damaged when he wakes, then he must retroactively figure his bonus Power Points for the remainder of the day.

**Psionic Combat Modes:** First-level Psionists receive five free psionic combat modes. If they had combat modes from first possessing monstrous Hit Dice, then they only receive two free psionic combat modes (this would bring their total of free psionic combat modes up to five). At first Psionist level a character can choose to trade in these two extra Psionic Combat Modes (or take just three if no monstrous Hit Die) for a bonus Psionic Knack feat.

**Combat Mode:** Every four levels after first, a Psionicist learns an additional psionic combat mode.

**Bonus Feats:** Choose any Psionic feat you fulfill the prerequisites for.

### Premade Characters

#### Adventuring Mindbender

**Race:** Human **Class:** Psionicist 1

**Alignment:** True Neutral **HP:** 10

**BAB:** +0 (–1 Melee, +2 Ranged)

**AC:** 12 (+2 Dex)

**Str:** 8 **Dex:** 14 **Con:** 10 **Int:** 13 **Wis:** 12 **Cha:** 15

**Fort:** +1 **Reflex:** +2 **Will:** +3

**Attack:** Light Crossbow +2 ranged (1d8)

**Abilities:** Psionic Combat Modes x5, Bonus Power Points

**Skill (Ranks):** Concentration +4 (4), Knowledge (psionics) +5 (4), Psicraft +5 (4), Twist +5 (4), Use Psionic Device +6 (4)

**Armor/Weapon Proficiency:** No armor or shields; Simple weapons.

**Feats:** Inner Strength (Human), Toughness (CL 1), Thought Projection (Psionicist 1)

**Gear:** Light Crossbow, Traveler's Outfit, 40 Bolts, Spell Component Pouch, 30 gp

**Psionics:** 5 Power Points; PCB +2; *empty mind, id insinuation, intellect fortress, mind blast, psychic crush*

**Languages:** Common, Dwarven

#### Artillery Kinetic

**Race:** Halfling **Class:** Psionicist 1

**Alignment:** Lawful Neutral **HP:** 6

**BAB:** +0 (–1 Melee, +2 Ranged)

**AC:** 13 (+1 Size, +2 Dex)

**Str:** 6 **Dex:** 15 **Con:** 10 **Int:** 15 **Wis:** 14 **Cha:** 12

**Fort:** +2 **Reflex:** +3 **Will:** +5

**Attack:** Fire Finger +3 ranged touch (1d4 fire), or Force Blast Fortitude DC 12 half (1d6+2 force), or Light Crossbow +2 ranged (1d8)

**Abilities:** +1 to hit with thrown, Psionic Combat Modes x5, Bonus Power Points

**Skill (Ranks):** Concentration +4 (4), Harness Subconscious +6 (4), Knowledge (psionics) +6 (4), Psicraft +6 (4), Twist +6 (4), Use Psionic Device +5 (4)

**Armor/Weapon Proficiency:** No armor or shields; Simple weapons.

**Feats:** Fire Finger (CL 1), Force Blast (Psionicist 1)

**Gear:** Light Crossbow, Traveler's Outfit, 40 Bolts, 35 gp

**Psionics:** 4 Power Points; PCB +1; *empty mind, id insinuation, intellect fortress, mind blast, psychic crush; Thought Projection* (Cha)

**Languages:** Common, Dwarven, Gnomish, Halfling

#### Warrior Fleshchanger

**Race:** Dwarf **Class:** Psionicist 1

**Alignment:** Lawful Good **HP:** 8

**BAB:** +0 (+2 Melee, +0 Ranged)

**AC:** 12 (+2 leather), DR 2/adamantine (*Psionic Flesh*)

**Str:** 14 **Dex:** 10 **Con:** 15 **Int:** 12 **Wis:** 13 **Cha:** 8

**Fort:** +3 **Reflex:** +0 **Will:** +3

**Attack:** *Exomorphics* thorny hand +2 melee (1d3+3, +1d4 *Psionic Fist*)

**Abilities:** 60 ft Darkvision, +2 save vs. poison and magic, Psionic Combat Modes x1, Bonus Power Points

**Skill (ranks):** Concentration +6 (4), Heal +3 (2), Knowledge (psionics) +5 (4), Psicraft +5 (4), Stabilize Self +6 (4)

**Armor/Weapon Proficiency:** No armor or shields; Simple weapons.

**Feats:** Autorepair (CL 1), Exomorphics (Psionicist 1), Psionic Flesh (Psionicist 1), Psionic Fist (Psionicist 1)

**Gear:** Acid x 3 flasks, Explorer's Outfit, Leather Armor, 25 gp

**Psionics:** 3 Power Points; PCB –1; *intellect fortress; Autorepair* (Con - Knack), *Exomorphics* (Con), *Psionic Fist* (Int - Knack), *Psionic Flesh* (Con - Knack)

**Languages:** Common, Dwarven, Orcish

### RANGER

The world is filled with people who are both self-reliant, and have adapted to life on the frontier of civilization. They are skilled woodsmen and warriors, capable of thriving in the wild lands where the most fearsome monsters dwell. Their fierce self-reliance has led them to develop several abilities that can be useful to others, but mainly are used for themselves. This does not mean they are antisocial, just that they realize that they are the only people whose actions can be completely relied upon.

**Adventures:** Rangers tend to take adventures in which their skills as trackers and skirmishers are most useful, or that provide them with the opportunity to defeat their least like type of foe. Some hunt their own kind, bringing fugitives to justice. Others serve as community protectors, guarding them from the things that live on the border of the wilderness.

**Characteristics:** Rangers enjoy a mix of martial and stealth abilities, with a liberal amount of wilderness survival skills. They are more adept at skirmish fighting, since they lack the hit points and armor class needed for long-term melee combat. They get to gain damage and skill bonuses against entire classes of foes, which lets them be designed as very capable creature hunters.

**Alignment:** Rangers can have any alignment, but the self-reliance their abilities engenders often leads them to be at least partially neutral. Evil rangers are usually bandits or psychotic murderers, who defend the wilderness by the expedient of destroying civilization. Good rangers are usually bounty hunters, wilderness guides, and protectors of border settlements. True neutral rangers are the stereotypical hermit in the woods, who only comes to civilized lands to trade for the few things they cannot make.

**Religion:** Rangers are very religious, usually worshipping nature or elemental deities. Those that choose to not follow a particular deity still revere the power of nature and the natural order itself. Even the most murderous and vile of rangers view themselves as having a place in this natural order - as predators on the highest part of the food chain.

**Background:** Rangers tend to grow up in the border towns near the frontier, being exposed to both civilization and the wild untamed lands in pretty much equal measure. They grow up training to both respect and survive in the wilderness, as well as living the rough-and-tumble life of a defender of civilization. Most people naturally polarize towards the wilderness-oriented spirituality that leads to becoming a druid, or the martial focus that leads to becoming a fighter, but rangers are the few that were equally fascinated with both.

**Races:** Most rangers are either humans or elves, humans due to their tendency to have frontier towns, and elves due to their great respect for nature and protecting the land. Many halflings also become rangers, in order to better protect their communities for common monsters in the area. Other races occasionally have members who are rangers, but not very frequently.

**Other Classes:** Rangers get along very well with both barbarians and druids, thanks to the focus all three classes have on wilderness survival. Bards and paladins are viewed most frequently with puzzlement, being so foreign to the nature of a

ranger that they have a hard time forming a negative or positive opinion of such characters. The self-reliant philosophy of monks and psionists earns them the respect of rangers, but the difference in world view are great. Clerics, fighters, and rogues are respected for their abilities - and ignored when possible. Sorcerers are often either loved for their quick wits and enjoyable personalities, or despised for their lack of care with the environment once the spells are flying. Wizards are viewed by rangers with derision, due to their great reliance on civilization and studious research.

**Role:** In a party a ranger's purpose is to provide either archer or melee skirmish support in combat, as well as to scout the area for enemies and safe passage. Parties that must spend long lengths of time in the wilderness, or cross great distances, profit greatly from having a ranger in their midst. If a ranger has focused on defeating a certain type of foe that the party knows it will encounter, they quickly become invaluable warriors.

### Game Rule Information

Rangers have the following game-system relevant notes and abilities.

**Abilities:** Dexterity is very important to rangers for the extra armor class it provides, and to help their melee or ranged attack skills. Constitution and Strength are also important, to help them survive and carry the things they need to survive, as well as for the martial abilities they provide. Wisdom and Charisma are important for the spellcasting and animal-handling benefits. Intelligence is a nice ability for rangers to have, although it tends to be a dump-stat for them, unless they are evil in which case they usually take Charisma as their dump-stat.

**Alignment:** Any.

**Hit Die:** d8.

**TABLE 3-12: THE RANGER**

Level	BAB	Fort	Ref	Will	Special
1st	+1	+2	+2	+0	1st favored enemy, Track, wild empathy
2nd	+2	+3	+3	+0	Combat style
3rd	+3	+3	+3	+1	Endurance
4th	+4	+4	+4	+1	Animal companion
5th	+5	+4	+4	+1	2nd favored enemy
6th	+6	+5	+5	+2	Improved combat style
7th	+7	+5	+5	+2	Woodland stride
8th	+8	+6	+6	+2	Swift tracker
9th	+9	+6	+6	+3	Evasion
10th	+10	+7	+7	+3	3rd favored enemy
11th	+11	+7	+7	+3	Combat style mastery
12th	+12	+8	+8	+4	
13th	+13	+8	+8	+4	Camouflage
14th	+14	+9	+9	+4	
15th	+15	+9	+9	+5	4th favored enemy
16th	+16	+10	+10	+5	
17th	+17	+10	+10	+5	Hide in plain sight
18th	+18	+11	+11	+6	
19th	+19	+11	+11	+6	
20th	+20	+12	+12	+6	5th favored enemy

### Class Skills

The ranger's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (dungeoneering/geography/nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

**Skill Points at 1st Level:** (6 + Intelligence modifier) x 4.

**Skill Points at Each Additional Level:** 6 + Intelligence modifier.

### Class Features

All of the following are class features of the ranger.

**Weapon and Armor Proficiency:** A ranger is proficient with all simple and martial weapons, and with light armor and shields (except tower shields).

**Secondary Spellcaster:** A Ranger casts divine spells from the ranger spell list, is a prepared spellcaster, and their casting ability score is Wisdom. There are no ranger spells above 5th-level, but rangers can gain 5th-level spell slots in order to use metamagic-enhanced spell.

**Favored Enemy (Ex):** At 1st level, a ranger may select a type of creature from among those given on the table below. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 morale bonus on weapon damage rolls against such creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

#### Ranger Favored Enemies

Type (Subtype)	Type (Subtype)	Type (Subtype)
Aberration	Humanoid (gnoll)	Outsider (earth)
Animal	Humanoid (gnome)	Outsider (evil)
Construct	Humanoid (halfling)	Outsider (fire)
Dragon	Humanoid (human)	Outsider (good)
Elemental	Humanoid (orc)	Outsider (lawful)
Fey	Humanoid (reptilian)	Outsider (native)
Giant	Magical beast	Outsider (water)
Humanoid (aquatic)	Monstrous humanoid	Plant
Humanoid (dwarf)	Ooze	Undead
Humanoid (elf)	Outsider (air)	Vermin
Humanoid (goblinoid)	Outsider (chaotic)	

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

**Track:** A ranger gains Track as a bonus feat.

**Wild Empathy (Ex):** A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

**Combat Style (Ex):** At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way.

If the ranger selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

**Endurance:** A ranger gains Endurance as a bonus feat at 3rd level.

**Animal Companion (Ex):** At 4th level, a ranger gains an animal companion in the same manner as if he was a 2nd-level druid. If the campaign takes place wholly or partly in an aquatic environment, then he can instead get an aquatic companion (see Animal Companion entry at the end of this chapter). This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind.

This ability functions like the druid ability of the same name, except that the ranger's effective druid level is one-half his ranger level. A ranger may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is half his ranger level. Like a druid, a ranger cannot select an alternative animal if the choice would reduce his effective druid level below 1st.

**Improved Combat Style (Ex):** At 6th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves. If he selected archery at 2nd level, he is treated as having the Manyshot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selected two-weapon combat at 2nd level, he is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

**Woodland Stride (Ex):** Starting at 7th level, a ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

**Swift Tracker (Ex):** Beginning at 8th level, a ranger can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

**Evasion (Ex):** At 9th level, a ranger can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the ranger is wearing light armor or no armor. A helpless ranger does not gain the benefit of evasion.

**Combat Style Mastery (Ex):** At 11th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves again. If he selected archery at 2nd level, he is treated as having the Improved Precise Shot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selected two-weapon combat at 2nd level, he is treated as having the Greater Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

**Camouflage (Ex):** A ranger of 13th level or higher can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

**Hide in Plain Sight (Ex):** While in any sort of natural terrain, a ranger of 17th level or higher can use the Hide skill even while being observed.

## Premade Characters

### Woodland Warrior

**Race:** Elf **Class:** Ranger 1

**Alignment:** Chaotic Good **HP:** 8

**BAB:** +1 (+3 Melee, +4 Ranged)

**AC:** 16 (+3 Studded Leather, +3 Dex)

**Str:** 14 **Dex:** 17 **Con:** 11 **Int:** 10 **Wis:** 12 **Cha:** 8

**Fort:** +2 **Reflex:** +5 **Will:** +1

**Attack:** Composite Longbow +4 ranged (1d8), or Longsword +3 melee (1d8+2)

**Abilities:** 1st Favored Enemy, Wild Empathy

**Skill (Ranks):** Heal +5 (4), Knowledge (nature) +4 (4), Listen +7 (4), Search +6 (4), Spot +7 (4), Survival +5 (4)

**Armor/Weapon Proficiency:** Light armor, Shields; Simple and Martial weapons

**Feats:** Track (ranger), Point Blank Shot (CL 1)

**Gear:** Traveler's Outfit, Composite Longbow, 80 Arrows, Longsword, Studded Leather Armor, 5 gp

**Spells:** None

**Languages:** Common, Elf

## ROGUE

Every society has members that try to manipulate the rules of society to their benefit, either with malice or a blithe disregard for consequences. They traipse through entrapped areas, play on the emotions of others, or sneak about and take the property of others. They are not always social outcasts of choice or circumstance, and the most notable politicians and leaders of any society are usually rogues who have set themselves the task of leading the society to their view of paradise...or self-interested power mongering.

**Adventures:** Most adventuring rogues are of the dungeon-delving or investigative types, many are capable to some extent of both types of activities. They are the folk who walk explore trapped areas, find clues to crimes, and piece together the parts of mysteries.

**Characteristics:** In addition to the widest and most endowed skill selection of all characters, rogues enjoy some small amount of combat ability. They are not strong enough to survive as front-line melee combatants, but their Sneak Attack ability enables them to help defeat powerful foes before having to retreat. Combined with their capacity to locate and survive traps, this makes them a very useful character to have in any potentially dangerous situation.

**Alignment:** Most rogues are chaotic or neutral, although good-aligned and evil-aligned rogues are common. Lawful rogues are rare, unless they are seeking to gain political power, since the definition of the class is somebody who works best outside the accepted social order.

**Religion:** Rogues tend to follow deities of trickery and deception, but can follow any deity that fits their personal philosophy. Many benign political rogues follow deities of civilization and justice, while the more evil follow deities of murder and tyranny.

**Background:** Rogues are the quick-witted children that were always looking for a better way to do things. They are the ones that, when pushed to do manual labor, invented the lever and wheelbarrow. As they grow up their adaptive nature eventually leads them to develop a wide array of skill sets and abilities.

**Races:** All races have members that do not fit in with the follower mentality of society. The races with looser social rules tend to have more rogues, since they were not forced at an early age to adapt to pre-designated class roles. This means that halflings, and some human cultures, have the highest percentage of rogues in their populations. Many gnomes are also rogues, as are half-elves that must adapt to a society which rejects them.

Dwarves are the least likely to have rogues since their social structure is based on such tight and restrictive rules, causing most dwarven rogues that do develop to become exiles in other lands.

**Other Classes:** Rogues get along very well with most classes, thanks in most part to their usefulness and gregarious demeanor. The only classes they do not have good relationships with are the reckless and simplistic barbarians, and the straight-laced and intolerant paladins.

**Role:** In an adventuring party the rogue usually serves as the designated anti-trap technician, and their face or investigator when in civilized areas. Their Sneak Attack ability and typically high Dexterity also lend them to being skirmishers and archers, supporting the party melee warriors in whichever capacity is most useful for the situation. Their Evasion ability often leads to them acting as lures at high level, attracting foes into smaller areas for the party artillery to *fireball*.

### Game Rule Information

Rogues have the following game-system relevant notes and abilities.

**Abilities:** Rogues find Intelligence to be very important so that they can take advantage of their wide skill selection, but it is of secondary importance to the ability score that their preferred skills are based on. Sneaky thief types prefer Dexterity, social types prefer Charisma, and investigative types prefer Wisdom.

**Alignment:** Any.

**Hit Die:** d6.

TABLE 3-13: THE ROGUE

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+2	+0	Sneak attack +1d6, trapfinding
2nd	+1	+0	+3	+0	Evasion
3rd	+2	+1	+3	+1	Sneak attack +2d6, trap sense +1
4th	+3	+1	+4	+1	Uncanny dodge
5th	+3	+1	+4	+1	Sneak attack +3d6
6th	+4	+2	+5	+2	Trap sense +2
7th	+5	+2	+5	+2	Sneak attack +4d6
8th	+6	+2	+6	+2	Improved uncanny dodge
9th	+6	+3	+6	+3	Sneak attack +5d6, trap sense +3
10th	+7	+3	+7	+3	Special ability
11th	+8	+3	+7	+3	Sneak attack +6d6
12th	+9	+4	+8	+4	Trap sense +4
13th	+9	+4	+8	+4	Sneak attack +7d6, special ability
14th	+10	+4	+9	+4	
15th	+11	+5	+9	+5	Sneak attack +8d6, trap sense +5
16th	+12	+5	+10	+5	Special ability
17th	+12	+5	+10	+5	Sneak attack +9d6
18th	+13	+6	+11	+6	Trap sense +6
19th	+14	+6	+11	+6	Sneak attack +10d6, special ability
20th	+15	+6	+12	+6	

### Class Skills

The rogue's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), Use Psionic Device (Cha), and Use Rope (Dex).

**Skill Points at 1st Level:** (8 + Intelligence modifier) x 4.

**Skill Points at Each Additional Level:** 8 + Intelligence modifier.

### Class Features

All of the following are class features of the rogue.

**Weapon and Armor Proficiency:** Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.

**Sneak Attack:** If a rogue can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The rogue's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks his target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 non-proficiency penalty.

A rogue can sneak attack only living creatures with discernible anatomies - undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

**Trapfinding:** Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with his party) without disarming it.

**Evasion (Ex):** At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

**Trap Sense (Ex):** At 3rd level, a rogue gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when he reaches 9th level, to +4 when he reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

**Uncanny Dodge (Ex):** Starting at 4th level, a rogue can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

If a rogue already has uncanny dodge from a different class he automatically gains improved uncanny dodge (see below) instead.

**Improved Uncanny Dodge (Ex):** A rogue of 8th level or higher can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking his,

unless the attacker has at least four more rogue levels than the target does.

If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

**Special Abilities:** On attaining 10th level, and at every three levels thereafter (13th, 16th, and 19th), a rogue gains a special ability of his choice from among the following options.

\* **Crippling Strike (Ex):** A rogue with this ability can sneak attack opponents with such precision that his blows weaken and hamper them. An opponent damaged by one of his sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

\* **Defensive Roll (Ex):** The rogue can roll with a potentially lethal blow to take less damage from it than he otherwise would. Once per day, when he would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, he takes only half damage from the blow; if it fails, he takes full damage. He must be aware of the attack and able to react to it in order to execute his defensive roll—if he is denied his Dexterity bonus to AC, he can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

\* **Improved Evasion (Ex):** This ability works like evasion, except that while the rogue still takes no damage on a successful Reflex saving throw against attacks henceforth he henceforth takes only half damage on a failed save. A helpless rogue does not gain the benefit of improved evasion.

\* **Opportunist (Ex):** Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

\* **Skill Mastery:** The rogue becomes so certain in the use of a certain skill that he can use them reliably even under adverse conditions. Upon gaining this ability, he selects a skill he has at least one rank in. When making a skill check with the skills, he may take 10 even if stress and distractions would normally prevent him from doing so. He also gains a +2 bonus to checks with the skill. A rogue may gain this special ability multiple times, selecting an additional skill for it to apply to each time.

\* **Slippery Mind (Ex):** This ability represents the rogue's ability to wriggle free from magical effects that would otherwise control or compel him. If a rogue with slippery mind is affected by an enchantment spell or effect and fails his saving throw, he can attempt it again 1 round later at the same DC. He gets only this one extra chance to succeed on his saving throw.

\* **Feat:** A rogue may gain a bonus feat in place of a special ability.

### Premade Characters

#### Face-Man

**Race:** Human **Class:** Rogue 1

**Alignment:** True Neutral **HP:** 6

**BAB:** +0 (–1 Melee, +0 Ranged)

**AC:** 13 (+3 Studded Leather)

**Str:** 8 **Dex:** 10 **Con:** 8 **Int:** 14 **Wis:** 13 **Cha:** 15

**Fort:** –1 **Reflex:** +2 **Will:** +1

**Attack:** Shortsword –1 melee (1d6), Light Crossbow +0 melee (1d8)

**Abilities:** Extra Skill Points, Sneak Attack +1d6, Trapfinding

**Skills (Ranks):** Appraise +6 (4), Bluff +6 (4), Diplomacy +8 (4), Gather Information +7 (4), Intimidate +6 (4), Knowledge (local) +6 (4), Listen +5 (4), Search +6 (4), Sense Motive +9 (4), Spot +5 (4), Use Magic Device +6 (4)

**Armor/Weapon Proficiency:** Light armor, Shields; Simple weapons plus the hand crossbow, rapier, sap, shortbow, and short sword

**Feats:** Investigator (Human), Negotiator (CL 1)

**Gear:** Light Crossbow, Shortsword, Traveler's Outfit, 40 Bolts, Studded Leather, 50 gp

**Languages:** Common, Dwarven, Halfling

#### Opportunistic Thief

**Race:** Halfling **Class:** Rogue 1

**Alignment:** Chaotic Neutral **HP:** 7

**BAB:** +0 (+0 Melee, +3 Ranged)

**AC:** 17 (+3 Dex, +1 Size, +3 Studded Leather)

**Str:** 11 **Dex:** 17 **Con:** 12 **Int:** 14 **Wis:** 8 **Cha:** 10

**Fort:** +2 **Reflex:** +6 **Will:** 0

**Attack:** Shortsword +0 melee (1d6), Light Crossbow +3 melee (1d8)

**Abilities:** +1 to hit with Thrown, Sneak Attack +1d6, Trapfinding

**Skill (Ranks):** Balance +7 (4), Bluff +4 (4), Disable Device +6 (4), Hide +11 (4), Listen +5 (4), Open Lock +7 (4), Search +6 (4), Sleight of Hand +7 (4), Spot +3 (4), Tumble +7 (4)

**Armor/Weapon Proficiency:** Light armor, Shields; Simple weapons plus the hand crossbow, rapier, sap, shortbow, and short sword

**Feats:** Improved Initiative (CL 1)

**Gear:** Light Crossbow, Shortsword, Traveler's Outfit, 40 Bolts, Studded Leather, 50 gp

**Languages:** Common, Dwarven, Elven, Halfling

## SORCERER

Magic is more than just the application of arcane power from study and discipline, or the gift of mighty forces, it is an art form that serves as a means of expressing the depths of the practitioner's spirit. Sorcerers are artists of the soul, expressing themselves with the war and waft of arcane power. This provides them with more endurance than other arcane spellcasters, but restricts them to only ever using specific effects.

**Adventures:** Sorcerers prefer adventures that their spells will be most helpful with. Since sorcerers usually focus mostly on destructive spells, this means adventures in which they must defeat foes with their magic. They prefer to function in rural areas rather than urban ones, traveling from one place to another, often escorting travelers, to find new places to express their art.

**Characteristics:** Sorcerers are really only good thing - casting a small set of arcane spells frequently. Their high Charisma also lets them serve as a passable face-man, especially when they augment it magically, but mainly spellcasting is their only real asset. Due to the low selection of spells, and their frail physical form, sorcerers usually take mostly combat-oriented spells. This combined with their greater number of spells per day lets them excel as artillery spellcasters.

**Alignment:** Due to their focus on creativity and personal expression, most sorcerers are chaotic. This is not a hard-and-fast rule, since many sorcerers are either neutral or lawful. Because they are prone to strong emotions, sorcerers tend to be either good or evil. True neutral sorcerers exist, and can usually be found in secluded areas where they spend most of their time in quiet contemplation.



**Religion:** Sorcerers usually follow deities of art or magic. Depending on their personal philosophies, a sorcerer can follow almost any deity.

**Background:** Sorcerers usually grow up as the happy child that amuses others in town. They are the prankster that brings laughter when they trick others, the comedian that always has a few off-color remarks to lighten the mood. As they grow into adulthood they develop a fascination with the workings of the world and tales of magic, eventually figuring out words and gestures they need in order to generate the effects that fascinate them.

**Races:** Most sorcerers are humans or kobolds. Human due to their high population, and kobolds due to their cultural idolization of sorcery. Other than them, half-elves and halflings are also frequently sorcerers. Dwarves and half-orcs rarely are sorcerers, due both to their low Charisma scores and cultural distrust of arcane magic.

**Other Classes:** Sorcerers get along very well with the other classes thanks to their personable attitude, except for barbarians and wizards. Barbarians have a cultural distrust for arcane magic and respect mostly physical strength, two things detrimental to a good relationship with sorcerers. Wizards are disciplined arcane spellcasters that focus on expanding their magical repertoire rather than their endurance, which is a philosophy diametrically opposed to the flighty and intuitive sorcerer.

**Role:** Given their propensity for damaging spells, the main role of sorcerers in an adventuring party is to apply those spells as frequently and appropriately as possible. While other spellcasters can be relied upon to produce effects that can solve problems nonviolently, sorcerers are best used as pure “artillery” characters, using their most potent damage-dealing spells to help defeat foes. Sometimes a utility sorcerer can be a viable character option, if there is another character available to help make up for the loss of artillery power, but utility spellcasters are usually best as wizards since they can switch their spells and even store them easily.

### Game Rule Information

Sorcerers have the following game-system relevant notes and abilities.

**Abilities:** Charisma is the single most important ability score for sorcerers. They cast their spells based on it, and their limited social skills are also based on it. After that Constitution, Dexterity, and Intelligence are all equally important. Constitution gives them hit points to make up for their poor Hit Die, as well as being the basis of their Concentration skill. Dexterity gives them armor class to make up for their inability to wear armor, and improves their ranged attacks with ray spells. Intelligence gives them some skill points that are much needed, as well as is the basis of their Knowledge (arcana) and Spellcraft skills. Strength is worthless since they will be casting spells at range and cannot wear weighty armor. Wisdom is not important except for Listen and Spot checks, since they get a good Will save to help make up for a low Wisdom score.

**Alignment:** Any.

**Hit Die:** d4.

**TABLE 3-14: THE SORCERER**

Level	BAB	Fort	Ref	Will	Special	Spells Known
1st	+0	+0	+0	+2	Summon familiar	4/2
2nd	+1	+0	+0	+3		5/3
3rd	+1	+1	+1	+3		5/3/1
4th	+2	+1	+1	+4		5/4/2
5th	+2	+1	+1	+4		6/4/2/1
6th	+3	+2	+2	+5		6/4/3/2
7th	+3	+2	+2	+5		6/5/3/2/1
8th	+4	+2	+2	+6		6/5/3/3/2

9th	+4	+3	+3	+6	7/5/4/3/2/1
10th	+5	+3	+3	+7	7/5/4/3/3/2
11th	+5	+3	+3	+7	7/6/4/4/3/2/1
12th	+6	+4	+4	+8	7/6/4/4/3/3/2
13th	+6	+4	+4	+8	7/6/5/4/4/3/2/1
14th	+7	+4	+4	+9	8/6/5/4/4/3/3/2
15th	+7	+5	+5	+9	8/6/5/5/4/4/3/2/1
16th	+8	+5	+5	+10	8/7/5/5/4/4/3/3/2
17th	+8	+5	+5	+10	8/7/5/5/5/4/4/3/2/1
18th	+9	+6	+6	+11	8/7/6/5/5/4/4/3/3/2
19th	+9	+6	+6	+11	8/7/6/5/5/5/4/4/3/2
20th	+10	+6	+6	+12	9/7/6/6/5/5/4/4/3/3

### Class Skills

The sorcerer’s class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int).

**Skill Points at 1st Level:** (2 + Intelligence modifier) x 4.

**Skill Points at Each Additional Level:** 2 + Intelligence modifier.

### Class Features

All of the following are class features of the sorcerer.

**Weapon and Armor Proficiency:** Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor of any type interferes with a sorcerer’s gestures, which can cause his spells with somatic components to fail.

**Primary Spellcaster:** A sorcerer casts arcane spells from the sorcerer/wizard spell list, is a primary spellcaster, and their casting ability score is Charisma. They are spontaneous spellcasters. Sorcerers know an additional two 0th-level and one 1st-level spell above the amount shown on Table 3-3. For ease of reference, their spells known for each level from 0th to 9th are shown above.

**Familiar:** A sorcerer can obtain a familiar. Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant.

The sorcerer chooses the kind of familiar he gets. As the sorcerer advances in level, his familiar also increases in power.

If the familiar dies or is dismissed by the sorcerer, the sorcerer must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per sorcerer level; success reduces the loss to one-half that amount. However, a sorcerer’s experience point total can never go below 0 as the result of a familiar’s demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs.

A character with more than one class that grants a familiar may have only one familiar at a time. Their effective class level for purposes of the familiar are the total of all their class levels that grant a familiar.

### Premade Characters

#### **Destructive Sorcerer**

**Race:** Human **Class:** Sorcerer 1

**Alignment:** True Neutral **HP:** 4

**BAB:** +0 (–1 Melee, +2 Ranged)

**AC:** 12 (+2 Dex)

**Str:** 8 **Dex:** 14 **Con:** 10 **Int:** 13 **Wis:** 12 **Cha:** 15

**Fort:** +0 **Reflex:** +2 **Will:** +3

**Attack:** Light Crossbow +2 ranged (1d8)



**Abilities:** Summon Familiar

**Skill (Ranks):** Concentration +4 (4), Knowledge (arcane) +5 (4), Spellcraft +5 (4)

**Armor/Weapon Proficiency:** No armor or shields; Simple weapons.

**Feats:** Boost Spell (Human), Adept Caster (CL 1)

**Gear:** Light Crossbow, Traveler's Outfit, 40 Bolts, Spell Component Pouch, 30 gp

**Spells (6/5):** 0th-level - *acid splash*, *ray of frost*, *dancing lights*, *disrupt undead*; 1st-level - *shield*, *magic missile*

**Languages:** Common, Draconic

### Melee Sorcerer

**Race:** Elf **Class:** Sorcerer 1

**Alignment:** Neutral Good **HP:** 7

**BAB:** +0 (+3 Melee, +3 Ranged)

**AC:** 18 (+2 Dex, +2 leather armor, +4 *shield*) [10% Arcane Failure]

**Str:** 14 **Dex:** 14 **Con:** 11 **Int:** 10 **Wis:** 8 **Cha:** 15

**Fort:** +0 **Reflex:** +2 **Will:** +1

**Attack:** Rapier +3 melee (1d6+2, 18-20/x2)

**Abilities:** Low-Light Vision, +2 save vs Mind-Affecting, Summon Familiar

**Skill (Ranks):** Concentration +4 (4), Knowledge (arcane) +2 (2), Spellcraft +2 (2)

**Armor/Weapon Proficiency:** No armor or shields; Simple weapons, bows, rapier.

**Feats:** Toughness (CL 1)

**Gear:** Leather Armor, Rapier, Spell Component Pouch, Traveler's Outfit, *Wand of Magic Missile* (2 charges), 9 gp

**Spells (6/4):** 0th-level - *dancing lights*, *detect magic*, *ray of frost*, *read magic*; 1st-level - *shield*, *true strike*

**Languages:** Common, Elven

### Ray Sorcerer

**Race:** Halfling **Class:** Sorcerer 1

**Alignment:** Chaotic Good **HP:** 5

**BAB:** +0 (-1 Melee, +4 Ranged)

**AC:** 14 (+1 Size, +3 Dex)

**Str:** 6 **Dex:** 16 **Con:** 13 **Int:** 12 **Wis:** 10 **Cha:** 15

**Fort:** +2 **Reflex:** +4 **Will:** +3

**Attack:** Ray +5 ranged (1d3+1 acid, or 1d6+1 vs undead, or 1d6+1 Strength damage)

**Abilities:** +1 to hit with Thrown Weapons, Summon Familiar

**Skill (Ranks):** Concentration +5 (4), Knowledge (arcane) +5 (4), Spellcraft +5 (4)

**Armor/Weapon Proficiency:** No armor or shields; Simple weapons.

**Feats:** Point Blank Shot

**Gear:** Spell Component Pouch, Traveler's Outfit, *Wand of Magic Missile* (4 charges), 9 gp

**Spells (6/4):** 0th-level - *acid splash*, *dancing lights*, *detect magic*, *disrupt undead*; 1st-level - *mage armor*, *ray of enfeeblement*

**Languages:** Common, Gnomish, Halfling

## WIZARD

The usual perception of arcane spellcasters is one of a studious person secluded away with books and laboratory apparatus, using discipline and intelligence to extract the secrets of the universe. The wizard is the class that the popular image is drawn from. They are capable of remarkable magical feats, and possess a wide array of magical powers, especially if given the chance to prepare for a situation ahead of time.

**Adventures:** Wizards prefer adventures in which they can examine the situation and take time to prepare beforehand.

Excursions into old monster-infested keeps deep in the countryside, civil engineering projects that have to be undertaken despite known dangers, quests to defeat a powerful monster terrorizing a town, and so on are their preferred types of adventures. Even though they are best when given a few days of preparation, they typically keep a small supply of scrolls and generally useful items to use when needed.

**Characteristics:** Wizards get more access to arcane spells than sorcerers, far more since they can easily add spells to their spellbook, but have fewer spells per day. This is somewhat made up for with their ability to scribe scrolls, bonus feats, and capacity to switch out un-cast spells for new spells. They suffer from a total lack of physical prowess, having to rely on their spells to protect them from danger.

**Alignment:** Wizards run the entire gamut of alignments, although the discipline and seclusion their skills require often lend them to being lawful neutral. Wizards with a strong personal philosophy can be of any alignment, including the stereotypical delver into forbidden knowledge who is typically evil.

**Religion:** A wizard usually follows deities of knowledge and magic, since these are the two factors most important to their lives. Deities of civilization are also popular for wizards that spend their lives inside the boundaries of cities. Wizards can also follow deities of other aspects that suit their personal beliefs, like necromancers who follow undead-centric faiths.

**Background:** Wizards are the elitist children who spend most of their time in studious experimentation, and look on those with lesser intellects as somewhat inferior to themselves. They see their ability to bend and twist the forces of magic to their desires as evidence of their mental superiority, and the need to advance this superiority drives them into becoming full-fledged wizards as they mature. Eventually the insights that tend to come with such single-minded devotion to learning causes them to become more personable, but that basic condescending nature that lead them to become wizards is never wholly lost except when they are dealing with another wizard.

**Races:** Thanks to their cultural focus on knowledge and discipline, elves have the highest percentage of wizards of any race. Next to them gnomes and humans share a high percentage of wizards, although gnomes usually specialize as illusionists. Dwarves have a racial distrust of arcane magic, so dwarven wizards are rare and never respected like wizards of other races. Half-orcs suffer from poor suitability for wizards, as well as a cultural mistrust of magic, leading to them to almost never have wizards.

**Other Classes:** Wizards respect any character who devotes themselves wholeheartedly to the discovering of knowledge, even if they somewhat view them as inferior to wizards. This leads them to have a good working relationship with bards and psionicists, but they view sorcerers with disdain that is fuelled somewhat by jealousy at how easy magic comes to them. The more physically-oriented fighter, paladin, and ranger are tolerated, but not really viewed favorably. They tend to act kindly towards clerics, monks, and rogues since these classes possess abilities that they often find themselves needing. Barbarians are laughable jokes to a wizard, being completely devoid of any sort of intellectual curiosity or even table manners.

**Role:** In an adventuring party a wizard serves as minor artillery when a damaging spell is needed, but mainly they are the party's utility-caster. Thanks to their collection of spells and ability to switch out prepared spells, as well as a stock of scrolls, they almost always have whatever spell that is needed at hand. By changing the spells they have available at any given time, they can often supplement and aid the efforts of other party members to an immeasurable degree.

## Game Rule Information

Wizards have the following game-system relevant notes and abilities.

**Abilities:** Intelligence is vital to wizards, since it is the ability score their spellcasting is based on, the source of skill points for their wide array of skills, and the basis of most of their skills. Dexterity and Constitution are both of concern to a wizard, since they can enable them to survive battle. After that, the other ability scores are pretty much inconsequential to a wizard.

**Alignment:** Any.

**Hit Die:** d4.

TABLE 3-15: THE WIZARD

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+0	+2	Summon familiar, scribe scroll
2nd	+1	+0	+0	+3	
3rd	+1	+1	+1	+3	
4th	+2	+1	+1	+4	
5th	+2	+1	+1	+4	Bonus feat
6th	+3	+2	+2	+5	
7th	+3	+2	+2	+5	
8th	+4	+2	+2	+6	
9th	+4	+3	+3	+6	
10th	+5	+3	+3	+7	Bonus feat
11th	+5	+3	+3	+7	
12th	+6	+4	+4	+8	
13th	+6	+4	+4	+8	
14th	+7	+4	+4	+9	
15th	+7	+5	+5	+9	Bonus feat
16th	+8	+5	+5	+10	
17th	+8	+5	+5	+10	
18th	+9	+6	+6	+11	
19th	+9	+6	+6	+11	
20th	+10	+6	+6	+12	Bonus feat

### Class Skills

The wizard's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

**Skill Points at 1st Level:** (2 + Intelligence modifier) x 4.

**Skill Points at Each Additional Level:** 2 + Intelligence modifier.

### Class Features

All of the following are class features of the wizard.

**Weapon and Armor Proficiency:** Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a wizard's movements, which can cause his spells with somatic components to fail.

**Primary Spellcaster:** A wizard casts arcane spells from the sorcerer/wizard spell list, is a primary spellcaster, and their casting ability score is Intelligence.

Unlike a bard or sorcerer, a wizard may know any number of spells. He must choose and prepare his spells ahead of time by getting a good night's sleep and spending 1 hour studying his spellbook. While studying, the wizard decides which spells to prepare. If he has access to his spellbooks, he can spend 15 minutes to switch out any prepared but un-cast spell for one of equal or lower levels from his spellbooks. This can be done any number of times per day.

**Bonus Languages:** A wizard may substitute Draconic for one of the bonus languages available to the character because of his race.

**Familiar:** A wizard can obtain a familiar in exactly the same manner as a sorcerer can. See the sorcerer description and the information on Familiars below for details.

**Scribe Scroll:** At 1st level, a wizard gains Scribe Scroll as a bonus feat.

**Bonus Feats:** At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, he can choose a familiar feat, a metamagic feat, a magical item Creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums.

These bonus feats are in addition to the feat that a character of any class gets from advancing levels. The wizard is limited to the categories of familiar feats, magical item creation feats, metamagic feats, or Spell Mastery only when choosing these bonus feats.

**Spellbooks:** A wizard must study his spellbook each day to prepare his spells. He cannot prepare any spell not recorded in his spellbook, except for read magic, which all wizards can prepare from memory.

A wizard begins play with a spellbook containing 3 + Intelligence modifier 0th-level wizard spells, plus three 1st-level spells of your choice (except those from his prohibited school or schools, if any; see School Specialization, below). For each point of Intelligence bonus the wizard has, the spellbook holds one additional 1st-level spell of your choice. At each new wizard level, he gains two new spells of any spell level or levels that he can cast (based on his new wizard level) for his spellbook. At any time, a wizard can also add spells found in other wizards' spellbooks to his own.

### School Specialization

A school is one of eight groupings of spells, each defined by a common theme. If desired, a wizard may specialize in one school of magic (see below). Specialization allows a wizard to cast extra spells from his chosen school, and better than normal, but he then never learns to cast spells from some other school (s).

A specialist wizard can prepare one additional spell of his specialty school per spell level each day. He also gains a +2 bonus on Spellcraft checks to learn the spells of his chosen school. Finally he increases his effective casting level with spells from his specialty school by one, but only when casting them (i.e. increases spell characteristics and spell penetration rolls by one).

The wizard must choose whether to specialize and, if he does so, choose his specialty at 1st level. At this time, he must also give up one or two other schools of magic, which become his prohibited schools. A wizard can never give up divination or universal to fulfill this requirement. Spells of the prohibited school or schools are not available to the wizard, and he can't even cast such spells from scrolls or fire them from wands. He may not change either his specialization or his prohibited schools later.

The eight schools of arcane magic are abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation. Spells that do not fall into any of these schools are called universal spells.

**Abjuration:** Spells that protect, block, or banish. An abjuration specialist is called an abjurer. Abjurers must give up either transmutation, or two other schools.

**Conjuration:** Spells that bring creatures or materials to the caster. A conjuration specialist is called a conjurer. Conjurers must give up any two schools.

**Divination:** Spells that reveal information. A divination specialist is called a diviner. Diviners must give up either conjuration, or two other schools.

**Enchantment:** Spells that imbue the recipient with some property or grant the caster power over another being. An enchantment specialist is called an enchanter. Enchanters must give up either necromancy, or two other schools.

**Evocation:** Spells that manipulate energy or create something from nothing. An evocation specialist is called an evoker. Evokers must give up either illusion, or two other schools.

**Illusion:** Spells that alter perception or create false images. An illusion specialist is called an illusionist. Illusionists must give up either evocation, or two other schools.

**Necromancy:** Spells that manipulate, create, or destroy life or life force. A necromancy specialist is called a necromancer. Necromancers must give up either enchantment, or two other schools.

**Transmutation:** Spells that transform the recipient physically or change its properties in a more subtle way. A transmutation specialist is called a transmuter. Transmuters must give up either abjuration, or two other schools.

**Universal:** Not a school, but a category for spells that all wizards can learn. A wizard cannot select universal as a specialty school or as a prohibited school. Only a limited number of spells fall into this category.

### Elemental Specialists

Some specialist wizards focus their specialty on the effects of their spells rather than the basis of them. These wizards are often referred to as “elementalists” since their chosen effects are elemental in nature. Rather than use the typical specialist wizard’s system for determining specialty spells and restricted spells, elementalists use the lists below for their specialist spell lists.

Most of these effect-oriented specialist schools have levels in which they do not have spells, and also have fewer spells each level than a regular school. This is intentional, since elemental schools are by definition very narrow in scope. Elemental specialists still get bonus spell slots for their specialty school even if there is no spell of that level. They can use this spell slot to prepare metamagic-enhanced versions of a lower level spell, or a lower-level spell without any metamagic enhancement. Many elementalists also research new spells or get them from another source in order to fill out their available spells.

**Air:** These spells are all focused on either manipulating the air itself, or the elements of the air such as electricity and light fog.

\* **Restricted School:** Earth.

0th - *message*; 1st - *endure elements\**, *feather fall*, *obscuring mist*, *shocking grasp*; 2nd - *gust of wind*, *levitate*, *resist energy\**, *whispering wind*; 3rd - *fly*, *gaseous form*, *lightning bolt*, *protection from energy\**, *wind wall*; 4th - *arcane eye*; 5th - *cloudkill*, *overland flight*; 6th - *chain lightning*; 7th - *control weather*; 8th - none; 9th - none. \* Electricity descriptor version only.

**Darkness:** Spells which conjure or manipulate darkness and shadows, or use its elements.

\* **Restricted School:** Light.

0th - none; 1st - *shadows*; 2nd - *darkness*, *darkvision*; 3rd - *nondetection*; 4th - *black tentacles*, *shadow conjuration*; 5th - *shadow evocation*; 6th - *shadow walk*; 7th - *greater shadow conjuration*; 8th - *greater shadow evocation*; 9th - *shades*.

**Earth:** These spells are all focused on either manipulating the earth itself, or the elements of the earth such as acid and metal.

\* **Restricted School:** Air.

0th - *acid splash*; 1st - *endure elements\**, *magic weapon*; 2nd - *acid arrow*, *resist energy\**; 3rd - *greater magic weapon*, *keen weapon*, *protection from energy\**; 4th - *stone shape*, *stoneskin*; 5th - *transmute mud to rock*, *transmute rock to mud*, *wall of stone*; 6th - *acid fog*, *move earth*; 7th - *statue*; 8th - *iron body*; 9th - *imprisonment*. \* Acid descriptor version only.

**Fire:** These spells are all focused on either manipulating fire itself, or the elements of fire such as heat and light.

\* **Restricted School:** Water.

0th - *light*; 1st - *burning hands*, *endure elements\**; 2nd - *continual flame*, *flaming sphere*, *resist energy\**, *scorching ray*; 3rd

- *daylight*, *fireball*, *flame arrow*, *protection from energy\**; 4th - *fire trap*, *fire shield* (fire only), *wall of fire*; 5th - none; 6th - *disintegrate*; 7th - *delayed blast fireball*; 8th - *incendiary cloud*, *sunburst*; 9th - *meteor swarm*. \* Fire descriptor version only.

**Force:** Spells which focus and harness kinetic energy, either in the form of direct force or fields of force.

\* **Restricted School:** Illusion.

0th - *mage hand*; 1st - *floating disk*, *mage armor*, *magic missile*, *shield*, *unseen servant*; 2nd - none; 3rd - *explosive runes*, *sepia snake sigil*, *tiny hut*; 4th - *resilient sphere*; 5th - *telekinesis*, *wall of force*; 6th - *forceful hand*; 7th - *forcecage*, *grasping hand*, *mage’s sword*; 8th - *clenched fist*, *telekinetic sphere*; 9th - *crushing hand*.

**Light:** Spells which conjure or manipulate illumination in all forms, including light that has a special effect or the ability to overcome false images.

\* **Restricted School:** Darkness.

0th - *dancing lights*, *flare*, *light*; 1st - *color spray*, *true strike*; 2nd - *glitterdust*, *hypnotic pattern*, *see invisibility*; 3rd - *daylight*; 4th - *rainbow pattern*; 5th - none; 6th - *true seeing*; 7th - *prismatic spray*; 8th - *prismatic wall*, *scintillating pattern*, *sunburst*; 9th - *prismatic sphere*.

**Ray:** Spells which require a ranged touch attack to use successfully, for more combative spellcasting.

\* **Restricted School:** Abjuration.

0th - *acid splash*, *ray of frost*; 1st - *ray of enfeeblement*; 2nd - *acid arrow*, *scorching ray*; 3rd - *ray of exhaustion*; 4th - *enervation*; 5th - none; 6th - *disintegrate*; 7th - none; 8th - *polar ray*; 9th - *energy drain*.

**Water:** These spells are all focused on either manipulating water itself, or the elements of water such as cold and mist.

\* **Restricted School:** Fire.

0th - *ray of frost*; 1st - *endure elements\**, *grease*, *obscuring mist*; 2nd - *fog cloud*, *resist energy\**; 3rd - *protection from energy\**, *sleet storm*, *stinking cloud*, *water breathing*; 4th - *fire shield* (cold only), *ice storm*, *solid fog*, *wall of ice*; 5th - *cone of cold*; 6th - *control water*, *freezing sphere*, *wall of iron*; 7th - none; 8th - *horrid wilting*, *polar ray*; 9th - none. \* Cold descriptor version only.

### Premade Characters

#### Adventuring Wizard

**Race:** Human **Class:** Wizard 1

**Alignment:** Lawful Neutral **HP:** 11

**BAB:** +0 (+0 Melee, +2 Ranged)

**AC:** 16 (+2 Dex, +4 *mage armor*)

**Str:** 10 **Dex:** 14 **Con:** 13 **Int:** 15 **Wis:** 12 **Cha:** 8

**Fort:** +1 **Reflex:** +2 **Will:** +3

**Attack:** Quarterstaff +0 melee (1d6)

**Abilities:** More Skill Points, Summon Familiar

**Skill (Ranks):** Concentration +5 (4), Knowledge (arcane) +6 (4),

Knowledge (the planes) +6 (4), Spellcraft +6 (4)

**Armor/Weapon Proficiency:** No armor or shields; club, dagger, heavy crossbow, light crossbow, and quarterstaff.

**Feats:** Scribe Scroll (Wizard 1), Toughness (CL 1), Toughness (Human)

**Gear:** Quarterstaff, Spell Component Pouch, Traveler’s Outfit, 69gp

**Spellbook (5/2 slots):** 0th-level - *acid splash*, *daze*, *detect magic*, *mage hand*, *mending*; 1st-level - *mage armor*, *magic missile*, *shield*, *unseen servant*

**Languages:** Common, Draconic, Elven

Evoker Specialist

Race: Elf                      Class: Wizard (Evoker) 1  
Alignment:                  HP: 4  
BAB: +0 (–1 Melee, +3 Ranged)  
AC: 17 (+3 Dex, +4 *mage armor*)  
Str: 8 Dex: 16 Con: 11 Int: 15 Wis: 12 Cha: 10  
Fort: +0 Reflex: +3 Will: +3

Attack: *Ray of frost* +4 ranged touch (1d3+1 cold)  
Abilities: Bow and Longsword Proficiency, Low-Light Vision, Autocheck Secret Doors, Summon Familiar, +1 Evocation Casting Level, Extra Evocation Slots, No Illusion Access  
Skill (Ranks): Concentration +4 (4), Knowledge (arcane) +6 (4), Knowledge (nature) +6 (4), Listen +3 (0), Search +3 (0), Spellcraft +6 (4), Spot +3 (0)  
Armor/Weapon Proficiency: No armor or shields; club, dagger, heavy crossbow, light crossbow, and quarterstaff.  
Feats: Point Blank Shot (CL 1), Scribe Scroll (Wizard 1)  
Gear: Spell Component Pouch, Traveler’s Outfit, *Wand of Magic Missile* (4 charges), 9gp  
Spellbook (5+1/2+1): 0th-level - *dancing lights\**, *detect magic*, *mage hand*, *mending*, *ray of frost\**; 1st-level - *burning hands\**, *endure elements*, *identify*, *mage armor*, *shield* (\* Evocation spell)  
Languages: Common, Draconic, Elven, Sylvan

ANIMAL COMPANIONS

A druid’s animal companion is superior to a normal animal of its kind and has special powers, as described below.

TABLE 3-16: ANIMAL COMPANION BONUSES

Class Level	Bonus HD	Natural Armor	Bonus Str/Dex	Bonus Tricks	Special
1st - 2nd	+0	+0	+0	1	Link, share spells
3rd - 5th	+2	+2	+1	2	Evasion
6th - 8th	+4	+4	+2	3	Devotion
9th - 11th	+6	+6	+3	4	Multiattack
12th - 14th	+8	+8	+4	5	
15th - 17th	+10	+10	+5	6	Improved evasion
18th - 20th	+12	+12	+6	7	

Animal Companion Basics

Use the base statistics for a creature of the companion’s kind, but make the following changes.

**Class Level:** The character’s druid level. The druid’s class levels stack with levels of any other classes that are entitled to an animal companion for the purpose of determining the companion’s abilities and the alternative lists available to the character.

**Bonus HD:** Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the animal companion’s base attack and base save bonuses. An animal companion’s base attack bonus is the same as that of a druid of a level equal to the animal’s HD. An animal companion has good Fortitude and Reflex saves (treat it as a character whose level equals the animal’s HD). An animal companion gains additional skill points and feats for bonus HD as normal for advancing a monster’s Hit Dice.

\* *Size:* Unlike regularly gained Hit Dice, bonus Hit Dice from a druid’s Animal Companion ability does not increase its size category, even if it gains enough Hit Dice to be eligible for a size increase according to its creature type.

**Natural Armor:** The number noted here is an improvement to the animal companion’s existing natural armor bonus.

**Str/Dex:** Add this value to the animal companion’s Strength and Dexterity scores.

**Bonus Tricks:** The value given in this column is the total number of “bonus” tricks that the animal knows in addition to any

that the druid might choose to teach it (see the Handle Animal skill). These bonus tricks don’t require any training time or Handle Animal checks, and they don’t count against the normal limit of tricks known by the animal. The druid selects these bonus tricks, and once selected, they can’t be changed.

**Link (Ex):** A druid can handle his animal companion as a free action, or push it as a move action, even if he doesn’t have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

**Share Spells (Ex):** At the druid’s option, he may have any spell (but not any spell-like ability) he casts upon himself also affect his animal companion. The animal companion must be within 5 feet of him at the time of casting to receive the benefit. Additionally, the druid may cast a spell with a target of “You” on his animal companion (as a touch range spell) instead of on himself. A druid and his animal companion can share spells even if the spells normally do not affect creatures of the companion’s type (animal).

**Evasion (Ex):** If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

**Devotion (Ex):** An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

**Multiattack:** An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a –5 penalty.

**Improved Evasion (Ex):** When subjected to an attack that normally allows a Reflex saving throw for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Alternative Animal Companions

A druid of sufficiently high level can select his animal companion from one of the following lists, applying the indicated adjustment to the druid’s level (in parentheses) for purposes of determining the companion’s characteristics and special abilities.

**4th Level or Higher (Level –3):** Animal (ape), Animal (bear, black), Animal (leopard), Animal (bison), Animal (lizard, monitor), Animal (boar), Animal (shark, large)<sup>1</sup>, Animal (cheetah), Animal (snake, constrictor), Animal (snake, large viper), Animal (wolverine), Dire badger, Dire bat, Dire weasel.

**7th Level or Higher (Level –6):** Animal (Bear, brown), Animal (Crocodile, giant), Animal (Lion), Animal (Rhinosceros), Animal (Snake, Huge viper), Animal (Tiger), Dinosaur (Deinonychus), Dinosaur (Elasmosaurus)<sup>1</sup>, Dire ape, Dire boar, Dire wolf, Dire wolverine.

**10th Level or Higher (Level –9):** Animal (bear, polar), Animal (shark, huge)<sup>1</sup>, Animal (snake, giant constrictor), Animal (whale, orca)<sup>1</sup>, Dinosaur (megaraptor), Dire lion.

**13th Level or Higher (Level –12):** Animal (elephant), Animal (octopus, giant)<sup>1</sup>, Dire bear.

**16th Level or Higher (Level –15):** Animal (squid, giant)<sup>1</sup>, Dinosaur (triceratops), Dinosaur (tyrannosaurus), Dire shark<sup>1</sup>, Dire tiger.

<sup>1</sup> Available only in an aquatic environment.

Animal Companion Death

If a druid’s animal companion dies the shock of the severed bond causes him to lose XP, which may result in level loss. The druid loses an amount of XP equal to 200 times his level on table 3-16. He is allowed a DC 15 Fortitude save to lose only half that amount.

A druid whose animal companion dies can summon another animal companion after the next sunrise.

## FAMILIARS

A familiar is a normal animal that gains new powers and becomes a magical beast when summoned to service by a sorcerer or wizard. It retains the appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats of the normal animal it once was, but it is treated as a magical beast instead of an animal for the purpose of any effect that depends on its type. Only a normal, unmodified animal may become a familiar. An animal companion cannot also function as a familiar.

A familiar also grants special abilities to its master (a sorcerer or wizard), as given on the table below. These special abilities apply only when the master and familiar are within 1 mile of each other. Alternatively the master can choose to forgo this bonus in exchange for a bonus Familiar feat.

Levels of different classes that are entitled to familiars stack for the purpose of determining any familiar abilities that depend on the master's level.

**TABLE 3-17: FAMILIAR TYPE BENEFIT**

Familiar	Master's Bonus
Bat	+3 bonus on Listen checks
Cat	+3 bonus on Move Silently checks
Centipede <sup>1</sup>	+2 bonus on Fortitude saves vs. poison
Hawk	+3 bonus on Spot checks in bright light
Lizard	+3 bonus on Climb checks
Monkey	+2 bonus on Balance and Climb checks
Owl	+3 bonus on Spot checks in shadows
Parrot <sup>2</sup>	+3 bonus on Diplomacy checks
Rat	+2 bonus on Fortitude saves
Raven <sup>2</sup>	+3 bonus on Appraise checks
Scorpion <sup>3</sup>	+1 natural armor bonus to AC
Snake <sup>4</sup>	+3 bonus on Bluff checks
Spider <sup>5</sup>	+2 bonus on Climb checks
Toad	+1 hit point per class level
Weasel	+2 bonus on Reflex saves

**1** Tiny monstrous.

**2** A parrot or raven familiar can speak one language of its master's choice as a supernatural ability. They share the same creature statistics.

**3** Tiny monstrous.

**4** Tiny viper.

**5** Tiny monstrous.

### Familiar Basics

Use the basic statistics for a creature of the familiar's kind, but make the following changes:

**Hit Dice:** For the purpose of effects related to number of Hit Dice, use the master's character level or the familiar's normal HD total, whichever is higher.

**Hit Points:** The familiar has one-half the master's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

**Attacks:** Use the master's base attack bonus, as calculated from all his classes. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with natural weapons. Damage equals that of a normal creature of the familiar's kind.

**Saving Throws:** For each saving throw, use either the familiar's base save bonus (Fortitude +2, Reflex +2, Will +0) or the master's (as calculated from all his classes), whichever is better. The familiar uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the master might have on saves.

**Skills:** For each skill in which either the master or the familiar has ranks, use either the normal skill ranks for an animal of that

type or the master's skill ranks, whichever are better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the familiar's ability to use.

**Familiar Ability Descriptions:** All familiars have special abilities (or impart abilities to their masters) depending on the master's combined level in classes that grant familiars, as shown on the table below. The abilities given on the table are cumulative.

**Natural Armor:** The number noted here is an improvement to the familiar's existing natural armor bonus.

**Int:** The familiar's Intelligence score. It cannot be higher than the familiar master's, no matter what the table says.

**TABLE 3-18: FAMILIAR BONUSES**

Master's Class Level	Natural Armor	Int	Special
1st - 2nd	+1	6	Alertness, improved evasion, share spells, empathic link
3rd - 4th	+2	7	Deliver touch spells
5th - 6th	+3	8	Speak with master
7th - 8th	+4	9	Speak with animals of its kind
9th - 10th	+5	10	
11th - 12th	+6	11	Spell resistance
13th - 14th	+7	12	Scry on familiar
15th - 16th	+8	13	
17th - 18th	+9	14	
19th - 20th	+10	15	

**Alertness (Ex):** While a familiar is within arm's reach, the master gains the Alertness feat.

**Improved Evasion (Ex):** When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

**Share Spells:** At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself. A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

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

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

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

**Speak with Master (Ex):** If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

**Speak with Animals of Its Kind (Ex):** If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures (weasels, minks,

polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures.

**Spell Resistance (Ex):** If the master is 11th level or higher, a familiar gains spell resistance equal to the master’s level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar’s spell resistance.

**Scry on Familiar (Sp):** If the master is 13th level or higher, he may *scry* on his familiar (as if casting the *scrying* spell) once per day.

**Familiar Death**

If a master’s familiar dies the shock of the severed bond causes him to lose XP, which may result in level loss. The master loses

an amount of XP equal to 200 times his level on Table 3-18. He is allowed a DC 15 Fortitude save to lose only half that amount.

A master whose familiar dies can summon another familiar after a year and a day have passed.

**THE PALADIN’S MOUNT**

The paladin’s mount is superior to a normal mount of its kind and has special powers, as described below. The standard mount for a Medium paladin is a heavy warhorse, and the standard mount for a Small paladin is a warpony. Another kind of mount, such as a riding dog (for a halfling paladin) or a Large shark (for a paladin in an aquatic campaign) may be allowed as well. A paladin’s mount is treated as a magical beast, not an animal, for the purpose of all effects that depend on its type (though it retains an animal’s HD, base attack bonus, saves, skill points, and feats).

TABLE 3-19: PALADIN MOUNT BONUSES

Paladin Level	Bonus HD	Natural Armor	Str	Int	Special
5th - 7th	+2	+4	+1	6	Empathic link, improved evasion, share spells, share saving throws
8th - 10th	+4	+6	+2	7	Improved speed
11th - 14th	+6	+8	+3	8	Command creatures of its kind
15th - 20th	+8	+10	+4	9	Spell resistance

**Paladin’s Mount Basics**

Use the base statistics for a creature of the mount’s kind, but make changes to take into account the attributes and characteristics summarized on the table and described below.

**Bonus HD:** Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the mount’s base attack and base save bonuses. A special mount’s base attack bonus is equal to that of a cleric of a level equal to the mount’s HD. A mount has good Fortitude and Reflex saves (treat it as a character whose level equals the animal’s HD). The mount gains additional skill points or feats for bonus HD as normal for advancing a monster’s Hit Dice.

**Natural Armor:** The number on the table is an improvement to the mount’s existing natural armor bonus.

**Str:** Add this figure to the mount’s Strength score.

**Int:** The mount’s Intelligence score.

**Empathic Link (Su):** The paladin has an empathic link with his mount out to a distance of up to 1 mile. The paladin cannot see through the mount’s eyes, but they can communicate empathically. Note that even intelligent mounts see the world differently from humans, so misunderstandings are always possible.

Because of this empathic link, the paladin has the same connection to an item or place that his mount does, just as with a master and his familiar (see Familiars).

**Improved Evasion (Ex):** When subjected to an attack that normally allows a Reflex saving throw for half damage, a mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

**Share Spells:** At the paladin’s option, he may have any spell (but not any spell-like ability) he casts on himself also affect his mount. The mount must be within 5 feet at the time of casting to receive the benefit. Additionally, the paladin may cast a spell with a target of “You” on his mount (as a touch range spell) instead of on himself. A paladin and his mount can share spells even if the spells normally do not affect creatures of the mount’s type (magical beast).

**Share Saving Throws:** For each of its saving throws, the mount uses its own base save bonus or the paladin’s, whichever is higher. The mount applies its own ability modifiers to saves, and it doesn’t share any other bonuses on saves that the master might have.

**Improved Speed (Ex):** The mount’s speed increases by 10 feet.

**Command (Sp):** Once per day per two paladin levels of its master, a mount can use this ability to *command* other any normal animal of approximately the same kind as itself (for warhorses and warponies, this category includes donkeys, mules, and ponies), as long as the target creature has fewer Hit Dice than the mount. This ability functions like the *command* spell, but the mount must make a DC 21 Concentration check to succeed if it’s being ridden at the time. If the check fails, the ability does not work that time, but it still counts against the mount’s daily uses. Each target may attempt a Will save (DC 10 + 1/2 paladin’s level + paladin’s Charisma modifier) to negate the effect.

**Spell Resistance (Ex):** A mount’s spell resistance equals its master’s paladin level + 5. To affect the mount with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the mount’s spell resistance.

# CHAPTER FOUR: SKILLS

This chapter covers skills, which are learned abilities that can be improved with practice. The default rules used here is that of the 3.5 rules set, as that is the more streamlined of the two for this section. Some of the skills have been altered or have alternate

rules listed for them. Such altered and alternate skills have their variations listed in text boxes near the skill itself, and are labeled as such.

Skill	Key	Trained	Psionic		----- Class Skills -----											
	Ability	Only?	ACP?	Only?	Brb	Brd	Clr	Drd	Ftr	Mnk	Pal	Psi	Rgr	Rog	Sor	Wiz
Alchemy	Int	Yes	No	No	cc	C	cc	cc	cc	cc	cc	cc	cc	cc	C	C
Appraise	Int	No	No	No	cc	C	cc	cc	cc	cc	cc	cc	cc	C	cc	cc
Autohypnosis	Wis	Yes	No	Yes	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	cc	cc
Balance	Dex	No	Yes	No	cc	C	cc	cc	cc	C	cc	cc	cc	C	cc	cc
Bluff	Cha	No	No	No	cc	C	cc	cc	cc	cc	cc	cc	cc	C	C	cc
Climb	Str	No	Yes	No	C	C	cc	cc	C	C	cc	cc	C	C	cc	cc
Concentration	Con	No	No	No	cc	C	C	C	cc	C	C	C	C	cc	C	C
Craft	Int	No	No	No	C	C	C	C	C	C	C	C	C	C	C	C
Decipher Script	Int	Yes	No	No	cc	C	cc	cc	cc	cc	cc	cc	cc	C	cc	C
Diplomacy	Cha	No	No	No	cc	C	C	C	cc	C	C	C	cc	C	cc	cc
Disable Device	Int	Yes	No	No	cc	cc	cc	cc	cc	cc	cc	cc	cc	C	cc	cc
Disguise	Cha	No	No	No	cc	C	cc	cc	cc	cc	cc	cc	cc	C	cc	cc
Escape Artist	Dex	Yes	No	No	cc	C	cc	cc	cc	C	cc	cc	cc	C	cc	cc
Forgery	Int	No	No	No	cc	cc	cc	cc	cc	cc	cc	cc	cc	C	cc	cc
Gather Information	Cha	No	No	No	cc	C	cc	cc	cc	cc	cc	cc	cc	C	cc	cc
Handle Animal	Cha	Yes	No	No	C	cc	cc	C	C	cc	C	cc	C	cc	cc	cc
Harness Subconscious	Wis	Yes	No	Yes	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	cc	cc
Heal	Wis	No	No	No	cc	cc	C	cc	cc	cc	C	cc	C	cc	cc	cc
Hide	Dex	Yes	No	No	cc	C	cc	cc	cc	C	cc	cc	C	C	cc	cc
Intimidate	Cha	No	No	No	C	cc	cc	cc	C	cc	cc	C	cc	C	cc	cc
Jump	Str	No	Yes	No	C	C	cc	cc	C	C	cc	cc	C	C	cc	cc
Knowledge	Int	Yes	No	No	cc	C	cc	cc	cc	cc	cc	C	cc	cc	cc	C
(arcana)	Int	Yes	No	No	cc	C	C	C	cc	C	cc	C	cc	cc	C	C
(dungeoneering)	Int	Yes	No	No	cc	C	cc	cc	cc	cc	cc	C	C	cc	cc	C
(geography)	Int	Yes	No	No	cc	C	cc	C	cc	cc	cc	C	C	cc	cc	C
(history)	Int	Yes	No	No	cc	C	cc	cc	cc	cc	cc	C	cc	cc	cc	C
(local)	Int	Yes	No	No	cc	C	cc	cc	cc	cc	cc	C	cc	C	cc	C
(nature)	Int	Yes	No	No	cc	C	cc	C	cc	cc	cc	C	C	cc	cc	C
(nobility & royalty)	Int	Yes	No	No	cc	C	cc	cc	cc	cc	C	C	cc	cc	cc	C
(religion)	Int	Yes	No	No	cc	C	C	cc	cc	C	C	C	cc	cc	cc	C
(the planes)	Int	Yes	No	No	cc	C	C	cc	cc	cc	cc	C	cc	cc	cc	C
(psionics)	Int	Yes	No	No	cc	C	C	cc	cc	cc	cc	C	cc	cc	cc	C
Listen	Wis	No	No	No	C	C	cc	C	cc	C	cc	cc	C	C	cc	cc
Move Silently	Dex	No	Yes	No	cc	C	cc	cc	cc	C	cc	cc	C	C	cc	cc
Open Lock	Dex	Yes	No	No	cc	cc	cc	cc	cc	cc	cc	cc	cc	C	cc	cc
Perform	Cha	No	No	No	cc	C	cc	cc	cc	C	cc	cc	cc	C	cc	cc
Profession	Wis	Yes	No	No	cc	C	C	C	cc	C	C	C	C	C	C	C
Psicraft	Int	Yes	No	No	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	cc	cc
Ride	Dex	No	No	No	C	cc	cc	C	C	cc	C	cc	C	cc	cc	cc
Search	Int	No	No	No	cc	cc	cc	cc	cc	cc	cc	cc	C	C	cc	cc
Sense Motive	Wis	No	No	No	cc	C	C	cc	cc	C	C	C	cc	C	cc	cc
Sleight of Hand	Dex	Yes	Yes	No	cc	C	cc	cc	cc	cc	cc	cc	cc	C	cc	cc
Speak Language	None	Yes	No	No	cc	C	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc
Spellcraft	Int	Yes	No	No	cc	C	C	C	cc	cc	cc	cc	cc	cc	C	C
Spot	Wis	No	No	No	cc	cc	cc	C	cc	C	cc	cc	C	C	cc	cc
Stabilize Self	Con	Yes	No	Yes	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	cc	cc
Survival	Wis	No	No	No	C	cc	cc	C	cc	cc	cc	cc	C	cc	cc	cc
Swim	Str	No	Yes	No	C	C	cc	C	C	C	cc	cc	C	C	cc	cc
Tumble	Dex	Yes	Yes	No	cc	C	cc	cc	cc	C	cc	cc	cc	C	cc	cc
Twist	Int	Yes	No	Yes	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	cc	cc
Use Magic Device	Cha	Yes	No	No	cc	C	cc	cc	cc	cc	cc	cc	cc	C	cc	cc
Use Psionic Device	Cha	Yes	No	No	cc	C	cc	cc	cc	cc	cc	C	cc	C	cc	cc
Use Rope	Dex	No	No	No	cc	cc	cc	cc	cc	cc	cc	cc	C	C	cc	cc
Skill Points Each Class Level After 1st -Level*					4+Int	6+Int	2+Int	4+Int	2+Int	4+Int	2+Int	4+Int	6+Int	8+Int	2+Int	2+Int
Skill Points at 1st Character Level:					x4	x4	x4	x4	x4	x4	x4	x4	x4	x4	x4	

\* “+Int” means “plus Intelligence modifier”. No matter how low the character’s Intelligence is, the total cannot be below 1.

- C A class skill for members of this character class. Every skill point spent on it provides one rank. They can have up to level +3 ranks in it.
- cc A cross-class skill for members of this class. Any skill points spent on it only provide half a rank. They can only have up to (level +3)/2 ranks in it, unless it is a class skill for any other class they possess. In such cases they can have up to level +3 ranks in it, but skill points spent on it **still** provide only half a rank.

SKILL SUMMARY

If you buy a class skill, your character gets 1 rank (equal to a +1 bonus on checks with that skill) for each skill point. If you buy other classes' skills (cross-class skills), you get 1/2 rank per skill point.

Your maximum rank in a class skill is your character level + 3.

Your maximum rank in a cross-class skill is one-half of this number (do not round up or down).

**Using Skills:** To make a skill check, roll: 1d20 + skill modifier (Skill modifier = skill rank + ability modifier + miscellaneous modifiers)

This roll works just like an attack roll or a saving throw—the higher the roll, the better. Either you're trying to match or exceed a certain Difficulty Class (DC), or you're trying to beat another character's check result.

**Skill Ranks:** A character's number of ranks in a skill is based on how many skill points a character has invested in a skill. Many skills can be used even if the character has no ranks in them; doing this is called making an untrained skill check.

**Ability Modifier:** The ability modifier used in a skill check is the modifier for the skill's key ability (the ability associated with the skill's use). The key ability of each skill is noted in its description.

**Miscellaneous Modifiers:** Miscellaneous modifiers include racial bonuses, armor check penalties, and bonuses provided by feats, among others.

Each skill point you spend on a class skill gets you 1 rank in that skill. Class skills are the skills found on your character's class skill list. Each skill point you spend on a cross-class skill gets your character 1/2 rank in that skill. Cross-class skills are skills not found on your character's class skill list. (Half ranks do not improve your skill check, but two 1/2 ranks make 1 rank.) You can't save skill points to spend later.

The maximum rank in a class skill is the character's level + 3. If it's a cross-class skill, the maximum rank is half of that number (do not round up or down).

Regardless of whether a skill is purchased as a class skill or a cross-class skill, if it is a class skill for any of your classes, your maximum rank equals your total character level + 3.

USING SKILLS

When your character uses a skill, you make a skill check to see how well he or she does. The higher the result of the skill check, the better. Based on the circumstances, your result must match or beat a particular number (a DC or the result of an opposed skill check) for the check to be successful. The harder the task, the higher the number you need to roll.

Circumstances can affect your check. A character that is free to work without distractions can make a careful attempt and avoid simple mistakes. A character that has lots of time can try over and over again, thereby assuring the best outcome. If others help, the character may succeed where otherwise he or she would fail.

SKILL CHECKS

A skill check takes into account a character's training (skill rank), natural talent (ability modifier), and luck (the die roll). It may also take into account his or her race's knack for doing certain things

(racial bonus) or what armor he or she is wearing (armor check penalty), or a certain feat the character possesses, among other things.

To make a skill check, roll 1d20 and add your character's skill modifier for that skill. The skill modifier incorporates the character's ranks in that skill and the ability modifier for that skill's key ability, plus any other miscellaneous modifiers that may apply, including racial bonuses and armor check penalties. The higher the result, the better. Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success, and a natural roll of 1 is not an automatic failure.

Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number (set using the skill rules as a guideline) that you must score as a result on your skill check in order to succeed.

TABLE 4-1: DIFFICULTY CLASS EXAMPLES

Difficulty (DC)	Example (Skill Used)
Very easy (0)	Notice something large in plain sight (Spot)
Easy (5)	Climb a knotted rope (Climb)
Average (10)	Hear an approaching guard (Listen)
Tough (15)	Rig a wagon wheel to fall off (Disable Device)
Challenging (20)	Swim in stormy water (Swim)
Formidable (25)	Open an average lock (Open Lock)
Heroic (30)	Leap across a 30-foot chasm (Jump)
Nie impossible (40)	Track a squad of orcs across hard ground after 24 hours of rainfall (Survival)

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

TABLE 4-2: EXAMPLE OPPOSED CHECKS

Task	Skill	Opposing Skill
Con someone	Bluff	Sense Motive
Pretend to be someone else	Disguise	Spot
Create a false map	Forgery	Forgery
Hide from someone	Hide	Spot
Make a bully back down	Intimidate	Special*
Sneak up on someone	Move Silently	Listen
Steal a coin pouch	Sleight of Hand	Spot
Tie a prisoner securely	Use Rope	Escape Artist

\* An Intimidate check is opposed by the target's level check, not a skill check. See the Intimidate skill description for more information.

Trying Again

In general, you can try a skill check again if you fail, and you can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. A few skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.



### Untrained Skill Checks

Generally, if your character attempts to use a skill he or she does not possess, you make a skill check as normal. The skill modifier doesn't have a skill rank added in because the character has no ranks in the skill. Any other applicable modifiers, such as the modifier for the skill's key ability, are applied to the check.

Many skills can be used only by someone who is trained in them.

### Favorable and Unfavorable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for a skill check or a change to the DC of the skill check.

The chance of success can be altered in four ways to take into account exceptional circumstances.

1. Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character (see Combining Skill Attempts), or possessing unusually accurate information.
2. Give the skill user a -2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or having misleading information.
3. Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience or doing work that can be sub-par.
4. Increase the DC by 2 to represent circumstances that make the task harder, such as having an uncooperative audience or doing work that must be flawless.

Conditions that affect your character's ability to perform the skill change the skill modifier. Conditions that modify how well the character has to perform the skill to succeed change the DC. A bonus to the skill modifier and a reduction in the check's DC have the same result: They create a better chance of success. But they represent different circumstances, and sometimes that difference is important.

### Time and Skill Checks

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions, move actions, or full-round actions. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action.

These skill checks are not actions. Other skill checks represent part of movement.

### Checks without Rolls

A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill under more favorable conditions and eliminate the luck factor.

**Taking 10:** When your character is not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats (such as combat) make it impossible for a character to take 10. In most cases, taking 10 is purely a safety measure - you know (or expect) that an average roll will succeed but fear that a poor roll might fail, so you elect to settle for the average roll (a 10). Taking 10 is especially useful in situations where a particularly high roll wouldn't help.

**Taking 20:** When you have plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round, one

full-round action, or one standard action), you are faced with no threats or distractions, and the skill being attempted carries no penalties for failure, you can take 20. In other words, eventually you will get a 20 on 1d20 if you roll enough times. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20.

Taking 20 means you are trying until you get it right, and it assumes that you fail many times before succeeding. Taking 20 takes twenty times as long as making a single check would take.

Since taking 20 assumes that the character will fail many times before succeeding, if you did attempt to take 20 on a skill that carries penalties for failure, your character would automatically incur those penalties before he or she could complete the task. Common "take 20" skills include Escape Artist, Open Lock, and Search.

**Ability Checks and Caster Level Checks:** The normal take 10 and take 20 rules apply for ability checks. Neither rule applies to caster level checks.

## COMBINING SKILL ATTEMPTS

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

### Individual Events

Often, several characters attempt some action and each succeeds or fails independently. The result of one character's Climb check does not influence the results of other characters Climb check.

### Aid Another

You can help another character achieve success on his or her skill check by making the same kind of skill check in a cooperative effort. If you roll a 10 or higher on your check, the character you are helping gets a +2 bonus to his or her check, as per the rule for favorable conditions. (You can't take 10 on a skill check to aid another.) In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once.

In cases where the skill restricts who can achieve certain results you can't aid another to grant a bonus to a task that your character couldn't achieve alone.

### Skill Synergy

It's possible for a character to have two skills that work well together. In general, having 5 or more ranks in one skill gives the character a +2 bonus on skill checks with each of its synergistic skills, as noted in the skill description. In some cases, this bonus applies only to specific uses of the skill in question, and not to all checks. Some skills provide benefits on other checks made by a character, such as those checks required to use certain class features.

**TABLE 4-3: SKILL SYNERGIES**

Five Ranks In	+2 Bonus to
Alchemy	Profession (alchemist)
Bluff	Diplomacy, Disguise (to act in character), Intimidate, Sleight of Hand
Craft	Appraise (related item only), related Profession
Decipher Script	Use Magic Device (scrolls only)
Escape Artist	Use Rope (bindings only)
Handle Animal	Ride, wild empathy (druid/ranger feature)
Heal	Profession (physician)
Jump	Tumble
Knowledge skill (arcana)	Spellcraft
(architecture & engineering)	Craft (shipwright), Search (secret doors and compartments only)

(dungeoneering)	Survival (underground only)
(geography)	Survival (to avoid getting lost and hazards)
(history)	Bardic Knowledge (bard feature)
(local)	Gather Information
(nature)	Survival (natural above-ground areas only)
(nobility & royalty)	Diplomacy
(psionics)	Psicraft
(religion)	Turn/Rebuke Undead (cleric/paladin feature)
(the planes)	Survival (on other planes only), <i>summon</i> duration
Profession skill	Related skill or skills (see below)
(acrobat)	Tumble
(guardsman)	Intimidate
(herbalist)	Heal
(miner)	Listen and Survival (below-ground areas only)
(shopkeeper)	Appraise and Gather Information (buying or selling to the market in town only)
Psicraft	Use Psionic Device
Search	Survival (to follow tracks only)
Sense Motive	Diplomacy
Spellcraft	Use Magic Device (scrolls only)
Survival	Knowledge (nature)
Tumble	Balance, Jump
Use Magic Device	Spellcraft (deciphering scrolls only)
Use Rope	Escape Artist (ropes only)

ABILITY CHECKS

Sometimes a character tries to do something to which no specific skill really applies. In these cases, you make an ability check. An ability check is a roll of 1d20 plus the appropriate ability modifier. Essentially, you’re making an untrained skill check.

In some cases, an action is a straight test of one’s ability with no luck involved. Just as you wouldn’t make a height check to see who is taller, you don’t make a Strength check to see who is stronger.

SKILL DESCRIPTIONS

This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for purposes other than those noted here.

Here is the format for skill descriptions.

**Skill Name**  
The skill name line includes (in addition to the name of the skill) the following information.

**Key Ability:** The abbreviation of the ability whose modifier applies to the skill check. *Exception:* Speak Language has “None” as its key ability because the use of this skill does not require a check.

**Trained Only:** If this notation is included in the skill name line, you must have at least 1 rank in the skill to use it. If it is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Untrained section (see below).

**Armor Check Penalty:** If this notation is included in the skill name line, an armor check penalty applies (when appropriate) to checks using this skill. If this entry is absent, an armor check penalty does not apply.

The skill name line is followed by a general description of what using the skill represents. After the description are a few other types of information:

**Check:** What a character (“you” in the skill description) can do with a successful skill check and the check’s DC.

**Action:** The type of action using the skill requires, or the amount of time required for a check.

**Try Again:** Any conditions that apply to successive attempts to use the skill successfully. If the skill doesn’t allow you to attempt the same task more than once, or if failure carries an inherent penalty (such as with the Climb skill), you can’t take 20. If this paragraph is omitted, the skill can be retried without any inherent penalty, other than the additional time required.

**Special:** Any extra facts that apply to the skill, such as special effects deriving from its use or bonuses that certain characters receive because of class, feat choices, or race.

**Synergy:** Some skills grant a bonus to the use of one or more other skills because of a synergistic effect. This entry, when present, indicates what bonuses this skill may grant or receive because of such synergies. See Table 4-5 for a complete list of bonuses granted by synergy between skills (or between a skill and a class feature).

**Restriction:** The full utility of certain skills is restricted to characters of certain classes or characters that possess certain feats. This entry indicates whether any such restrictions exist for the skill.

**Untrained:** This entry indicates what a character without at least 1 rank in the skill can do with it. If this entry doesn’t appear, it means that the skill functions normally for untrained characters (if it can be used untrained) or that an untrained character can’t attempt checks with this skill (for skills that are designated as “Trained Only”).

**Alchemy (Int; Trained Only)**  
The purpose of alchemy is to be used for the creation of handy materials, and the identification of both strange substances and potions.

**Check:** The character can make alchemical items. Some items the character can make are found in the item descriptions. To determine how much time and material it takes to make an alchemical item, use the DCs listed below and the rules for making things found in the Craft skill description.

The GM may allow an alchemist to perform other tasks related to alchemy, such as identifying an unknown substance or a poison. Doing so takes 1 hour.

**Retry:** Yes, but in the case of making items, each failure ruins the half the raw materials needed, and the character has to pay half the raw material cost again. For identifying substances or potions, each failure consumes the cost per attempt.

Alchemy Task	DC	Notes
Identify substance	25	1 gp per attempt*
Identify potion	25	1 gp per attempt*
Make acid	15	See Craft skill
Identify poison	20	
Make alchemist's fire, healing salve, smokestick, or tindertwig	20	See Craft skill
Make antitoxin, sunrod, tanglefoot bag, or thunderstone	25	See Craft skill

\* Or 20 gp to take 20.

**Special:** The character must have alchemical equipment to make an item or identify it. For identifying items, the cost represents additional supplies the character must buy. Purchasing and maintaining an alchemist’s lab grants a +2 circumstance bonus to Alchemy checks (from the favorable condition of having the perfect tools for the job) but does not affect the cost of any items made using the skill.

**Synergy:** If you have 5 ranks in Alchemy, you gain a +2 bonus on Profession (alchemist) checks.

## Appraise (Int)

This skill is used to ascertain the value of items and materials, mostly gems.

**Check:** You can appraise common or well-known objects with a DC 12 Appraise check. Failure means that you estimate the value at 50% to 150% (2d6+3 times 10%,) of its actual value.

Appraising a rare or exotic item requires a successful check against DC 15, 20, or higher. If the check is successful, you estimate the value correctly; failure means you cannot estimate the item's value.

A magnifying glass gives you a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem. A merchant's scale gives you a +2 circumstance bonus on Appraise checks involving any items that are valued by weight, including anything made of precious metals.

These bonuses stack.

**Action:** Appraising an item takes 1 minute (ten consecutive full-round actions).

**Try Again:** No. You cannot try again on the same object, regardless of success.

**Special:** A dwarf gets a +2 racial bonus on Appraise checks that are related to stone or metal items because dwarves are familiar with valuable items of all kinds (especially those made of stone or metal).

The master of a raven familiar gains a +3 bonus on Appraise checks.

A character with the Diligent feat gets a +2 bonus on Appraise checks.

**Synergy:** If you have 5 ranks in any Craft skill, you gain a +2 bonus on Appraise checks related to items made with that Craft skill.

**Untrained:** For common items, failure on an untrained check means no estimate. For rare items, success means an estimate of 50% to 150% (2d6+3 times 10%).

## Autohypnosis (Wis; Trained Only; Psionic)

Through meditation and mental discipline you have learned techniques which allow you to overcome many debilitating effects.

**Check:** The DC and effect depend on the task attempted. You cannot take 10 or 20 on any Autohypnosis check, except for Memorize.

Task	DC
Resist fear	15
Memorize	13
Ignore caltrop wound	13
Tolerate poison	Poison's DC
Willpower	15

**Resist Fear:** In response to a fear effect, the character can make an Autohypnosis check on his or her next round even if overcome by fear. A successful check grants another saving throw with a +4 morale bonus to resist the fear effect. Use of this ability is a free action, but it can only be made at the very end of the character's action.

Resist Fear gives you a second chance to stop running away from the fight, or to avoid continuing to cower in fear as the bad guy eats your companions. On top of this second chance, you even get a bonus!

**Memorize:** The character can attempt to memorize a long string of numbers, a long passage of verse, or other particularly difficult piece of information (but can't memorize magical spells or similarly exotic scripts). Each successful check allows the character to memorize up to 800 words (or strange sigils or numbers that would fill one piece of regular parchment, though multiple checks allow the character to remember multiples of 800).

A character always retains this information; however, he or she can only recall it with another successful Autohypnosis check. Use of this ability is a standard action.

**Ignore Caltrop Wound:** If stepping on a caltrop wounds the character, his or her speed is reduced to one-half of normal. A successful Autohypnosis check removes this movement penalty for a period of 10 minutes. The wound doesn't go away - it is just ignored through self-persuasion. Use of this ability is a free action, but it can only be attempted once whenever the character's movement is reduced due to a caltrop wound.

**Tolerate Poison:** In response to being poisoned, the character can make an Autohypnosis check on his or her next action. A successful check grants a +4 morale bonus on the saving throw to resist the poison's secondary damage, or allows a second saving throw against the poison to eliminate any durable condition, such as paralysis or blindness. Use of this skill ability takes the character's full turn that round.

Tolerate Poison's main benefit is that it gives you a chance to bolster your Fortitude save, probably your worst one. The nicest thing about it is that this is a morale bonus, so it stacks with the bonus you can get from the various *body adjustment* powers.

**Willpower:** If reduced to 0 hit points (staggered), the character may make an Autohypnosis check. If successful, he or she can take a normal action while at 0 hit points without taking 1 point of damage. The character must make a check for each strenuous action taken. A failed willpower check carries no penalties other than failure—the character can choose not to take that strenuous action. If the character does so anyway, he or she drops to -1 hit points. Use of this ability is a free action.

Willpower will let you play dead, then slink off when nobody is looking. Or clobber the bad guy when his back is turned (i.e. flat-footed). Player's choice.

**Retry:** See above.

## Balance (Dex; Armor Check Penalty)

This skill is used to maintain your balance on hazardous surfaces.

**Check:** You can walk on a precarious surface. A successful check lets you move at half your speed along the surface for 1 round. A failure by 4 or less means you can't move for 1 round. A failure by 5 or more means you fall. The difficulty varies with the surface, as follows:

Narrow Surface	DC*	Difficult Surface	DC*
7-12 inches wide	10	Uneven flagstone	10**
2-6 inches wide	15	Hewn stone floor	10**
Less than 2 inches wide	20	Sloped or angled floor	10**

\* Add modifiers from Narrow Surface Modifiers, below, as appropriate.

\*\* Only if running or charging. Failure by 4 or less means the character can't run or charge, but may otherwise act normally.

### Narrow Surface Modifiers

Surface	DC Mod*	Surface	DC Mod*
Lightly obstructed	+2	Lightly slippery	+2
Sloped or angled	+2	Severely slippery	+5
Severely obstructed	+5		

\* Add the appropriate modifier to the Balance DC of a narrow surface. These modifiers stack.

**Being Attacked while Balancing:** You are considered flat-footed while balancing, since you can't move to avoid a blow, and thus you lose your Dexterity bonus to AC (if any). If you have 5 or more ranks in Balance, you aren't considered flat-footed while balancing. If you take damage while balancing, you must make another Balance check against the same DC to remain standing.

**Accelerated Movement:** You can try to walk across a precarious surface more quickly than normal. If you accept a -5 penalty, you can move your full speed as a move action. (Moving twice your speed in a round requires two Balance checks, one for

each move action used.) You may also accept this penalty in order to charge across a precarious surface; charging requires one Balance check for each multiple of your speed (or fraction thereof) that you charge.

**Action:** None. A Balance check doesn't require an action; it is made as part of another action or as a reaction to a situation.

**Special:** If you have the Agile feat, you get a +2 bonus on Balance checks.

**Synergy:** If you have 5 or more ranks in Tumble, you get a +2 bonus on Balance checks.

**Bluff (Cha)**

This skill is used to befuddle, confuse, and deceive others.

**Check:** A Bluff check is opposed by the target's Sense Motive check. See the accompanying table for examples of different kinds of bluffs and the modifier to the target's Sense Motive check for each one.

Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against you: The bluff is hard to believe, or the action that the target is asked to take goes against its self-interest, nature, personality, orders, or the like. If it's important, you can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target. For instance, if the target gets a +10 bonus on its Sense Motive check because the bluff demands something risky, and the Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. A target that succeeds by 11 or more has seen through the bluff.

A successful Bluff check indicates that the target reacts as you wish, at least for a short time (usually 1 round or less) or believes something that you want it to believe. Bluff, however, is not a *suggestion* spell.

A bluff requires interaction between you and the target. Creatures unaware of you cannot be bluffed.

**Feinting in Combat:** You can also use Bluff to mislead an opponent in melee combat (so that it can't dodge your next attack effectively). To feint, make a Bluff check opposed by your target's Sense Motive check, but in this case, the target may add its base attack bonus to the roll along with any other applicable modifiers.

If your Bluff check result exceeds this special Sense Motive check result, your target is denied its Dexterity bonus to AC (if any) for the next melee attack you make against it. This attack must be made on or before your next turn.

Feinting in this way against a non-humanoid is difficult because it's harder to read a strange creature's body language; you take a -4 penalty on your Bluff check. Against a creature of animal Intelligence (1 or 2) it's even harder; you take a -8 penalty. Against a non-intelligent creature, it's impossible.

Feinting in combat does not provoke an attack of opportunity.

**Creating a Diversion to Hide:** You can use the Bluff skill to help you hide. A successful Bluff check gives you the momentary diversion you need to attempt a Hide check while people are aware of you. This usage does not provoke an attack of opportunity.

**Delivering a Secret Message:** You can use Bluff to get a message across to another character without others understanding it. The DC is 15 for simple messages, or 20 for complex messages, especially those that rely on getting across new information. Failure by 4 or less means you can't get the message across. Failure by 5 or more means that some false information has been implied or inferred. Anyone listening to the exchange can make a Sense Motive check opposed by the Bluff check you made to transmit in order to intercept your message (see Sense Motive).

**Action:** Varies. A Bluff check made as part of general interaction always takes at least 1 round (and is at least a full-round

action), but it can take much longer if you try something elaborate. A Bluff check made to feint in combat or create a diversion to hide is a standard action. A Bluff check made to deliver a secret message doesn't take an action; it is part of normal communication.

**Try Again:** Varies. Generally, a failed Bluff check in social interaction makes the target too suspicious for you to try again in the same circumstances, but you may retry freely on Bluff checks made to feint in combat. Retries are also allowed when you are trying to send a message, but you may attempt such a retry only once per round.

Each retry carries the same chance of miscommunication.

**Special:** A ranger gains a bonus on Bluff checks when using this skill against a favored enemy.

The master of a snake familiar gains a +3 bonus on Bluff checks.

If you have the Persuasive feat, you get a +2 bonus on Bluff checks.

**Synergy:** If you have 5 or more ranks in Bluff, you get a +2 bonus on Diplomacy, Intimidate, and Sleight of Hand checks, as well as on Disguise checks made when you know you're being observed and you try to act in character.

**Bluff Examples**

<u>Example Circumstances</u>	<u>Sense Motive Modifier</u>
The target wants to believe you.	-5
The bluff is believable and doesn't affect the target much.	+0
The bluff is a little hard to believe or puts the target at some risk.	+5
The bluff is hard to believe or puts the target at significant risk.	+10
The bluff is way out there, almost too incredible to consider.	+20

**Climb (Str; Armor Check Penalty)**

This skill is used to scale vertical surfaces.

**Check:** With a successful Climb check, you can advance up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with 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.

A climber's kit gives you a +2 circumstance bonus on Climb checks.

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.

**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 <i>rope trick</i> 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 pull 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 or ruins.

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

25 An overhang or ceiling with handholds but no footholds.

--- A perfectly smooth, flat, vertical surface cannot be climbed.

## DC

### Mod\* Example Surface or Activity

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

-5 Climbing a corner where you can brace against perpendicular walls (reduces DC by 5).

+5 Surface is slippery (increases DC by 5).

\* These modifiers are cumulative; use any that apply.

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.

Any time 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.

**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).

**Making 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 3 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.

**Catching 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).

**Catching 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 forego 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 character, but his or her 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.

**Special:** 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.

A halfling has a +2 racial bonus on Climb checks because halflings are agile and surefooted.

The master of a lizard familiar gains a +3 bonus on Climb checks.

If you have the Athletic feat, you get a +2 bonus on Climb checks.

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 always can

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.

**Synergy:** If you have 5 or more ranks in Use Rope, you get a +2 bonus on Climb checks made to climb a rope, a knotted rope, or a rope-and-wall combination.

## Concentration (Con)

This skill is used to maintain your focus on a paranormal ability no matter what is trying to distract you.

**Check:** You must make a Concentration check whenever you might potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires your full attention. Such actions include casting a spell, concentrating on an active spell, directing a spell, using a spell-like ability, or using a skill that would provoke an attack of opportunity. In general, if an action wouldn't normally provoke an attack of opportunity, you need not make a Concentration check to avoid being distracted.

If the Concentration check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a spell, the spell is lost. If you were concentrating on an active spell, the spell ends as if you had ceased concentrating on it. If you were directing a spell, the direction fails but the spell remains active. If you were using a spell-like ability, that use of the ability is lost. A skill use also fails, and in some cases a failed skill check may have other ramifications as well.

The table below summarizes various types of distractions that cause you to make a Concentration check. If the distraction occurs while you are trying to cast a spell, you must add the level of the spell you are trying to cast to the appropriate Concentration DC. If more than one type of distraction is present, make a check for each one; any failed Concentration check indicates that the task is not completed.

Check DC *	Distraction
None	Manifesting a Knack
None	Manifesting a free action power
10 + 1/2 PP Spent	Manifesting defensively
10 + damage dealt	Damaged during spellcasting. **
10 + damage dealtΦ	Damaged by an attack when manifesting
10 + half of the	Taking continuous damage during the damage last continuous dmg dealt action. ***
10 + 1/2 continuous damage last dealtΦ	Taking continuous damage while manifesting
Distracting spell's save DC	Distracted by non-damaging spell. ****
Save DC of effectΦ	Distracted by non-damaging effect
5 + 1/2 PP spent	Foul weather (high wind, blinding rain, ect)
10 + 1/2 PP spent	Wind-driven debris, hail, or dust
10 + 1/2 PP spent	Motion (mounted, in a wagon, ect)
15 + 1/2 PP spent	Violent motion (galloping mount, ect)
15 + 1/2 PP spent	Entangled (effect or bound in ropes)
20 + 1/2 PP spent	Extraordinary violent motion (earthquake)
20 + 1/2 PP spent	Grappled or pinned

Φ Add half the Power Points you spent to manifest the power, if this distraction occurs while manifesting.

\* If you are trying to cast, concentrate on, or direct a spell when the distraction occurs, add the level of the spell to the indicated DC.

\*\* Such as during the casting of a spell with a casting time of 1 round or more, or the execution of an activity that takes more than a single full-round action (such as Disable Device). Also, damage stemming from an attack of opportunity or readied attack made in response to the spell being cast (for spells with a casting time of 1 action) or the action being taken (for activities requiring no more than a full-round action). (See also Distracting Spellcasters, page 160.)

\*\*\* Such as from *acid arrow*.

\*\*\*\* If the spell allows no save, use the save DC it would have if it did allow a save.

**Manifesting a Knack:** Manifesting a Knack feat's effect never provokes an attack of opportunity. Concentration checks are still required to manifest Knacks due to damage or other distractions, but not to manifest defensively.

**Manifesting a Free Action Power:** Free action powers (regular and unfettered) never provoke attacks of opportunity. They are so quick and easy to produce, that it is very difficult to interrupt them. Only Concentration checks for continuous damage need to be made.

**Manifesting Defensively:** Any time a power (other than free actions or Knacks) is being manifested while within a threatened area, or being concentrated on, an attack of opportunity is provoked. The creature using the power can avoid the attack of opportunity by manifesting defensively. If they do, they need to make a Concentration skill check. A failed check still does not provoke an attack of opportunity, but the manifesting action is lost or their concentration is broken.

**Damaged by an Attack:** A creature concentrating to maintain or manifest a psionic power can have their concentration broken by taking damage. They must make a successful Concentration check or else the manifestation is lost or their concentration is broken.

**Taking Continuous Damage:** A creature trying to maintain or manifest a power has a hard time concentrating to do so when taking damage from a continuous effect (such as acid or being on fire).

**Distracted by Non-Damaging Effect:** A creature trying to maintain or manifest a power can be distracted by being targeted by any effect, psionic or magical, that does not deal damage but is still distracting. Some examples of this would include being *dazed* by the spell of the same name, or failing a saving throw against any other kind of effect, or being in the area of an effect that allows no saving throw (such as being suddenly illuminated by a *daylight* spell after being in a dark room). Effects that normally do not allow a saving throw set the DC of this skill check as if they did.

**Foul Weather:** This includes being in an area of high winds; hail stones, swirling rain, or cold and damp fog.

**Wind-Driven Debris, Hail, or Dust:** This includes being in an area with wind-driven hailstones, forest debris, or clouds of dust.

**Motion:** This includes being on a horse at a walking speed, in a casually rolling wagon, on a deck of a ship in fairly calm waters, or on a gently swaying rope bridge.

**Violent Motion:** This includes being on a horse as it runs, a wagon traveling at a break-neck speed, on a ship in choppy waters, or trapped on a rope bridge being shaken by gusts of wind.

**Entangled:** This includes being caught in the area of effect of an *entangle* spell, a tangle-foot bag, or just tied up in ropes of some sort.

**Extraordinary Violent Motion:** This includes being on a horse as it runs over broken terrain, in a fast-moving wagon over bad roads, on a ship in stormy waters, or on a rope bridge that is being flipped end-over-end by storms.

**Grappled or Pinned:** This includes being in a Grapple attack (as the attacker or the target), or being held in place by something

large an immobile (such as a ceiling that fell, and why aren't you dead in that case?).

**Action:** None. Making a Concentration check doesn't take an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

**Try Again:** Yes, though a success doesn't cancel the effect of a previous failure, such as the loss of a spell you were casting or the disruption of a spell you were concentrating on.

**Special:** You can use Concentration to cast a spell, use a spell-like ability, or use a skill defensively, so as to avoid attacks of opportunity altogether. This doesn't apply to other actions that might provoke attacks of opportunity.

The DC of the check is 15 (plus the spell's level, if casting a spell or using a spell-like ability defensively). If the Concentration check succeeds, you may attempt the action normally without provoking any attacks of opportunity. A successful Concentration check still doesn't allow you to take 10 on another check if you are in a stressful situation; you must make the check normally. If the Concentration check fails, the related action also automatically fails (with any appropriate ramifications), and the action is wasted, just as if your concentration had been disrupted by a distraction.

A character with the Combat Casting feat gets a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while grappled or pinned.

## Craft (Int)

Like Knowledge, Perform, and Profession, Craft is actually a number of separate skills. You could have several Craft skills, each with its own ranks, each purchased as a separate skill.

A Craft skill is specifically focused on creating something. If nothing is created by the endeavor, it probably falls under the heading of a Profession skill.

**Check:** You can practice your trade and make a decent living, earning about half your check result in gold pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. You must have hands (or similar manipulators) to Craft items. (Untrained laborers and assistants earn an average of 1 silver piece per day.)

The basic function of the Craft skill, however, is to allow you to make an item of the appropriate type. The DC depends on the complexity of the item to be created. The DC, your check results, and the price of the item determine how long it takes to make a particular item. The item's finished price also determines the cost of raw materials.

In some cases, the *fabricate* spell can be used to achieve the results of a Craft check with no actual check involved. However, you must make an appropriate Craft check when using the spell to make articles requiring a high degree of craftsmanship.

A successful Craft check related to woodworking in conjunction with the casting of the *ironwood* spell enables you to make wooden items that have the strength of steel.

When casting the spell *minor creation*, you must succeed on an appropriate Craft check to make a complex item.

All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check is made with a -2 circumstance penalty. On the other hand, masterwork artisan's tools provide a +2 circumstance bonus on the check.

To determine how much time and money it takes to make an item, follow these steps.

1. Find the item's price in gp, even if it is fractional.
2. Find the DC from the table below.
3. Pay one-quarter of the item's price for the cost of raw materials.
4. Make an appropriate Craft check representing the DC x 10 minutes worth of work. If the check succeeds, the check total is

added to the progress you have made on it. If the total progress equals the price of the item in gp, then you have completed the item. (If the result equals double, triple, or some other multiple of the price of the item in gold pieces, then you can completed that multiple of the item in that time. You must pay for the raw materials for all of the items, not just one.) If the result doesn't equal the price in gp, then it represents the progress you've made this time period. Record the result and make a new Craft check for the next time period. Each check, you make more progress until your total reaches the price of the item in gold pieces, with any excess being available towards completion of another of the item (if you have the raw materials for it already paid for). You cannot work more than 10 hours a day on Crafting skill checks, but can stop a check and start it again the next day.

If you fail a check, you make no progress that time period.

If you fail by 5 or more, or roll a natural 1, you ruin half the raw materials and have to pay half the original raw material cost again.

**Progress by the Hour:** You can quicken these rules if you could succeed on a take 10. The amount of progress you make in an hour is equal to (Check Total / DC) x 6 gp per hour.

**Creating Masterwork Items:** You can make a masterwork item - a weapon, suit of armor, shield, or tool that conveys a bonus on its use through its exceptional craftsmanship, not through being magical. To create a masterwork item, you create the masterwork component as if it were a separate item in addition to the standard item. The masterwork component has its own price (300 gp for a weapon or 150 gp for a suit of armor or a shield) and a Craft DC of 20. Once both the standard component and the masterwork component are completed, the masterwork item is finished. *Note:* The cost you pay for the masterwork component is one-third of the given amount, just as it is for the cost in raw materials.

**Repairing Items:** Generally, you can repair an item by making checks against the same DC that it took to make the item in the first place. The cost of repairing an item is one-fifth of the item's price.

When you use the Craft skill to make a particular sort of item, the DC for checks involving the creation of that item are typically as given on the following table.

Item	Craft Skill	DC
Acid	Alchemy *	15
Alchemist's fire, smokestick, tindertwig	Alchemy *	20
Antitoxin, sunrod, tanglefoot bag, thunderstone	Alchemy *	25
Armor or shield	Armorsmithing	10+AC
Longbow or shortbow	Bowmaking	12
Composite longbow or shortbow	Bowmaking	15
Composite longbow or shortbow with high strength rating	Bowmaking	15+(mod x2)
Crossbow	Weaponsmithing	15
Simple melee or thrown weapon	Weaponsmithing	12
Martial melee or thrown weapon	Weaponsmithing	15
Exotic melee or thrown weapon	Weaponsmithing	18
Mechanical trap	Trapmaking	Varies **
Very simple item (wooden spoon)	Varies	5
Typical item (iron pot)	Varies	10
High-quality item (bell)	Varies	15
Complex or superior item (lock)	Varies	20

\* The actual Alchemy skill is used, rather than Craft.

\*\* Traps have their own rules for construction.

**Action:** Does not apply. Craft checks are made by the day or week (see above).

**Try Again:** Yes, but each time you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

**Special:** A dwarf has a +2 racial bonus on Craft checks that are related to stone or metal, because dwarves are especially capable with stonework and metalwork.

A gnome has a +2 racial bonus on Craft (alchemy) checks because gnomes have sensitive noses.

You may voluntarily add +10 to the indicated DC to craft an item. This allows you to create the item more quickly (since you'll be multiplying this higher DC by your Craft check result to determine progress). You must decide whether to increase the DC before you make each weekly or daily check.

**Alchemy:** To make an item using Craft (alchemy), you must have alchemical equipment. If you are working in a city, you can buy what you need as part of the raw materials cost to make the item, but alchemical equipment is difficult or impossible to come by in some places. Purchasing and maintaining an alchemist's lab grants a +2 circumstance bonus on Craft (alchemy) checks because you have the perfect tools for the job, but it does not affect the cost of any items made using the skill.

**Synergy:** If you have 5 ranks in a Craft skill, you get a +2 bonus on Appraise checks related to items made with that Craft skill, and appropriate related Profession checks.

### Decipher Script (Int; Trained Only)

This skill allows the user to discern the general gist of any type of written message, even if they cannot understand the language it is written in.

**Check:** You can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base DC is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic, or very old writing.

If the check succeeds, you understand the general content of a piece of writing about one page long (or the equivalent). If the check fails, make a DC 5 Wisdom check to see if you avoid drawing a false conclusion about the text. (Success means that you do not draw a false conclusion; failure means that you do.)

Both the Decipher Script check and (if necessary) the Wisdom check are made secretly, so that you can't tell whether the conclusion you draw is true or false.

**Action:** Deciphering the equivalent of a single page of script takes 1 minute (ten consecutive full-round actions).

**Try Again:** No.

**Special:** A character with the Diligent feat gets a +2 bonus on Decipher Script checks.

**Synergy:** If you have 5 or more ranks in Decipher Script, you get a +2 bonus on Use Magic Device checks involving scrolls.

### Diplomacy (Cha)

This skill is used to mediate conflicts, and to get others to agree to what you want.

**Check:** You can change the attitudes of others (non-player characters) with a successful Diplomacy check; see the Influencing NPC Attitudes sidebar, below, for basic DCs. In negotiations, participants roll opposed Diplomacy checks, and the winner gains the advantage. Opposed checks also resolve situations when two advocates or diplomats plead opposite cases in a hearing before a third party.

**Action:** Changing others' attitudes with Diplomacy generally takes at least 1 full minute (10 consecutive full-round actions). In some situations, this time requirement may greatly increase. A rushed Diplomacy check can be made as a full-round action, but you take a -10 penalty on the check.

**Try Again:** Optional, but not recommended because retries usually do not work. Even if the initial Diplomacy check

succeeds, the other character can be persuaded only so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

**Special:** A half-elf has a +2 racial bonus on Diplomacy checks.

If you have the Negotiator feat, you get a +2 bonus on Diplomacy checks.

**Synergy:** If you have 5 or more ranks in Bluff, Knowledge (nobility and royalty), or Sense Motive, you get a +2 bonus on Diplomacy checks.

**Influencing NPC Attitudes:** Use the table below to determine the effectiveness of Diplomacy checks (or Charisma checks) made to influence the attitude of a non-player character, or wild empathy checks made to influence the attitude of an animal or magical beast.

Initial Attitude	New Attitude (DC to achieve)				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	< 20	20	25	35	50
Unfriendly	< 5	5	15	25	40
Indifferent	---	< 1	1	15	30
Friendly	---	---	< 1	1	20
Helpful	---	---	---	< 1	1

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Socially expected interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

**Disable Device (Int; Trained Only)**

This skill is used to prevent mechanical devices, typically but not necessarily traps, from functioning when used or triggered.

**Check:** The Disable Device check is made secretly, so that you don't necessarily know whether you've succeeded.

The DC depends on how tricky the device is. Disabling (or rigging or jamming) a fairly simple device has a DC of 10; more intricate and complex devices have higher DCs.

If the check succeeds, you disable the device. If it fails by 4 or less, you have failed but can try again. If you fail by 5 or more, something goes wrong. If the device is a trap, you spring it. If you're attempting some sort of sabotage, you think the device is disabled, but it still works normally.

You also can rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use).

Device	Time	DC*	Example
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel
Difficult	2d4 rounds	20	Disarm a trap, reset a trap
Wicked	2d4 rounds	25	Disarm a complex trap, cleverly sabotage a clockwork device

\* If you attempt to leave behind no trace of your tampering, add 5 to the DC.

**Action:** The amount of time needed to make a Disable Device check depends on the task, as noted above. Disabling a simple device takes 1 round and is a full-round action. An intricate or complex device requires 1d4 or 2d4 rounds.

**Try Again:** Varies. You can retry if you have missed the check by 4 or less, though you must be aware that you have failed in order to try again.

**Special:** If you have the Nimble Fingers feat, you get a +2 bonus on Disable Device checks.

A rogue who beats a trap's DC by 10 or more can study the trap, figure out how it works, and bypass it (along with her companions) without disarming it.

**Restriction:** Rogues (and other characters with the Trapfinding class feature) can disarm magic traps. A magic trap generally has a DC of 25 + the spell level of the magic used to create it.

The spells *fire trap*, *glyph of warding*, *symbol*, and *teleportation circle* also create traps that a rogue can disarm with a successful Disable Device check. *Spike growth* and *spike stones*, however, create magic traps against which Disable Device checks do not succeed. See the individual spell descriptions for details.

**Other Ways to Beat a Trap**

It's possible to ruin many traps without making a Disable Device check.

**Ranged Attack Traps:** Once a trap's location is known, the obvious way to ruin it is to smash the mechanism—assuming the mechanism can be accessed. Failing that, it's possible to plug up the holes from which the projectiles emerge. Doing this prevents the trap from firing unless its ammunition does enough damage to break through the plugs.

**Melee Attack Traps:** Smashing the mechanism or blocking the weapons, as noted above, can thwart these devices. Alternatively, if a character studies the trap as it triggers, he might be able to time his dodges just right to avoid damage. A character who is doing nothing but studying a trap when it first goes off gains a +4 dodge bonus against its attacks if it is triggered again within the next minute.

**Pits:** Disabling a pit trap generally ruins only the trapdoor, making it an uncovered pit. Filling in the pit or building a makeshift bridge across it is an application of manual labor, not the Disable Device skill. Characters could neutralize any spikes at the bottom of a pit by attacking them - they break just as daggers do.

**Magic Traps:** *Dispel magic* helps here. Someone who succeeds on a caster level check against the level of the trap's creator suppresses the trap for 1d4 rounds. This works only with a targeted *dispel magic*, not the area version (see the spell description).

**Disguise (Cha)**

This skill is used to hide your appearance, or alter your features, without the aid of magic.

**Check:** Your Disguise check result determines how good the disguise is, and it is opposed by others' Spot check results. If you don't draw any attention to yourself, others do not get to make Spot checks. If you come to the attention of people who are suspicious (such as a guard who is watching commoners walking through a city gate), it can be assumed that such observers are taking 10 on their Spot checks.

You get only one Disguise check per use of the skill, even if several people are making Spot checks against it. The Disguise check is made secretly, so that you can't be sure how good the result is.

The effectiveness of your disguise depends in part on how much you're attempting to change your appearance.



Disguise	Modifier
Minor details only	+5
Disguised as different gender *	-2
Disguised as different race *	-2
Disguised as different age category *	-2 **

\* These modifiers are cumulative; use any that apply.

\*\* Per step of difference between your actual age category and your disguised age category. The steps are: young (younger than adulthood), adulthood, middle age, old, and venerable.

If you are impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks according to the table below. Furthermore, they are automatically considered to be suspicious of you, so opposed checks are always called for.

Familiarity	Viewer's Spot Check Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Usually, an individual makes a Spot check to see through your disguise immediately upon meeting you and each hour thereafter. If you casually meet many different creatures, each for a short time, check once per day or hour, using an average Spot modifier for the group.

**Action:** Creating a disguise requires 1d3×10 minutes of work.

**Try Again:** Yes. You may try to redo a failed disguise, but once others know that a disguise was attempted, they'll be more suspicious.

**Special:** Magic that alters your form, such as *alter self*, *disguise self*, *polymorph*, or *shapechange*, grants you a +10 bonus on Disguise checks (see the individual spell descriptions). You must succeed on a Disguise check with a +10 bonus to duplicate the appearance of a specific individual using the *veil* spell. Divination magic that allows people to see through illusions (such as *true seeing*) does not penetrate a mundane disguise, but it can negate the magical component of a magically enhanced one.

You must make a Disguise check when you cast a *simulacrum* spell to determine how good the likeness is.

If you have the Deceptive feat, you get a +2 bonus on Disguise checks.

**Synergy:** If you have 5 or more ranks in Bluff, you get a +2 bonus on Disguise checks when you know that you're being observed and you try to act in character.

### Escape Artist (Dex; Armor Check Penalty)

You use this skill to slip bonds, or escape the grip of foes.

**Check:** The table below gives the DCs to escape various forms of restraints.

**Ropes:** Your Escape Artist check is opposed by the binder's Use Rope check. Since it's easier to tie someone up than to escape from being tied up, the binder gets a +10 bonus on his or her check.

**Manacles and Masterwork Manacles:** The DC for manacles is set by their construction.

**Tight Space:** The DC noted on the table is for getting through a space where your head fits but your shoulders don't. If the space is long you may need to make multiple checks. You can't get through a space that your head does not fit through.

**Grappler:** You can make an Escape Artist check opposed by your enemy's grapple check to get out of a grapple or out of a pinned condition (so that you're only grappling).

Restraint	Escape Artist DC
Ropes Binder's	Use Rope at +10
Net, <i>animate rope</i> , <i>command plants</i> , <i>control plants</i> , or <i>entangle</i> spell	20
Snare spell	23
Manacles	30
Tight space	30
Masterwork manacles	35
Grappler	Grappler's grapple check result

**Action:** Making an Escape Artist check to escape from rope bindings, manacles, or other restraints (except a grappler) requires 1 minute of work. Escaping from a net or an *animate rope*, *command plants*, *control plants*, or *entangle* spell is a full-round action. Escaping from a grapple or pin is a standard action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on how long the space is.

**Try Again:** Varies. You can make another check after a failed check if you're squeezing your way through a tight space, making multiple checks. If the situation permits, you can make additional checks, or even take 20, as long as you're not being actively opposed.

**Special:** If you have the Agile feat, you get a +2 bonus on Escape Artist checks.

**Synergy:** If you have 5 or more ranks in Escape Artist, you get a +2 bonus on Use Rope checks to bind someone.

If you have 5 or more ranks in Use Rope, you get a +2 bonus on Escape Artist checks when escaping from rope bonds.

### Forgery (Int)

This skill is used to make realistic-seeming official or personal documents.

**Check:** Forgery requires writing materials appropriate to the document being forged, enough light or sufficient visual acuity to see the details of what you're writing, wax for seals (if appropriate), and some time. To forge a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), you need only to have seen a similar document before, and you gain a +8 bonus on your check. To forge a signature, you need an autograph of that person to copy, and you gain a +4 bonus on the check. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed.

The Forgery check is made secretly, so that you're not sure how good your forgery is. As with Disguise, you don't even need to make a check until someone examines the work. Your Forgery check is opposed by the Forgery check of the person who examines the document to check its authenticity. The examiner gains modifiers on his or her check if any of the conditions on the table below exist.

Condition	Reader's Forgery Check Modifier
Type of document unknown to reader	-2
Type of document somewhat known to reader	+0
Type of document well known to reader	+2
Handwriting not known to reader	-2
Handwriting somewhat known to reader	+0
Handwriting intimately known to reader	+2
Reader only casually reviews the document	-2

A document that contradicts procedure, orders, or previous knowledge, or one that requires sacrifice on the part of the person checking the document can increase that character's suspicion (and thus create favorable circumstances for the checker's opposing Forgery check).

**Action:** Forging a very short and simple document takes about 1 minute. A longer or more complex document takes 1d4 minutes per page.

**Try Again:** Usually, no. A retry is never possible after a particular reader detects a particular forgery. But the document created by the forger might still fool someone else. The result of a Forgery check for a particular document must be used for every instance of a different reader examining the document. No reader can attempt to detect a particular forgery more than once; if that one opposed check goes in favor of the forger, then the reader can't try using his own skill again, even if he's suspicious about the document.

**Special:** If you have the Deceitful feat, you get a +2 bonus on Forgery checks.

**Restriction:** Forgery is language-dependent; thus, to forge documents and detect forgeries, you must be able to read and write the language in question. A barbarian can't learn the Forgery skill unless he has learned to read and write.

### Gather Information (Cha)

This skill can be used to find out rumors, specific information, or the location of something within an urban area.

**Check:** An evening's time, a few gold pieces for buying drinks and making friends, and a DC 10 Gather Information check get you a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld. The higher your check result, the better the information.

If you want to find out about a specific rumor, or a specific item, or obtain a map, or do something else along those lines, the DC for the check is 15 to 25, or even higher.

**Action:** A typical Gather Information check takes 1d4+1 hours.

**Try Again:** Yes, but it takes time for each check. Furthermore, you may draw attention to yourself if you repeatedly pursue a certain type of information.

**Special:** A half-elf has a +2 racial bonus on Gather Information checks.

If you have the Investigator feat, you get a +2 bonus on Gather Information checks.

**Synergy:** If you have 5 or more ranks in Knowledge (local), you get a +2 bonus on Gather Information checks.

### Handle Animal (Cha; Trained Only)

You use this skill to train or direct an animal to perform some type of task.

**Check:** The DC depends on what you are trying to do.

Task	Handle Animal DC
Handle an animal	10
"Push" an animal	25
Teach an animal a trick	15 or 20*
Train an animal for a general purpose	15 or 20*
Rear a wild animal	15 + HD of animal

\* See the specific trick or purpose below.

General Purpose	DC	General Purpose	DC
Combat riding	20	Hunting	20
Fighting	20	Performance	15
Guarding	20	Riding	15
Heavy labor	15		

**Handle an Animal:** This task involves commanding an animal to perform a task or trick that it knows. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

**"Push" an Animal:** To push an animal means to get it to perform a task or trick that it doesn't know but is physically capable of performing. This category also covers making an animal perform a forced march or forcing it to hustle for more than 1 hour between sleep cycles. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

**Teach an Animal a Trick:** You can teach an animal a specific trick with one week of work and a successful Handle Animal check against the indicated DC. An animal with an Intelligence score of 1 can learn a maximum of three tricks, while an animal with an Intelligence score of 2 can learn a maximum of six tricks. Possible tricks (and their associated DCs) include, but are not necessarily limited to, the following.

\* **Attack (DC 20):** The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

\* **Come (DC 15):** The animal comes to you, even if it normally would not do so.

\* **Defend (DC 20):** The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.

\* **Down (DC 15):** The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

\* **Fetch (DC 15):** The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.

\* **Guard (DC 20):** The animal stays in place and prevents others from approaching.

\* **Heel (DC 15):** The animal follows you closely, even to places where it normally wouldn't go.

\* **Perform (DC 15):** The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.

\* **Seek (DC 15):** The animal moves into an area and looks around for anything that is obviously alive or animate.

\* **Stay (DC 15):** The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

\* **Track (DC 20):** The animal tracks the scent presented to it. (This requires the animal to have the scent ability)

\* **Work (DC 15):** The animal pulls or pushes a medium or heavy load.

**Train an Animal for a Purpose:** Rather than teaching an animal individual tricks, you can simply train it for a general purpose. Essentially, an animal's purpose represents a pre-selected set of known tricks that fit into a common scheme, such as guarding or heavy labor. The animal must meet all the normal prerequisites for all tricks included in the training package. If the package includes more than three tricks, the animal must have an Intelligence score of 2.

An animal can be trained for only one general purpose, though if the creature is capable of learning additional tricks (above and beyond those included in its general purpose), it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks does, but no less time.

\* **Combat Riding (DC 20):** An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes six weeks. You

may also “upgrade” an animal trained for riding to one trained for combat riding by spending three weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal’s previous purpose and any tricks it once knew. Warhorses and riding dogs are already trained to bear riders into combat, and they don’t require any additional training for this purpose.

\* **Fighting (DC 20):** An animal trained to engage in combat knows the tricks attack, down, and stay. Training an animal for fighting takes three weeks.

\* **Guarding (DC 20):** An animal trained to guard knows the tricks attack, defend, down, and guard. Training an animal for guarding takes four weeks.

\* **Heavy Labor (DC 15):** An animal trained for heavy labor knows the tricks come and work. Training an animal for heavy labor takes two weeks.

\* **Hunting (DC 20):** An animal trained for hunting knows the tricks attack, down, fetch, heel, seek, and track. Training an animal for hunting takes six weeks.

\* **Performance (DC 15):** An animal trained for performance knows the tricks come, fetch, heel, perform, and stay. Training an animal for performance takes five weeks.

\* **Riding (DC 15):** An animal trained to bear a rider knows the tricks come, heel, and stay. Training an animal for riding takes three weeks.

**Rear a Wild Animal:** To rear an animal means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as many as three creatures of the same kind at once.

A successfully domesticated animal can be taught tricks at the same time it’s being raised, or it can be taught as a domesticated animal later.

**Action:** Varies. Handling an animal is a move action, while pushing an animal is a full-round action. (A druid or ranger can handle her animal companion as a free action or push it as a move action.) For tasks with specific time frames noted above, you must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before you attempt the Handle Animal check. If the check fails, your attempt to teach, rear, or train the animal fails and you need not complete the teaching, rearing, or training time. If the check succeeds, you must invest the remainder of the time to complete the teaching, rearing, or training. If the time is interrupted or the task is not followed through to completion, the attempt to teach, rear, or train the animal automatically fails.

**Try Again:** Yes, except for rearing an animal.

**Special:** You can use this skill on a creature with an Intelligence score of 1 or 2 that is not an animal, but the DC of any such check increases by 5. Such creatures have the same limit on tricks known as animals do.

A druid or ranger gains a +4 circumstance bonus on Handle Animal checks involving her animal companion.

In addition, a druid’s or ranger’s animal companion knows one or more bonus tricks, which don’t count against the normal limit on tricks known and don’t require any training time or Handle Animal checks to teach.

If you have the Animal Affinity feat, you get a +2 bonus on Handle Animal checks.

**Synergy:** If you have 5 or more ranks in Handle Animal, you get a +2 bonus on Ride checks and wild empathy checks.

**Untrained:** If you have no ranks in Handle Animal, you can use a Charisma check to handle and push domestic animals, but you can’t teach, rear, or train animals. A druid or ranger with no ranks in Handle Animal can use a Charisma check to handle and push her animal companion, but she can’t teach, rear, or train other non-domestic animals.

## Harness Subconscious (Wis; Trained Only; Psionic)

The character has practiced meditative techniques that allow him to delve deep into himself for reserves of psionic power he cannot normally access. This comes at a price; the character’s normal power point maximum is lost from the stress of the act.

**Check:** To use this ability, the character must spend a full round in deep meditation. This provokes an attack of opportunity, and he is helpless while making the attempt. He then makes a skill check at the beginning of his next action.

He lowers his *maximum* power points by an amount up to half the check result (rounding down), but not lower than one Power Point. This is applied as a penalty, and does not cause him to lose access to abilities and prestige class levels that have prerequisites of a certain amount of Power Points maximum. This penalty is reduced by an amount equal to his Manifest Level after each day of rest. Magic, psionics, and medicines that provide accelerated resting time, or eliminate penalties, cannot affect this recovery rate.

The result of this is that he gets to add the penalty amount to his *current* Power Point reserve as bonus Power Points. These extra Power Points fade away after one hour if they are not used.

**Special:** Every 4 ranks in Harness Subconscious gives you +1 synergy bonus to your Will save against mind-affecting abilities.

## Heal (Wis)

This skill is used to bind the wounds of others, and to help them heal from injury or illness.

**Check:** The DC and effect depend on the task you attempt.

Task Heal	Heal Check DC
First aid	15
Long-term care	15
Treat wound from caltrop, <i>spike growth, or spike stones</i>	15
Treat poison	Poison’s save DC
Treat disease	Disease’s save DC

**First Aid:** You usually use first aid to save a dying character. If a character has negative hit points and is losing hit points (at the rate of 1 per round, 1 per hour, or 1 per day), you can make him or her stable. A stable character regains no hit points but stops losing them.

**Long-Term Care:** Providing long-term care means treating a wounded person for a day or more. If your Heal check is successful, the patient recovers hit points or ability score points (lost to ability damage) at twice the normal rate: 2 hit points per level for a full 8 hours of rest in a day, or 4 hit points per level for each full day of complete rest; 2 ability score points for a full 8 hours of rest in a day, or 4 ability score points for each full day of complete rest.

You can tend as many as six patients at a time. You need a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands. Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself.

**Treat Wound from Caltrop, Spike Growth, or Spike Stones:** A creature wounded by stepping on a caltrop moves at one-half normal speed. A successful Heal check removes this movement penalty.

A creature wounded by a *spike growth* or *spike stones* spell must succeed on a Reflex save or take injuries that reduce his speed by one-third. Another character can remove this penalty by taking 10 minutes to dress the victim’s injuries and succeeding on a Heal check against the spell’s save DC.

**Treat Poison:** To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a saving throw against the poison, you

make a Heal check. The poisoned character uses your check result or his or her saving throw, whichever is higher.

**Treat Disease:** To treat a disease means to tend a single diseased character. Every time he or she makes a saving throw against disease effects, you make a Heal check. The diseased character uses your check result or his or her saving throw, whichever is higher.

**Action:** Providing first aid, treating a wound, or treating poison is a standard action. Treating a disease or tending a creature wounded by a *spike growth* or *spike stones* spell takes 10 minutes of work. Providing long-term care requires 8 hours of light activity.

**Try Again:** Varies. Generally speaking, you can't try a Heal check again without proof of the original check's failure. You can always retry a check to provide first aid, assuming the target of the previous attempt is still alive.

**Special:** A character with the Self-Sufficient feat gets a +2 bonus on Heal checks.

A healer's kit gives you a +2 circumstance bonus on Heal checks.

**Special:** The minimum amount of hit points healed by a *cure* spell or *Autorestitution* power, or damage dealt by an *inflict* spell or *Negative Manipulation* power, is equal to your skill total in Heal. This cannot be higher than the possible amount the spell or power could have affected.

**Synergy:** If you have 5 or more ranks in Heal, you get a +2 bonus on Profession (physician) checks.

## Hide (Dex; Armor Check Penalty)

This skill is used to remain unseen when sneaking about.

**Check:** Your Hide check is opposed by the Spot check of anyone who might see you. You can move up to one-half your normal speed and hide at no penalty. When moving at a speed greater than one-half but less than your normal speed, you take a -5 penalty. It's practically impossible (-20 penalty) to hide while attacking, running or charging.

A creature larger or smaller than Medium takes a size bonus or penalty on Hide checks depending on its size category: Fine +16, Diminutive +12, Tiny +8, Small +4, Large -4, Huge -8, Gargantuan -12, Colossal -16.

You need cover or concealment in order to attempt a Hide check. Total cover or total concealment usually (but not always; see Special, below) obviates the need for a Hide check, since nothing can see you anyway.

If people are observing you, even casually, you can't hide. You can run around a corner or behind cover so that you're out of sight and then hide, but the others then know at least where you went.

If your observers are momentarily distracted (such as by a Bluff check; see below), though, you can attempt to hide. While the others turn their attention from you, you can attempt a Hide check if you can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot per rank you have in Hide.) This check, however, is made at a -10 penalty because you have to move fast.

**Sniping:** If you've already successfully hidden at least 10 feet from your target, you can make one ranged attack, then immediately hide again. You take a -20 penalty on your Hide check to conceal yourself after the shot.

**Creating a Diversion to Hide:** You can use Bluff to help you hide. A successful Bluff check can give you the momentary diversion you need to attempt a Hide check while people are aware of you.

**Action:** Usually none. Normally, you make a Hide check as part of movement, so it doesn't take a separate action. However,

hiding immediately after a ranged attack (see Sniping, above) is a move action.

**Special:** If you are invisible, you gain a +40 bonus on Hide checks if you are immobile, or a +20 bonus on Hide checks if you're moving.

If you have the Stealthy feat, you get a +2 bonus on Hide checks.

A 13th-level ranger can attempt a Hide check in any sort of natural terrain, even if it doesn't grant cover or concealment. A 17th-level ranger can do this even while being observed.

## Intimidate (Cha)

Use this skill to instill uneasiness and fear in other creatures.

**Check:** You can change another's behavior with a successful check. Your Intimidate check is opposed by the target's modified level check (1d20 + character level or Hit Dice + target's Wisdom bonus [if any] + target's modifiers on saves against fear). If you beat your target's check result, you may treat the target as friendly, but only for the purpose of actions taken while it remains intimidated. (That is, the target retains its normal attitude, but will chat, advise, offer limited help, or advocate on your behalf while intimidated. See the Diplomacy skill, above, for additional details.) The effect lasts as long as the target remains in your presence, and for 1d6x10 minutes afterward. After this time, the target's default attitude toward you shifts to unfriendly (or, if normally unfriendly, to hostile).

If you fail the check by 5 or more, the target provides you with incorrect or useless information, or otherwise frustrates your efforts.

**Demoralize Opponent:** You can also use Intimidate to weaken an opponent's resolve in combat. To do so, make an Intimidate check opposed by the target's modified level check (see above). If you win, the target becomes shaken for 1 round. A shaken character takes a -2 penalty on attack rolls, ability checks, and saving throws. You can intimidate only an opponent that you threaten in melee combat and that can see you.

**Action:** Varies. Changing another's behavior requires 1 minute of interaction. Intimidating an opponent in combat is a standard action.

**Try Again:** Optional, but not recommended because retries usually do not work. Even if the initial check succeeds, the other character can be intimidated only so far, and a retry doesn't help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile.

**Special:** You gain a +4 bonus on your Intimidate check for every size category that you are larger than your target. Conversely, you take a -4 penalty on your Intimidate check for every size category that you are smaller than your target.

A character immune to fear can't be intimidated, nor can non-intelligent creatures.

If you have the Persuasive feat, you get a +2 bonus on Intimidate checks.

**Synergy:** If you have 5 or more ranks in Bluff, you get a +2 bonus on Intimidate checks.

## Jump (Str; Armor Check Penalty)

You use this skill to jump long distances or over high obstacles.

**Check:** The DC and the distance you can cover vary according to the type of jump you are attempting (see below).

Your Jump check is modified by your speed. If your speed is 30 feet then no modifier based on speed applies to the check. If your speed is less than 30 feet, you take a -6 penalty for every 10 feet of speed less than 30 feet. If your speed is greater than 30 feet, you gain a +4 bonus for every 10 feet beyond 30 feet.

All Jump DCs given here assume that you get a running start, which requires that you move at least 20 feet in a straight line

before attempting the jump. If you do not get a running start, the DC for the jump is doubled.

Distance moved by jumping is counted against your normal maximum movement in a round.

If you have ranks in Jump and you succeed on a Jump check, you land on your feet (when appropriate). If you attempt a Jump check untrained, you land prone unless you beat the DC by 5 or more.

**Long Jump:** A long jump is a horizontal jump, made across a gap like a chasm or stream. At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance. The DC for the jump is equal to the distance jumped (in feet).

If your check succeeds, you land on your feet at the far end. If you fail the check by less than 5, you don't clear the distance, but you can make a DC 15 Reflex save to grab the far edge of the gap. You end your movement grasping the far edge. If that leaves you dangling over a chasm or gap, getting up requires a move action and a DC 15 Climb check.

Long Jump Distance	5 ft	10 ft	15 ft	20 ft	25 ft	30 ft
Jump check DC*	5	10	15	20	25	30

\* Requires a 20-foot running start. Without a running start, double the DC.

**High Jump:** A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead. The DC is equal to 4 times the distance to be cleared.

If you jumped up to grab something, a successful check indicates that you reached the desired height. If you wish to pull yourself up, you can do so with a move action and a DC 15 Climb check. If you fail the Jump check, you do not reach the height, and you land on your feet in the same spot from which you jumped. As with a long jump, the DC is doubled if you do not get a running start of at least 20 feet.

High Jump Distance*	1 ft	2 ft	3 ft	4 ft	5 ft	6 ft	7 ft	8 ft
Jump check DC**	4	8	12	16	20	24	28	32

\* Not including vertical reach; see below.

\*\* Requires a 20-foot running start. Without a running start, double the DC.

Obviously, the difficulty of reaching a given height varies according to the size of the character or creature. The maximum vertical reach (height the creature can reach without jumping) for an average creature of a given size is shown on the table below. (As a Medium creature, a typical human can reach 8 feet without jumping.)

Quadrupedal creatures don't have the same vertical reach as a bipedal creature; treat them as being one size category smaller.

Creature Size	Vertical Reach	
	Creature Size	Vertical Reach
Colossal	128 ft.	Small 4 ft.
Gargantuan	64 ft.	Tiny 2 ft.
Huge	32 ft.	Diminutive 1 ft.
Large	16 ft.	Fine 1/2 ft.
Medium	8 ft.	

**Hop Up:** You can jump up onto an object as tall as your waist, such as a table or small boulder, with a DC 10 Jump check. Doing so counts as 10 feet of movement, so if your speed is 30 feet, you could move 20 feet, and then hop up onto a counter. You do not need to get a running start to hop up, so the DC is not doubled if you do not get a running start.

**Jumping Down:** If you intentionally jump from a height, you take less damage than you would if you just fell. The DC to jump down from a height is 15. You do not have to get a running start to jump down, so the DC is not doubled if you do not get a running start.

If you succeed on the check, you take falling damage as if you had dropped 10 fewer feet than you actually did.

**Action:** None. A Jump check is included in your movement, so it is part of a move action. If you run out of movement mid-jump, your next action (either on this turn or, if necessary, on your next turn) must be a move action to complete the jump.

**Special:** Effects that increase your movement also increase your jumping distance, since your check is modified by your speed.

If you have the Run feat, you get a +4 bonus on Jump checks for any jumps made after a running start.

A halfling has a +2 racial bonus on Jump checks because halflings are agile and athletic.

If you have the Acrobatic feat, you get a +2 bonus on Jump checks.

**Synergy:** If you have 5 or more ranks in Tumble, you get a +2 bonus on Jump checks.

If you have 5 or more ranks in Jump, you get a +2 bonus on Tumble checks.

## Knowledge (Int; Trained Only)

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline.

Below are listed typical fields of study.

\* **Arcana** (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts)

\* **Architecture and engineering** (buildings, aqueducts, bridges, fortifications)

\* **Dungeoneering** (aberrations, dungeon layout, underground ecology)

\* **Geography** (lands, terrain, climate, people)

\* **History** (royalty, wars, colonies, migrations, founding of cities)

\* **Local** (legends, personalities, inhabitants, laws, customs, traditions, humanoids)

\* **Nature** (animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin)

\* **Nobility and royalty** (lineages, heraldry, family trees, mottoes, personalities)

\* **Psionics** (psionic abilities, limitations, and monsters)

\* **Religion** (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead)

\* **The planes** (the Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, outsiders, elementals, magic related to the planes)

**Check:** Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

In many cases, you can use this skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster's HD. A successful check allows you to remember a bit of useful information about that monster.

For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.

**Action:** Usually none. In most cases, making a Knowledge check doesn't take an action - you simply know the answer or you don't.

**Try Again:** No. The check represents what you know, and thinking about a topic a second time doesn't let you know something that you never learned in the first place.

**Synergy:** If you have 5 or more ranks in Knowledge (arcana), you get a +2 bonus on Spellcraft checks.

If you have 5 or more ranks in Knowledge (architecture and engineering), you get a +2 bonus on Search checks made to find secret doors or hidden compartments.

If you have 5 or more ranks in Knowledge (geography), you get a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.

If you have 5 or more ranks in Knowledge (history), you get a +2 bonus on bardic knowledge checks.

If you have 5 or more ranks in Knowledge (local), you get a +2 bonus on Gather Information checks.

If you have 5 or more ranks in Knowledge (nature), you get a +2 bonus on Survival checks made in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, or plains).

If you have 5 or more ranks in Knowledge (nobility and royalty), you get a +2 bonus on Diplomacy checks.

If you have 5 or more ranks in Knowledge (psionics), you get a +2 bonus on Psicraft checks.

If you have 5 or more ranks in Knowledge (religion), you get a +2 bonus on turning checks against undead.

If you have 5 or more ranks in Knowledge (the planes), you get a +2 bonus on Survival checks made while on other planes, as well as +2 to your caster level for purposes of the duration of *summon monster* spells.

If you have 5 or more ranks in Survival, you get a +2 bonus on Knowledge (nature) checks.

**Untrained:** An untrained Knowledge check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

**Listen (Wis)**

This skill is used to hear signs of danger, and to be able to hear things that are hard to discern.

**Check:** Your Listen check is either made against a DC that reflects how quiet the noise is that you might hear, or it is opposed by your target's Move Silently check.

**DC Sound**

–10	A battle
0	People talking*
5	A person in medium armor walking at a slow pace (10 ft. / round) trying not to make any noise.
10	An unarmored person walking at a slow pace (15 ft. / round) trying not to make any noise
15	A 1st-lvl rogue using Move Silently to sneak past the listener
15	People whispering*
19	A cat stalking
30	An owl gliding in for a kill

\* If you beat the DC by 10 or more, you can make out what's being said, assuming that you understand the language.

DC Mod	Condition	DC Mod	Condition
+5	Through a door	–1	Per 10 feet of distance
+15	Through a stone wall	–5	Listener distracted

In the case of people trying to be quiet, the DCs given on the table could be replaced by Move Silently checks, in which case the indicated DC would be their average check result.

**Action:** Varies. Every time you have a chance to hear something in a reactive manner (such as when someone makes a noise or you move into a new area), you can make a Listen check without using an action. Trying to hear something you failed to hear previously is a move action.

**Try Again:** Yes. You can try to hear something that you failed to hear previously with no penalty.

**Special:** When several characters are listening to the same thing, a single 1d20 roll can be used for all the individuals' Listen checks.

A fascinated creature takes a –4 penalty on Listen checks made as reactions.

If you have the Alertness feat, you get a +2 bonus on Listen checks.

A ranger gains a bonus on Listen checks when using this skill against a favored enemy.

An elf, gnome, or halfling has a +2 racial bonus on Listen checks.

A half-elf has a +2 racial bonus on Listen checks.

A sleeping character may make Listen checks at a –10 penalty. A successful check awakens the sleeper.

**Move Silently (Dex; Armor Check Penalty)**

This skill is used to remain unheard as you sneak about.

**Check:** Your Move Silently check is opposed by the Listen check of anyone who might hear you. You can move up to one-half your normal speed at no penalty. When moving at a speed greater than one-half but less than your full speed, you take a –5 penalty. It's practically impossible (–20 penalty) to move silently while running or charging.

Noisy surfaces, such as bogs or undergrowth, are tough to move silently across. When you try to sneak across such a surface, you take a penalty on your Move Silently check as indicated below.

Surface	Check Modifier
Noisy (scree, shallow or deep bog, undergrowth, dense rubble)	–2
Very noisy (dense undergrowth, deep snow)	–5

**Action:** None. A Move Silently check is included in your movement or other activity, so it is part of another action.

**Special:** The master of a cat familiar gains a +3 bonus on Move Silently checks.

A halfling has a +2 racial bonus on Move Silently checks.

If you have the Stealthy feat, you get a +2 bonus on Move Silently checks.

**Open Lock (Dex; Trained Only)**

This skill is used to bypass all manner of mechanical locking mechanisms.

**Check:** The DC for opening a lock varies from 20 to 40, depending on the quality of the lock, as given on the table below.

Lock	DC	Lock	DC
Very simple lock	20	Good lock	30
Average lock	25	Amazing lock	40

Attempting an Open Lock check without a set of thieves' tools imposes a –2 circumstance penalty on the check, even if a simple tool is employed. If you use masterwork thieves' tools, you gain a +2 circumstance bonus on the check.

**Action:** Opening a lock is a full-round action.

**Special:** If you have the Nimble Fingers feat, you get a +2 bonus on Open Lock checks.

**Untrained:** You cannot pick locks untrained, but you might successfully force them open.

**Perform (Cha)**

Like Craft, Knowledge, and Profession, Perform is actually a number of separate skills.

You could have several Perform skills, each with its own ranks, each purchased as a separate skill.

Each of the nine categories of the Perform skill includes a variety of methods, instruments, or techniques, a small list of which is provided for each category below.

- \* **Act** (comedy, drama, mime)
- \* **Comedy** (buffoonery, limericks, joke-telling)
- \* **Dance** (ballet, waltz, jig)
- \* **Keyboard instruments** (harpsichord, piano, pipe organ)
- \* **Oratory** (epic, ode, storytelling)
- \* **Percussion instruments** (bells, chimes, drums, gong)
- \* **String instruments** (fiddle, harp, lute, mandolin)
- \* **Wind instruments** (flute, pan pipes, recorder, shawm, trumpet)
- \* **Sing** (ballad, chant, melody)

**Check:** You can impress audiences with your talent and skill.

### DC Performance

- 10 Routine performance. Trying to earn money by playing in public is essentially begging. You can earn 1d10 cp/day.
- 15 Enjoyable performance. In a prosperous city, you can earn 1d10 sp/day.
- 20 Great performance. In a prosperous city, you can earn 3d10 sp/day. In time, you may be invited to join a professional troupe and may develop a regional reputation.
- 25 Memorable performance. In a prosperous city, you can earn 1d6 gp/day. In time, you may come to the attention of noble patrons and develop a national reputation.
- 30 Extraordinary performance. In a prosperous city, you can earn 3d6 gp/day. In time, you may draw attention from distant potential patrons, or even from extraplanar beings

A masterwork musical instrument gives you a +2 circumstance bonus on Perform checks that involve its use.

**Action:** Varies. Trying to earn money by playing in public requires anywhere from an evening's work to a full day's performance. The bard's special Perform-based abilities are described in that class's description.

**Try Again:** Yes. Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is likely to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

**Special:** A bard must have at least 3 ranks in a Perform skill to inspire courage in his allies, or to use his countersong or his *fascinate* ability. A bard needs 6 ranks in a Perform skill to inspire competence, 9 ranks to use his *suggestion* ability, 12 ranks to inspire greatness, 15 ranks to use his *song of freedom* ability, 18 ranks to inspire heroics, and 21 ranks to use his *mass suggestion* ability. See Bardic Music in the bard class description.

In addition to using the Perform skill, you can entertain people with sleight of hand, tumbling, tightrope walking, and spells (especially illusions).

### Profession (Wis; Trained Only)

Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks, each purchased as a separate skill. While a Craft skill represents ability in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge.

**Check:** You can practice your trade and make a decent living, earning about half your Profession check result in gold pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise helpers, and how to handle common problems.

**Action:** Not applicable. A single check generally represents a week of work.

**Try Again:** Varies. An attempt to use a Profession skill to earn an income cannot be retried. You are stuck with whatever weekly wage your check result brought you. Another check may be made after a week to determine a new income for the next period of time. An attempt to accomplish some specific task can usually be retried.

**Untrained:** Untrained laborers and assistants (that is, characters without any ranks in Profession) earn an average of 1 silver piece per day.

**Synergy:** If you have 5 or more ranks in a Profession skill, you gain a +2 bonus in a single related skill, or two restricted skills. This is usually determined by the DM, but some should always be permitted.

If you have 5 or more ranks in Profession (acrobat), you get a +2 bonus on Tumble checks.

If you have 5 or more ranks in Profession (guardsman), you get a +2 bonus on Intimidate checks.

If you have 5 or more ranks in Profession (herbalist), you get a +2 bonus on Heal checks.

If you have 5 or more ranks in Profession (miner), you get a +2 bonus on Listen and Survival checks when underground.

If you have 5 or more ranks in Profession (shopkeeper), you get a +2 bonus on Appraise and Gather Information checks when buying or selling goods to the open market in a town.

### Psicraft (Int; Trained Only)

This is the other skill most commonly used as a prestige class prerequisite. It is required to have in order to learn Metapower feats. This is also the skill that lets you sense psionic powers, and items. At least one rank is practically mandatory.

Use this skill to identify psionic powers as they manifest or psionic effects already in place.

**Check:** The character can identify psionic powers and psionic effects.

#### Psicraft DC Task

15 + Power Points	Identify a power as it manifests. (The character must sense the power's activation, or see some visible effect, to identify a power.) Free action.
15 + ML	Identify type of psionic item aura. (The character must touch the item) No retry.
15 + Power Points*	Identify existing effect's aura. (The character must be able to see or detect the effects of the power.)
15	Identify materials made or affected by psionics.
25 – Power Points	Sense Manifestation. Penalized by –1 per 10 ft of distance. Free action. Retry as move action.
25	Read a creature's aura. Penalized by –1 per 10 ft. of distance. Standard action. No retry.
30 or higher*	Understand a strange or unique psionic effect.

\* No retry.

Additionally, certain powers allow a character to gain information about psionics provided that he or she makes a Psicraft check as detailed in the psionic power description.

**Identify a Power as it Manifests:** If you have successfully sensed the manifestation of a power, or can see it producing a visible effect (such as Matter Distortion sealing a tunnel), then as a free action you can use a Psicraft check to ascertain *what* power is being used. This does not provide you with any knowledge of the power's Manifester Level or Power Points spent on it, just the effect being generated.

**Identify Type of Psionic Item Aura:** On a successful Psicraft check you can tell the strength of a touched item's psionic aura, and what psionic type it is. This takes a standard action. If you successfully make this check you also can make a Knowledge

(psionics) check to fully identify the item’s powers as a free action. See Knowledge (psionics) above.

**Identify Existing Effect’s Aura:** On a successful Psicraft check you can tell the strength, descriptors, and exact effects of any psionic effect’s aura, but the aura must be within 20 ft and be coming from either a continuous effect or be within the lingering aura duration of the effect. This takes a move-equivalent action.

**Identify Materials Created or Shaped by Psionics:** On a successful Psicraft check you can immediately tell if a material you can see within 20 ft. has been created or shaped by psionic powers, including Lesser and Greater Alchemical items. The exact nature of the material is not provided, but an appropriate skill check can be made to identify it as a free action, with the same DC as the check necessary to make the item or material. This takes a move-equivalent action.

**Sense Manifestation:** On a successful Psicraft check you can tell if a psionic power is being manifested, or has its effect occurring, near you. You must have line-of-sight to either the manifester of power, or place the effect is occurring in order to make this check. Continuous effects that come within 20 ft of you also allow for a Psicraft check. This check only lets you know a psionic ability is being activated, or comes within the area. A separate *Identify a Power as it Manifests* or *Identify Existing Effect’s Aura* check is required to tell what the power is. This is a free action.

**Read a Creature’s Aura:** On a successful Psicraft check you can read the aura of any single creature you have line-of-sight to in order to tell if it is psionic or has any psionic effects lingering on it. The creature’s aura reveals the presence and descriptors of any psionic effects on it, or that have a lingering aura still attached to it. It also reveals the ability to manifest powers based on its Aura Strength (see below).

**Aura Strength:** A psionic effect, creature, or item gives off a sense of its psionic strength, called an *aura*. This can be detected by a successful Psicraft check to sense the subject’s aura. The strength of the aura varies according to the type of source and the Manifester Level it has. Successful sensing of the aura does not reveal the exact Manifester Level, only its strength.

----- Aura Strength -----				
Subject	Faint	Mod	Strong	Overwhelming
Power in use	1 to 5	6 to 11	12 to 20	21+
Psionic item	1 to 5	6 to 11	12 to 20	21+
Psionic creature	1	2 to 4	5 to 10	11+

**Lingering Aura:** A psionic aura can linger in an area or on an item after its duration has ended. For the duration of the aura’s length, which is determined by the strength of the original effect, any area the effect occupied or target it affected carries a lingering presence of that aura. This lingering presence is very weak (even weaker than a faint aura), but can be analyzed as if its source was already in effect.

Original Strength	Duration of Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 x 10 minutes
Overwhelming	1d6 days

**Retry:** See above.

**Special:** If you have the Psionic Aptitude feat, you get a +2 bonus on Psicraft checks. If you have that feat you can make Psicraft checks untrained, but will not get the bonus.

**Special:** Creatures with at least 1 Manifester Level can make Psicraft checks untrained.

**Synergy:** If you have 5 or more ranks in Knowledge (psionics), you get a +2 bonus on Psicraft checks.

If you have 5 or more ranks in Use Psionic Device, you get a +2 bonus on Psicraft checks to identify what powers are encoded in a psionic item.

If you have 5 or more ranks in Psicraft, you get a +2 bonus on Use Psionic Device checks.

**Ride (Dex)**

You use this skill to guide a mount in combat, or to have it perform specific tasks.

**Check:** Typical riding actions don’t require checks. You can saddle, mount, ride, and dismount from a mount without a problem.

The following tasks do require checks.

Task	DC	Task	DC
Guide with knees	5	Leap	15
Stay in saddle	5	Spur mount	15
Fight with warhorse	10	Control mount in battle	20
Cover	15	Fast mount or dismount	20*
Soft fall	15		

\* Armor check penalty applies.

If you attempt to ride a creature that is ill suited as a mount, you take a –5 penalty on your Ride checks.

**Guide with Knees:** You can react instantly to guide your mount with your knees so that you can use both hands in combat. Make your Ride check at the start of your turn. If you fail, you can use only one hand this round because you need to use the other to control your mount.

**Stay in Saddle:** You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage. This usage does not take an action.

**Fight with Warhorse:** If you direct your war-trained mount to attack in battle, you can still make your own attack or attacks normally. This usage is a free action.

**Cover:** You can react instantly to drop down and hang alongside your mount, using it as cover. You can’t attack or cast spells while using your mount as cover. If you fail your Ride check, you don’t get the cover benefit. This usage does not take an action.

**Soft Fall:** You can react instantly to try to take no damage when you fall off a mount—when it is killed or when it falls, for example. If you fail your Ride check, you take 1d6 points of falling damage. This usage does not take an action.

**Leap:** You can get your mount to leap obstacles as part of its movement. Use your Ride modifier or the mount’s Jump modifier, whichever is lower, to see how far the creature can jump. If you fail your Ride check, you fall off the mount when it leaps and take the appropriate falling damage (at least 1d6 points). This usage does not take an action, but is part of the mount’s movement.

**Spur Mount:** You can spur your mount to greater speed with a move action. A successful Ride check increases the mount’s speed by 10 feet for 1 round but deals 1 point of damage to the creature. You can use this ability every round, but each consecutive round of additional speed deals twice as much damage to the mount as the previous round (2 points, 4 points, 8 points, and so on).

**Control Mount in Battle:** As a move action, you can attempt to control a light horse, pony, heavy horse, or other mount not trained for combat riding while in battle. If you fail the Ride check, you can do nothing else in that round. You do not need to roll for warhorses or warponies.

**Fast Mount or Dismount:** You can attempt to mount or dismount from a mount of up to one size category larger than yourself as a free action, provided that you still have a move action



available that round. If you fail the Ride check, mounting or dismounting is a move action. You can't use fast mount or dismount on a mount more than one size category larger than yourself.

**Action:** Varies. Mounting or dismounting normally is a move action. Other checks are a move action, a free action, or no action at all, as noted above.

**Special:** If you are riding bareback, you take a -5 penalty on Ride checks.

If your mount has a military saddle you get a +2 circumstance bonus on Ride checks related to staying in the saddle.

The Ride skill is a prerequisite for the feats Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge, Trample.

If you have the Animal Affinity feat, you get a +2 bonus on Ride checks.

**Synergy:** If you have 5 or more ranks in Handle Animal, you get a +2 bonus on Ride checks.

## Search (Int)

You are adept at locating hidden things.

**Check:** You generally must be within 10 feet of the object or surface to be searched. The table below gives DCs for typical tasks involving the Search skill.

Task	Search DC
Ransack a chest full of junk to find a certain item	10
Notice a typical secret door or a simple trap	20
Find a difficult nonmagical trap (rogue only)*	21 or higher
Find a magic trap (rogue only)*	25 + level of spell used
Notice a well-hidden secret door	30
Find a footprint	Varies**

\* Dwarves (even if they are not rogues) can use Search to find traps built into or out of stone.

\*\* A successful Search check can find a footprint or similar sign of a creature's passage, but it won't let you find or follow a trail. See the Track feat for the appropriate DC.

**Action:** It takes a full-round action to search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side.

**Special:** An elf or half-elf has a +2 racial bonus on Search checks. An elf (but not a half-elf) that simply passes within 5 feet of a secret or concealed door can make a Search check to find that door.

If you have the Investigator feat, you get a +2 bonus on Search checks.

The spells *explosive runes*, *fire trap*, *glyph of warding*, *symbol*, and *teleportation circle* create magic traps that a rogue can find by making a successful Search check and then can attempt to disarm by using Disable Device. Identifying the location of a *snare* spell has a DC of 23. *Spike growth* and *spike stones* create magic traps that can be found using Search, but against which Disable Device checks do not succeed. See the individual spell descriptions for details.

Active abjuration spells within 10 feet of each other for 24 hours or more create barely visible energy fluctuations. These fluctuations give you a +4 bonus on Search checks to locate such abjuration spells.

**Synergy:** If you have 5 or more ranks in Search, you get a +2 bonus on Survival checks to find or follow tracks.

If you have 5 or more ranks in Knowledge (architecture and engineering), you get a +2 bonus on Search checks to find secret doors or hidden compartments.

**Restriction:** While anyone can use Search to find a trap whose DC is 20 or lower, only a rogue can use Search to locate traps with higher DCs. (*Exception:* The spell *find traps*

temporarily enables a cleric to use the Search skill as if he were a rogue.)

A dwarf, even one who is not a rogue, can use the Search skill to find a difficult trap (one with a DC higher than 20) if the trap is built into or out of stone. He gains a +2 racial bonus on the Search check from his Stonecunning ability.

## Sense Motive (Wis)

This skill is used to help you find out what is motivating somebody else.

**Check:** A successful check lets you avoid being bluffed (see the Bluff skill). You can also use this skill to determine when "something is up" (that is, something odd is going on) or to assess someone's trustworthiness.

Task	Sense Motive DC
Hunch	20
Sense enchantment	25 or 15
Discern secret message	Varies

**Hunch:** This use of the skill involves making a gut assessment of the social situation. You can get the feeling from another's behavior that something is wrong, such as when you're talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy.

**Sense Enchantment:** You can tell that someone's behavior is being influenced by an enchantment effect (by definition, a mind-affecting effect), even if that person isn't aware of it. The usual DC is 25, but if the target is dominated (see *dominate person*), the DC is only 15 because of the limited range of the target's activities.

**Discern Secret Message:** You may use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill. In this case, your Sense Motive check is opposed by the Bluff check of the character transmitting the message. For each piece of information relating to the message that you are missing, you take a -2 penalty on your Sense Motive check. If you succeed by 4 or less, you know that something hidden is being communicated, but you can't learn anything specific about its content. If you beat the DC by 5 or more, you intercept and understand the message. If you fail by 4 or less, you don't detect any hidden communication. If you fail by 5 or more, you infer some false information.

**Action:** Trying to gain information with Sense Motive generally takes at least 1 minute, and you could spend a whole evening trying to get a sense of the people around you.

**Try Again:** No, though you may make a Sense Motive check for each Bluff check made against you.

**Special:** A ranger gains a bonus on Sense Motive checks when using this skill against a favored enemy.

If you have the Negotiator feat, you get a +2 bonus on Sense Motive checks.

**Synergy:** If you have 5 or more ranks in Sense Motive, you get a +2 bonus on Diplomacy checks.

## Sleight Of Hand (Dex; Trained Only; Armor Check Penalty)

This skill is used to pick pockets, and perform tricks of manual dexterity.

**Check:** A DC 10 Sleight of Hand check lets you palm a coin-sized, unattended object. Performing a minor feat of legerdemain, such as making a coin disappear, also has a DC of 10 unless an observer is determined to note where the item went.

When you use this skill under close observation, your skill check is opposed by the observer's Spot check. The observer's success doesn't prevent you from performing the action, just from doing it unnoticed.

You can hide a small object (including a light weapon or an easily concealed ranged weapon, such as a dart, sling, or hand crossbow) on your body. Your Sleight of Hand check is opposed by the Spot check of anyone observing you or the Search check of anyone frisking you. In the latter case, the searcher gains a +4 bonus on the Search check, since it's generally easier to find such an object than to hide it. A dagger is easier to hide than most light weapons, and grants you a +2 bonus on your Sleight of Hand check to conceal it. An extraordinarily small object, such as a coin, shuriken, or ring, grants you a +4 bonus on your Sleight of Hand check to conceal it, and heavy or baggy clothing (such as a cloak) grants you a +2 bonus on the check.

Drawing a hidden weapon is a standard action and doesn't provoke an attack of opportunity.

If you try to take something from another creature, you must make a DC 20 Sleight of Hand check to obtain it. The opponent makes a Spot check to detect the attempt, opposed by the same Sleight of Hand check result you achieved when you tried to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether you got the item.

You can also use Sleight of Hand to entertain an audience as though you were using the Perform skill. In such a case, your "act" encompasses elements of legerdemain, juggling, and the like.

DC Task

- 10 Palm a coin-sized object, make a coin disappear
- 20 Lift a small object from a person

**Action:** Any Sleight of Hand check normally is a standard action. However, you may perform a Sleight of Hand check as a free action by taking a -20 penalty on the check.

**Try Again:** Yes, but after an initial failure, a second Sleight of Hand attempt against the same target (or while you are being watched by the same observer who noticed your previous attempt) increases the DC for the task by 10.

**Special:** If you have the Deft Hands feat, you get a +2 bonus on Sleight of Hand checks.

**Synergy:** If you have 5 or more ranks in Bluff, you get a +2 bonus on Sleight of Hand checks.

**Untrained:** An untrained Sleight of Hand check is simply a Dexterity check. Without actual training, you can't succeed on any Sleight of Hand check with a DC higher than 10, except for hiding an object on your body.

Speak Language (None; Trained Only)

**Action:** Not applicable.

**Try Again:** Not applicable. There are no Speak Language checks to fail.

The Speak Language skill doesn't work like other skills. Languages work as follows.

- \* You start at 1st level knowing one or two languages (based on your race), plus an additional number of languages equal to your starting Intelligence bonus.
- \* You can purchase Speak Language just like any other skill, but instead of buying a rank in it, you choose a new language that you can speak.
- \* You don't make Speak Language checks. You either know a language or you don't.
- \* A literate character (anyone but a barbarian who has not spent skill points to become literate) can read and write any language she speaks. Each language has an alphabet, though sometimes several spoken languages share a single alphabet.

Common Languages and Their Alphabets

Language	Typical Speakers	Alphabet
Abyssal	Demons, chaotic evil outsiders	Infernal
Aquan	Water-based creatures	Elven
Auran	Air-based creatures	Draconic
Celestial	Good outsiders	Celestial
Common	Humans, halflings, half-elves, half-orcs	Common
Draconic	Kobolds, troglodytes, lizardfolk, dragons	Draconic
Druidic	Druids (only)	Druidic
Dwarven	Dwarves	Dwarven
Elven	Elves	Elven
Giant	Ogres, giants	Dwarven
Gnome	Gnomes	Dwarven
Goblin	Goblins, hobgoblins, bugbears	Dwarven
Gnoll	Gnolls	Common
Halfling	Halflings	Common
Ignan	Fire-based creatures	Draconic
Infernal	Devils, lawful evil outsiders	Infernal
Orc	Orcs	Dwarven
Sylvan	Dryads, brownies, leprechauns	Elven
Terran	Xorns and other earth-based creatures	Dwarven
Undercommon	Drow	Elven

Spellcraft (Int; Trained Only)

Use this skill to identify spells as they are cast or spells already in place.

Spellcraft DC	Task
13	When using <i>read magic</i> , identify a <i>glyph of warding</i> . No action required.
15 + spell level	Identify a spell being cast. (You must see or hear the spell's verbal or somatic components.) No action required. No retry.
15 + spell level	Learn a spell from a spellbook or scroll (wizard only). No retry for that spell until you gain at least 1 rank in Spellcraft (even if you find another source to try to learn the spell from). Requires 8 hours.
15 + spell level	Prepare a spell from a borrowed spellbook (wizard only). One try per day. No extra time required.
15 + spell level	When casting <i>detect magic</i> , determine the school of magic involved in the aura of a single item or creature you can see. (If the aura is not a spell effect, the DC is 15 + one-half caster level.) No action required.
19	When using <i>read magic</i> , identify a <i>symbol</i> . No action required.
20 + spell level	Identify a spell that's already in place and in effect. You must be able to see or detect the effects of the spell. No action required. No retry.
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a <i>wall of iron</i> spell. No action required. No retry.
20 + spell level	Decipher a written spell (such as a scroll) without using <i>read magic</i> . One try per day with each spell. Requires a full-round action.
25 + spell level	After rolling a saving throw against a spell targeted on you, determine what that spell was. No action required. No retry.
25	Identify a potion. Requires 1 minute. No retry.
20	Draw a diagram to allow <i>dimensional anchor</i> to be cast on a <i>magic circle</i> spell. Requires 10 minutes. No retry. This check is made secretly so you do not know the result.

30 or higher Understand a strange or unique magical effect, such as the effects of a magic stream. Time required varies. No retry.

**Check:** You can identify spells and magic effects. The DCs for Spellcraft checks relating to various tasks are summarized on the table above.

**Action:** Varies, as noted above.

**Try Again:** See above.

**Special:** If you are a specialist wizard, you get a +2 bonus on Spellcraft checks when dealing with a spell or effect from your specialty school. You take a –5 penalty when dealing with a spell or effect from a prohibited school (and some tasks, such as learning a prohibited spell, are just impossible).

If you have the Magical Aptitude feat, you get a +2 bonus on Spellcraft checks.

**Synergy:** If you have 5 or more ranks in Knowledge (arcana), you get a +2 bonus on Spellcraft checks.

If you have 5 or more ranks in Use Magic Device, you get a +2 bonus on Spellcraft checks to decipher spells on scrolls.

If you have 5 or more ranks in Spellcraft, you get a +2 bonus on Use Magic Device checks related to scrolls.

Additionally, certain spells allow you to gain information about magic, provided that you make a successful Spellcraft check as detailed in the spell description.

### Spot (Wis)

The Spot skill is used primarily to detect characters or creatures that are hiding. It is also used to notice small details “from the corner of your eye”.

**Check:** Typically, your Spot check is opposed by the Hide check of the creature trying not to be seen. Sometimes a creature isn’t intentionally hiding but is still difficult to see, so a successful Spot check is necessary to notice it.

A Spot check result higher than 20 generally lets you become aware of an invisible creature near you, though you can’t actually see it.

Spot is also used to detect someone in disguise (see the Disguise skill), and to read lips when you can’t hear or understand what someone is saying.

Spot checks may be called for to determine the distance at which an encounter begins. A penalty applies on such checks, depending on the distance between the two individuals or groups, and an additional penalty may apply if the character making the Spot check is distracted (not concentrating on being observant).

Condition	Penalty
Per 10 feet of distance	–1
Spotter distracted	–5

**Read Lips:** To understand what someone is saying by reading lips, you must be within 30 feet of the speaker, be able to see him or her speak, and understand the speaker’s language. (This use of the skill is language-dependent.) The base DC is 15, but it increases for complex speech or an inarticulate speaker. You must maintain a line of sight to the lips being read.

If your Spot check succeeds, you can understand the general content of a minute’s worth of speaking, but you usually still miss certain details. If the check fails by 4 or less, you can’t read the speaker’s lips. If the check fails by 5 or more, you draw some incorrect conclusion about the speech. The check is rolled secretly in this case, so that you don’t know whether you succeeded or missed by 5.

**Action:** Varies. Every time you have a chance to spot something in a reactive manner you can make a Spot check without using an action. Trying to spot something you failed to

see previously is a move action. To read lips, you must concentrate for a full minute before making a Spot check, and you can’t perform any other action (other than moving at up to half speed) during this minute.

**Try Again:** Yes. You can try to spot something that you failed to see previously at no penalty. You can attempt to read lips once per minute.

**Special:** A *fascinated* creature takes a –4 penalty on Spot checks made as reactions.

If you have the Alertness feat, you get a +2 bonus on Spot checks.

A ranger gains a bonus on Spot checks when using this skill against a favored enemy.

An elf or half-elf has a +2 racial bonus on Spot checks.

The master of a hawk familiar gains a +3 bonus on Spot checks in daylight or other lighted areas.

The master of an owl familiar gains a +3 bonus on Spot checks in shadowy or other darkened areas.

### Stabilize Self (Con; Trained Only; Psionic)

Another skill you simply can’t live without, but this time literally. Normally you have a 5% chance to stabilize each round your hit points are at –1 or lower. With just a rank or two in this skill, your percentage chance to stabilize will double, or more! “Whatever doesn’t kill me makes me stronger”. This skill is even more useful if your party doesn’t believe in using the “aid other” action during combat.

Use this skill to keep from succumbing to a mortal wound, or to temporarily refresh your body.

**Check:** A character can attempt to subconsciously prevent them from dying. If the character has negative hit points and are losing hit points (at 1 per round, 1 per hour, or 1 per day), he or she can substitute a Stabilize Self check (DC 15) for his or her first normal stabilization roll to become stable. If successful, the character regains no hit points, but does stop losing them. If the first Stabilize Self check is unsuccessful, the character makes subsequent Stabilize Self checks to stabilize at DC 20.

If the character is tired they can use a move action to make a Stabilize Self check in order to suppress the condition’s effects temporarily. The condition is suppressed for 1 minute plus 1 minute per point the check passed by, after which they take a point of nonlethal damage. Suppressed conditions do not consider time spent being suppressed towards their recovery time. The DC for the conditions that can be suppressed is 15 for *fatigue*, 20 for *exhaustion*, and 25 for *staggered*.

### Survival (Wis)

This skill is used to get along and live in a wilderness environment.

**Check:** You can keep yourself and others safe and fed in the wild. The table below gives the DCs for various tasks that require Survival checks.

Survival does not allow you to follow difficult tracks unless you are a ranger or have the Track feat (see the Restriction section below).

#### DC Task

- |    |   |
|----|---|
| 10 | Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.                                       |
| 15 | Gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 15. |

- 15 Keep from getting lost or avoid natural hazards, such as quicksand.
  - 15 Predict the weather up to 24 hours in advance. For every 5 points by which your Survival check result exceeds 15, you can predict the weather for one additional day in advance.
- Varies Follow tracks (see the Track feat).

**Action:** Varies. A single Survival check may represent activity over the course of hours or a full day. A Survival check made to find tracks is at least a full-round action, and it may take even longer.

**Try Again:** Varies. For getting along in the wild or for gaining the Fortitude save bonus noted in the table above, you make a Survival check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a Survival check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed. For finding tracks, you can retry a failed check after 1 hour (outdoors) or 10 minutes (indoors) of searching.

**Restriction:** While anyone can use Survival to find tracks (regardless of the DC), or to follow tracks when the DC for the task is 10 or lower, only a ranger (or a character with the Track feat) can use Survival to follow tracks when the task has a higher DC.

**Special:** If you have 5 or more ranks in Survival, you can automatically determine where true north lies in relation to yourself.

A ranger gains a bonus on Survival checks when using this skill to find or follow the tracks of a favored enemy.

If you have the Self-Sufficient feat, you get a +2 bonus on Survival checks.

**Synergy:** If you have 5 or more ranks in Survival, you get a +2 bonus on Knowledge (nature) checks.

If you have 5 or more ranks in Knowledge (dungeoneering), you get a +2 bonus on Survival checks made while underground.

If you have 5 or more ranks in Knowledge (nature), you get a +2 bonus on Survival checks in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, and plains).

If you have 5 or more ranks in Knowledge (geography), you get a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.

If you have 5 or more ranks in Knowledge (the planes), you get a +2 bonus on Survival checks made while on other planes.

If you have 5 or more ranks in Search, you get a +2 bonus on Survival checks to find or follow tracks.

**Swim (Str; Armor Check Penalty)**

This skill is used to stay afloat in water, even under stressful or hazardous circumstances.

**Check:** Make a Swim check once per round while you are in the water. Success means you may swim at up to one-half your speed (as a full-round action) or at one-quarter your speed (as a move action). If you fail by 4 or less, you make no progress through the water. If you fail by 5 or more, you go underwater.

If you are underwater, either because you failed a Swim check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to your Constitution score, but only if you do nothing other than take move actions or free actions. If you take a standard action or a full-round action (such as making an attack), the remainder of the duration for which you can hold your breath is reduced by 1 round. (Effectively, a character in combat can hold his or her breath only half as long as normal.) After that period of time, you must make a DC 10 Constitution check every round to continue holding your breath. Each round, the DC for that check

increases by 1. If you fail the Constitution check, you begin to drown.

The DC for the Swim check depends on the water, as given on the table below.

Water	DC
Calm water	10
Rough water	15
Stormy water	20*

\* You can't take 10 on a Swim check in stormy water, even if you aren't otherwise being threatened or distracted.

Each hour that you swim, you must make a DC 20 Swim check or take 1d6 points of nonlethal damage from fatigue.

**Action:** A successful Swim check allows you to swim one-quarter of your speed as a move action or one-half your speed as a full-round action.

**Special:** Swim checks are subject to double the normal armor check penalty and encumbrance penalty.

If you have the Athletic feat, you get a +2 bonus on Swim checks.

If you have the Endurance feat, you get a +4 bonus on Swim checks made to avoid taking nonlethal damage from fatigue.

A creature with a swim speed can move through water at its indicated speed without making Swim checks. It gains a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. The creature always can choose to take 10 on a Swim check, even if distracted or endangered when swimming. Such a creature can use the run action while swimming, provided that it swims in a straight line.

**Tumble (Dex; Trained Only; Armor Check Penalty)**

This skill is used to move you entire body in such a way as to reduce you chances of being attacked, or the damage from a fall.

**Check:** You can land softly when you fall or tumble past opponents. You can also tumble to entertain an audience (as though using the Perform skill). The DCs for various tasks involving the Tumble skill are given on the table below.

You can't use this skill if your speed has been reduced by armor, excess equipment, or loot.

**DC Task**

- |    |  |
|----|--|
| 15 | Treat a fall as if it were 10 feet shorter than it really is when determining damage.  |
| 15 | Tumble at one-half speed as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you provoke attacks of opportunity normally. Check separately for each opponent you move past, in the order in which you pass them (player's choice of order in case of a tie). Each additional enemy after the first adds +2 to the Tumble DC.                                       |
| 25 | Tumble at one-half speed through an area occupied by an enemy (over, under, or around the opponent) as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you stop before entering the enemy-occupied area and provoke an attack of opportunity from that enemy. Check separately for each opponent. Each additional enemy after the first adds +2 to the Tumble DC. |

Obstructed or otherwise treacherous surfaces, such as natural cavern floors or undergrowth, are tough to tumble through. The DC for any Tumble check made to tumble into such a square is modified as indicated below.

Surface Is . . .	DC Modifier
Lightly obstructed (scree, light rubble, shallow bog*, undergrowth)	+2
Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)	+5
Lightly slippery (wet floor)	+2
Severely slippery (ice sheet)	+5
Sloped or angled	+2

\* Tumbling is impossible in a deep bog.

**Accelerated Tumbling:** You try to tumble past or through enemies more quickly than normal. By accepting a -10 penalty on your Tumble checks, you can move at your full speed instead of one-half your speed.

**Action:** Not applicable. Tumbling is part of movement, so a Tumble check is part of a move action.

**Try Again:** Usually no. An audience, once it has judged a tumbler as an uninteresting performer, is not receptive to repeat performances.

You can try to reduce damage from a fall as an instant reaction only once per fall.

**Special:** If you have 5 or more ranks in Tumble, you gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2 dodge bonus to AC.

If you have 5 or more ranks in Tumble, you gain a +6 dodge bonus to AC when executing the total defense standard action instead of the usual +4 dodge bonus to AC.

If you have the Acrobatic feat, you get a +2 bonus on Tumble checks.

**Synergy:** If you have 5 or more ranks in Tumble, you get a +2 bonus on Balance and Jump checks.

If you have 5 or more ranks in Jump, you get a +2 bonus on Tumble checks.

### Twist (Int; Trained Only; Psionic)

The character has practiced altering his mental pathways at will, and become so proficient at it that he can manipulate the characteristics of his powers with great effort. This ability carries its own price, as the alterations are not only temporary but also hazardous. It is possible for a character to severely harm themselves while attempting this dangerous act of will.

**Check:** Once a round, as a free action, the character can attempt to use Twist when he manifests a psionic power. He makes his skill check immediately before applying the power's effects. He chooses the effect he wants Twist to produce, from the table below, which provides the DC of the skill check relevant to the Power Point cost of the affected power. Twist can also affect Knacks, which have a Power Point cost of 0, even if they are paid for with Power Points. The Twist check fails on a natural 1 no matter what the check total was, and if it fails then so does the power (in which case the cost of the power is wasted).

Effect	Check DC	Result
Extend	12 + PP	Doubles non-instant/triggered duration
Heighten	14 + PP	Adds +2 to the DC to resist the power
Mass	18 + PP	One additional non-personal target / 2 ML
Quicken	18 + PP	Power is a free action (counts as 1 / round)
Reach	12 + PP	Doubles non-touch/personal range
Widen	16 + PP	Doubles area effect's dimensions

**Special:** Every 4 ranks in Twist gives you +1 synergy bonus to your Psionic Combat Bonus.

### Use Magic Device (Cha; Trained Only)

Use this skill to activate magical items you could not otherwise activate.

**Check:** You can use this skill to read a spell or to activate a magic item. Use Magic Device lets you use a magic item as if you had the spell ability or class features of another class, as if you were a different race, or as if you were of a different alignment.

You make a Use Magic Device check each time you activate a device such as a wand. If you are using the check to emulate an alignment or some other quality in an ongoing manner, you need to make the relevant Use Magic Device check once per hour.

You must consciously choose which requirement to emulate. That is, you must know what you are trying to emulate when you make a Use Magic Device check for that purpose. The DCs for various tasks involving Use Magic Device checks are summarized on the table below.

Task	Check DC
Activate blindly	25
Decipher a written spell	25 + spell level
Use a scroll	20 + caster level
Use a wand	20
Emulate a class feature	20
Emulate an ability score	See text
Emulate a race	25
Emulate an alignment	30

\* **Activate Blindly:** Some magic items are activated by special words, thoughts, or actions. You can activate such an item as if you were using the activation word, thought, or action, even when you're not and even if you don't know it. You do have to perform some equivalent activity in order to make the check. That is, you must speak, wave the item around, or otherwise attempt to get it to activate. You get a special +2 bonus on your Use Magic Device check if you've activated the item in question at least once before. If you fail by 9 or less, you can't activate the device. If you fail by 10 or more, you suffer a mishap. A mishap means that magical energy gets released but it doesn't do what you wanted it to do. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy is released, dealing 2d6 points of damage to you. This mishap is in addition to the chance for a mishap that you normally run when you cast a spell from a scroll that you could not otherwise cast yourself.

\* **Decipher a Written Spell:** This usage works just like deciphering a written spell with the Spellcraft skill, except that the DC is 5 points higher. Deciphering a written spell requires 1 minute of concentration.

\* **Emulate an Ability Score:** To cast a spell from a scroll, you need a high score in the appropriate ability (Intelligence for wizard spells, Wisdom for divine spells, or Charisma for sorcerer or bard spells). Your effective ability score (appropriate to the class you're emulating when you try to cast the spell from the scroll) is your Use Magic Device check result minus 15. If you already have a high enough score in the appropriate ability, you don't need to make this check.

\* **Emulate an Alignment:** Some magic items have positive or negative effects based on the user's alignment. Use Magic Device lets you use these items as if you were of an alignment of your choice. You can emulate only one alignment at a time.

\* **Emulate a Class Feature:** Sometimes you need to use a class feature to activate a magic item. In this case, your effective level in the emulated class equals your Use Magic Device check result minus 20. This skill does not let you actually use the class feature of another class. It just lets you activate items as if you had that class feature. If the class whose feature you are emulating has an alignment requirement, you must meet it, either honestly or by

emulating an appropriate alignment with a separate Use Magic Device check (see above).

\* **Emulate a Race:** Some magic items work only for members of certain races, or work better for members of those races. You can use such an item as if you were a race of your choice. You can emulate only one race at a time.

\* **Use a Scroll:** If you are casting a spell from a scroll, you have to decipher it first. Normally, to cast a spell from a scroll, you must have the scroll's spell on your class spell list. Use Magic Device allows you to use a scroll as if you had a particular spell on your class spell list. The DC is equal to 20 + the caster level of the spell you are trying to cast from the scroll. In addition, casting a spell from a scroll requires a minimum score (10 + spell level) in the appropriate ability. If you don't have a sufficient score in that ability, you must emulate the ability score with a separate Use Magic Device check (see above).

This use of the skill also applies to other spell completion magic items.

\* **Use a Wand:** Normally to use a wand, you must have the wand's spell on your class spell list. This use of the skill allows you to use a wand as if you had a particular spell on your class spell list. This use of the skill also applies to other spell trigger magic items, such as staves.

**Action:** None. The Use Magic Device check is made as part of the action (if any) required to activate the magic item.

**Try Again:** Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail, then you can't try to activate that item again for 24 hours.

**Special:** You cannot take 10 with this skill.

You can't aid another on Use Magic Device checks. Only the user of the item may attempt such a check.

If you have the Magical Aptitude feat, you get a +2 bonus on Use Magic Device checks. If you have this feat then you can make Use Magic Device checks untrained, but will not get the bonus to do so.

**Synergy:** If you have 5 or more ranks in Spellcraft, you get a +2 bonus on Use Magic Device checks related to scrolls.

If you have 5 or more ranks in Decipher Script, you get a +2 bonus on Use Magic Device checks related to scrolls.

If you have 5 or more ranks in Use Magic Device, you get a +2 bonus to Spellcraft checks made to decipher spells on scrolls.

**Use Psionic Device (Cha; Trained Only)**

You are adept at getting a psionic device to work, even if it would not normally work for you.

Psionic devices are imbued with a fragment of purpose, a sense of what they are to do. The problem is convincing them to do it *now*. This skill is used to do exactly that. Even psionic creatures must use this skill in order to get a psionic device to work.

**Check:** Use this skill to activate psionic devices. If a character rolls a natural "1" on any Use Psionic Device check, they suffer Brainburn (see below).

Psionic Enchantment Type	Use Psionic Device DC	Check to
Activation Consumed	5 + Manifester Level	activate
Use Consumed	5 + Manifester Level	attune
Charged	10 + Manifester Level	activate
Use Activated	10 + Manifester Level	activate
Constant	15 + Manifester Level	attune
Concurrent	15 + Manifester Level	activate
Obelisk	20 + Manifester Level	attune

**Action:** None. The Use Psionic Device check is made as part of the action (if any) required to activate the magic item (typically a standard action).

\* **Activation Consumed:** These items can be used to generate their psionic effect once, after which they are no longer empowered with that psionic enchantment.

\* **Use Consumed:** These items are like activation consumed items, only they must be attuned ahead of time.

\* **Charged:** These items are like activation consumed items, only they can be activated multiple times before losing their psionic enchantment.

\* **Use Activated:** These items can be activated once or more times a day, but after their maximum allotment of daily activations they can no longer be activated until 24 hours has passed.

\* **Constant:** These items provide a perpetual benefit to their user, either in terms of a bonus or an ability they gain, but must be attuned to them before they will function.

\* **Concurrent:** These items are like charged items, only they have the capacity to produce many different types of effects, all of which are powered from the same pool of charges.

\* **Obelisk:** These items must be attuned to their user or targets, but once attuned they provide a perpetual bonus so long as they are not moved or re-attuned.

\* **Attuned Items:** These items must be activated ahead of time by being touched to the intended user, and having a successful Use Psionic Device check made. The intended user or somebody else touching the item can make the check. Once they are "attuned" the intended user has full control over the psionic enchantment it provides. The psionic enchantment can then be turned on or off by them as a move action.

**Try Again:** Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail, then you can't try to activate that item again for 24 hours.

**Brainburn:** When things go awry, the user of a psionic item sometimes improperly manifests the stored power. The resultant psionic surge persists for 1 round per Manifester Level of the item, unless the item is flung 15 feet or feet away or destroyed. The surge deals 1d4 points of electricity damage per power point of the effect per round and arcs across multiple targets. The user is the primary target, and one ally within 15 feet is the secondary target (chosen at random).

**Special:** You cannot take 10 with this skill.

**Special:** You can't aid another on Use Psionic Device checks. Only the user of the item may attempt such a check.

**Special:** If you have the Psionic Aptitude feat, you get a +2 bonus on Use Psionic Device checks. If you have this feat then you can make Use Psionic Device checks untrained, but will not get the bonus to do so.

**Special:** Creatures with at least one Manifester Level can make Use Psionic Device checks untrained.

**Synergy:** If you have 5 or more ranks in Psicraft, you get a +2 bonus on Use Psionic Device checks related to decoding psionic items.

If you have 5 or more ranks in Use Psionic Device, you get a +2 bonus to Psicraft checks made to identify what powers are encoded in a psionic item.

**Note:** This is a class skill for bards and rogues.

**Use Rope (Dex)**

This skill is used to manipulate rope with finesse.

**Check:** Most tasks with a rope are relatively simple. The DCs for various tasks utilizing this skill are summarized on the table below.

DC	Task
10	Tie a firm knot
10*	Secure a grappling hook
15	Tie a special knot, such as one that slips, slides slowly, or loosens with a tug
15	Tie a rope around yourself one-handed
15	Splice two ropes together
Varies	Bind a character
* Add 2 to the DC for every 10 feet the hook is thrown; see below.	

**Secure a Grappling Hook:** Securing a grappling hook requires a Use Rope check (DC 10, +2 for every 10 feet of distance the grappling hook is thrown, to a maximum DC of 20 at 50 feet). Failure by 4 or less indicates that the hook fails to catch and falls, allowing you to try again. Failure by 5 or more indicates that the grappling hook initially holds, but comes loose after 1d4 rounds of supporting weight. This check is made secretly, so that you don't know whether the rope will hold your weight.

**Bind a Character:** When you bind another character with a rope, any Escape Artist check that the bound character makes is opposed by your Use Rope check.

You get a +10 bonus on this check because it is easier to bind someone than to escape from bonds. You don't even make your Use Rope check until someone tries to escape.

**Action:** Varies. Throwing a grappling hook is a standard action that provokes an attack of opportunity. Tying a knot, tying a special knot, or tying a rope around yourself one-handed is a full-round action that provokes an attack of opportunity. Splicing two ropes together takes 5 minutes. Binding a character takes 1 minute.

**Special:** A silk rope gives you a +2 circumstance bonus on Use Rope checks. If you cast an *animate rope* spell on a rope, you get a +2 circumstance bonus on any Use Rope checks you make when using that rope.

These bonuses stack.

If you have the Deft Hands feat, you get a +2 bonus on Use Rope checks.

**Synergy:** If you have 5 or more ranks in Use Rope, you get a +2 bonus on Climb checks made to climb a rope, a knotted rope, or a rope-and-wall combination.

If you have 5 or more ranks in Use Rope, you get a +2 bonus on Escape Artist checks when escaping from rope bonds.

If you have 5 or more ranks in Escape Artist, you get a +2 bonus on checks made to bind someone.





# CHAPTER FIVE: FEATS

## PREREQUISITES

Some feats have prerequisites. Your character must have the indicated ability score, class feature, feat, skill, base attack bonus, or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite.

A character can't use a feat if he or she has lost a prerequisite.

## TYPES OF FEATS

Some feats are general, meaning that no special rules govern them as a group. Some are combat, meaning their only utility is on the battlefield. A few are knacks, a kind of weak but generally learnable psionic power. Others are item creation feats, which allow spellcasters to create magic items of all sorts. A metamagic feat lets a spellcaster prepare and cast a spell with greater effect, albeit as if the spell were a higher spell level than it actually is. Then there are psionic feats, which are used by creatures with Manifester Levels to generate the majority of psionic effects or improve the ones they already have.

Each of these types of feats is described in more detail below.

### Combat Feats

Any feat designated as a combat feat can be selected as a fighter's bonus feat. This designation does not restrict characters of other classes from selecting these feats, assuming that they meet any prerequisites.

"Style" feats are a subset of combat feats that require fighter levels to gain benefits from.

### Familiar Feats

These feats represent special abilities a character has managed to develop with his familiars. A character does not have to currently have a familiar to take these feats, but they do not provide any benefits except when he has a familiar. These feats refer to "familiar level", which is the number of class levels you have that have the Familiar ability. Familiar feats often also provide additional benefits when both the familiar and its master are within 5 ft of each other. Only characters with the Familiar ability can take these feats.

### General Feats

Any feat that improves on something the character can already do, outside of combat, falls under this category. This even applies to some which improve selected types of magical or psionic abilities, such as spell penetration rolls and extra Power Points.

### Item Creation Feats

An item creation feat lets a spellcaster create a magic item of a certain type. Regardless of the type of items they involve, the various item creation feats all have certain features in common.

**XP Cost:** Experience that the spellcaster would normally keep is expended when making a magic item. The XP cost equals 1/25 of the cost of the item in gold pieces. A character cannot spend so much XP on an item that he or she loses a level. However, upon gaining enough XP to attain a new level, he or she can immediately expend XP on creating an item rather than keeping the XP to advance a level.

**Raw Materials Cost:** The cost of creating a magic item equals one-half the sale cost of the item.

Using an item creation feat also requires access to a laboratory or magical workshop, special tools, and so on. A character

generally has access to what he or she needs unless unusual circumstances apply.

**Time:** The time to create a magic item depends on the feat and the cost of the item. The minimum time is one day.

**Item Cost:** Brew Potion, Craft Wand, and Scribe Scroll create items that directly reproduce spell effects, and the power of these items depends on their caster level—that is, a spell from such an item has the power it would have if cast by a spellcaster of that level. The price of these items (and thus the XP cost and the cost of the raw materials) also depends on the caster level. The caster level must be high enough that the spellcaster creating the item can cast the spell at that level. To find the final price in each case, multiply the caster level by the spell level, then multiply the result by a constant, as shown below:

\* **Scrolls:** Base price = spell level x caster level x 25 gp.

\* **Potions:** Base price = spell level x caster level x 50 gp.

\* **Wands:** Base price = spell level x caster level x 750 gp.

A 0th-level spell is considered to have a spell level of 1/2 for the purpose of this calculation.

**Extra Costs:** Any potion, scroll, or wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. For potions and scrolls, the creator must expend the material component or pay the XP cost when creating the item. For a wand, the creator must expend fifty copies of the material component or pay fifty times the XP cost.

Some magic items similarly incur extra costs in material components or XP, as noted in their descriptions.

### Metamagic Feats

As a spellcaster's knowledge of magic grows, she can learn to cast spells in ways slightly different from the ways in which the spells were originally designed or learned. Preparing and casting a spell in such a way is harder than normal but, thanks to metamagic feats, at least it is possible. Spells modified by a metamagic feat use a spell slot higher than normal. This does not change the level of the spell, so the DC for saving throws against it does not go up.

**Wizards and Divine Spellcasters:** Wizards and divine spellcasters must prepare their spells in advance. During preparation, the character chooses which spells to prepare with metamagic feats (and thus which ones take up higher-level spell slots than normal).

**Sorcerers and Bards:** Sorcerers and bards choose spells as they cast them. They can choose when they cast their spells whether to apply their metamagic feats to improve them. As with other spellcasters, the improved spell uses up a higher-level spell slot. But because the sorcerer or bard has not prepared the spell in a metamagic form in advance, he must apply the metamagic feat on the spot. Therefore, such a character must also take more time to cast a metamagic spell (one enhanced by a metamagic feat) than he does to cast a regular spell. If the spell's normal casting time is 1 action, casting a metamagic version is a full-round action for a sorcerer or bard. (This isn't the same as a 1-round casting time.) For a spell with a longer casting time, it takes an extra full-round action to cast the spell.

**Spontaneous Casting and Metamagic Feats:** A cleric spontaneously casting a cure or inflict spell can cast a metamagic version of it instead. Extra time is also required in this case. Casting a 1-action metamagic spell spontaneously is a full-round action, and a spell with a longer casting time takes an extra full-round action to cast.

**Effects of Metamagic Feats on a Spell:** In all ways, a metamagic spell operates at its original spell level, even though it is prepared and cast as a higher-level spell. Saving throw

modifications are not changed unless stated otherwise in the feat description. The modifications made by these feats only apply to spells cast directly by the feat user. A spellcaster can't use a metamagic feat to alter a spell being cast from a wand, scroll, or other device.

Metamagic feats that eliminate components of a spell don't eliminate the attack of opportunity provoked by casting a spell while threatened. However, casting a spell modified by Quicken Spell does not provoke an attack of opportunity.

Metamagic feats cannot be used with all spells. See the specific feat descriptions for the spells that a particular feat can't modify.

**Multiple Metamagic Feats on a Spell:** A spellcaster can apply multiple metamagic feats to a single spell. Changes to its level are cumulative. You can't apply the same metamagic feat more than once to a single spell.

**Magic Items and Metamagic Spells:** With the right item creation feat, you can store a metamagic version of a spell in a scroll, potion, or wand. Level limits for potions and wands apply to the spell's higher spell level (after the application of the metamagic feat). A character doesn't need the metamagic feat to activate an item storing a metamagic version of a spell.

**Counterspelling Metamagic Spells:** Whether or not a spell has been enhanced by a metamagic feat does not affect its vulnerability to counterspelling or its ability to counterspell another spell.

Psionic Feats

These feats are the source of most psionic powers. Only characters with at least one Manifester Level can have a psionic feat, although many psionic feats have additional prerequisites. In addition to this a character needs 3 ranks in each of Knowledge (psionics) and Psicraft to learn even one psionic feat, and an additional 2 ranks in each skill for every additional psionic feat they wish to have. Psionic feats gained as bonuses racial feats do not apply towards this limit, but still require Manifester Levels.

Some Psionic feats magnify what a character can do with their psionic powers. These psionic feats still count towards the maximum number of psionic feats a character can have, even though they do no **provide** powers.

A character can only spend an amount of Power Points on manifesting a psionic feat equal to their Manifester Level. After spending their Power Points, and subtracting for a low key ability score modifier (see below) select the effects from those listed in the feat description, which total up to the amount of Power Points used on the manifestation. If an effect is listed with a "+", the character must have chosen a non-additive effect to add this effect to. If an effect is listed as "per", then it can be taken multiple times, with its effects stacking for the manifestation even if it provides a modifier with the same name (the modifier just gets bigger).

Each psionic feat that provides a power has a key ability score. The user's ability score modifier for that psionic feat is subtracted from the amount of Power Points they spent on the psionic feat's effects if it is negative (a positive key ability score modifier has no effects on the amount of Power Points spent). The key ability score is also used to figure out the power's saving throw DC. For powers that do not have a saving throw some **other** benefit is gained from having a positive key ability score modifier: extra free uses/day for Knacks, extended duration, or extra effect as the specific feat shows.

Psionic powers are vulnerable to being interfered with by spell resistance, in the same manner as spells. Anti-magical or magical-detection effects have no interaction with psionics, but effect-specific abilities do interact with psionics. For instance: the *nondetection* spell protects from psionic divination as well as magical divination.

The saving throw for psionic powers is based on the manifesters's key ability score modifier and Manifester Level. The amount of Power Points spent on the effect is not a factor, unlike with spells. The formula for psionic power saving throw DC is: 10 + key ability score modifier + 1/2 Manifester Level.

Manifesting a psionic power requires a standard action and concentration. If the words "Free Action" are listed next to the power's key ability score, then it can be manifested as a free action (one psionic free action a round only). If "Unfettered" is listed next to the power's key ability score, then it can be manifested as a free action **an unlimited number of times a round**. The base DC for Concentration checks to manifest psionic powers while distracted is 10 + 1/2 Power Points spent.

\* **Knack Feats:** These are feats that give the owner some sort of limited psionic power. Like psionic feats they are each linked to a key ability score, which sets the saving throw DC of the effect (if any). Unlike psionic feats this ability score has no effect on how many Power Points are required to manifest that power, because knack feats take no Power Points to manifest. Instead the owner manifests them from a Common Knack Pool of 3 daily uses (5 if he has a Manifester Level). Add the owner's key ability score modifier in free daily uses for that knack if it is above +0, or the amount below +0 to the amount of those uses required to manifest it once (i.e. -2 would require 3 uses). Bonus uses from one knack feat cannot be used to manifest a different knack feat.

A character does not need Manifester Levels to learn knack feats, but must pass a DC 10 check using the feat's Key Ability score to manifest it successfully if they do not. Knack feats get more powerful if the character has Manifester Levels, as indicated in the particular feat's description. Characters without Manifester Levels that manifest a knack feat are treated as Manifester Level 0 for purposes of the power's characteristics (range, spell resistance penetration, and so on).

TABLE 5-1: FEAT LISTS AND PREREQUISITES

Combat	Prerequisites	Summary
Blind-Fight	---	Reduced penalties for <i>invisible</i> opponents
Combat Expertise	Int 13+	Trade up to 5 BAB for AC
<i>Fencing Style</i>	Fighter level 2+	Use one-handed weapon as a shield
<i>Improved Disarm</i>	---	Benefits to disarm maneuver
<i>Improved Feint</i>	---	Benefits to feint maneuver
<i>Improved Trip</i>	---	Benefits to trip maneuver
<i>Whirlwind Attack</i>	Dex 13+, Dodge, Mobility, Spring Attack, BAB +4	Attack all foes in reach once
Combat Reflexes	---	Benefit with attacks of opportunity
Dodge	Dex 13+	+1 AC vs. initial attack, and +1 Reflex
<i>Mobility</i>	---	+4 AC against movement AoOp
<i>Shot on the Run</i>	BAB +4	Move before and after ranged attacks
<i>Spring Attack</i>	BAB +4	Move before and after melee attacks

<b>Exotic Weapon Proficiency</b>	BAB +1	Wield a strange weapon without penalty
<b>Improved Critical</b>	Proficient with weapon, BAB +8	Double a weapon's critical threat
<b>Improved Initiative</b>	---	+4 Initiative
<b>Improved Shield Bash</b>	Shield Proficiency	Keep shield AC when using shield bash
<b>Improved Unarmed Strike</b>	Dex 13+	Unarmed attacks count as armed
<i>Deflect Arrows</i>	---	Turn aside one ranged weapon a round
<i>Snatch Arrows</i>	Dex 15+	Catch one ranged weapon a round
<i>Improved Grapple</i>	---	Benefits to grapple maneuver
<i>Stone Hands</i>	Str 15+, Con 13+, Wpn Fcs (Unarmed), BAB +1	Better unarmed attacks, skill penalties
<i>Stunning Fist</i>	Wis 13+; and either BAB +8 or Monk 1+	Can <i>stun</i> unarmed strike targets
<b>Mounted Combat</b>	Ride 1+ ranks	Ride check cancels a hit to mount
<i>Mounted Archery</i>	---	Reduced mounted ranged attack penalties
<i>Ride-By Attack</i>	---	Move before and after mounted charge
<i>Spirited Charge</i>	---	Increased damage with mounted charge
<i>Trample</i>	---	Benefits to mounted trample maneuver
<b>Point Blank Shot</b>	---	+1 to ranged hit and damage inside 30 ft
<i>Far Shot</i>	---	Increases ranged weapon range increment
<i>Precise Shot</i>	---	No shooting into melee penalties
<i>Improved Precise Shot</i>	Dex 19+, BAB +11	Reduces ranged attack penalties
<i>Rapid Shot</i>	---	Extra ranged attack, all at penalty
<i>Manyshot</i>	Dex 17+, BAB +6	Multiple ranged attacks, all at penalty
<b>Power Attack</b>	Str 13+	Trade in BAB for melee damage bonus
<i>Cleave</i>	---	Felling foe in melee provides extra attack
<i>Great Cleave</i>	BAB +4	Unlimited Cleave extra attacks
<i>Extra Smiting</i>	Wis 13+, Smite class ability	More Smites per day
<i>Falling Stars Style</i>	Fighter level 3+, Weapon focus in a blunt weapon	Two-handed melee weapon ignores armor
<i>Improved Bull Rush</i>	---	Benefits to bull rush maneuver
<i>Improved Overrun</i>	---	Benefits to overrun maneuver
<i>Improved Sunder</i>	---	Benefits to sunder maneuver
<b>Quick Draw</b>	BAB +1	Draw weapons as a free action
<b>Rapid Reload</b>	Weapon Proficiency (crossbow type chosen)	Reload a crossbow faster
<b>Two-Weapon Fighting</b>	Dex 15+	Extra melee attack with off-hand weapon
<i>Improved Two-Weapon Fighting</i>	Dex 17+, BAB +6	Extra iterative attack with off-hand wpn
<i>Greater Two-Weapon Fighting</i>	Dex 19+, BAB +11	Another iterative attack with off-hand wpn
<i>Two-Weapon Defense</i>	---	+1 shield AC when using two weapons
<i>Flowing Water Style</i>	Fighter level 2+	Increases Two-Weapon Defense bonus
<b>Weapon Finesse</b>	BAB +1	Use Dex to hit with light melee weapons
<b>Weapon Focus</b>	Proficiency with selected weapon, BAB +1	+1 to hit with specified weapon
<i>Greater Weapon Focus</i>	Fighter level 8th	+2 to hit with specified weapon
<i>Weapon Aptitude Style</i>	Fighter level 4+, Weapon Focus in three weapons, Weapon Specialization	Extra Weapon Focus bonus
<b>Weapon Specialization</b>	Weapon Focus with weapon, 4th-level fighter	+2 to damage with specified weapon
<i>Greater Weapon Specialization</i>	Greater Weapon Focus with selected weapon, Weapon Focus with weapon, fighter level 12th	+4 to damage with specified weapon
<b>Falling Stars Style</b>	Str 13+, Fighter level 3+, Power Attack, Weapon Focus in any blunt weapon	Two-handed melee weapon ignores armor
<b>Fencing Style</b>	Fighter level 2+, Combat Expertise	Use one-handed weapon as a shield
<b>Flowing Water Style</b>	Fighter level 2+, Two-Weapon Defense, Two-Weapon Fighting	Increases Two-Weapon Defense bonus
<b>Weapon Aptitude Style</b>	Fighter level 4+, Weapon Focus in at least three weapons, Weapon Specialization	Extra Weapon Focus bonus

<b>Familiar</b>	<b>Prerequisites</b>	<b>Summary</b>
<b>Elemental Familiar</b>	Summon Familiar class ability	Familiar gains elemental benefits
<b>Ferocious Familiar</b>	Summon Familiar class ability	Familiar gains Str and dmg bonuses, plus bonus feats
<b>Mated Pair</b>	Summon Familiar class ability, Handle Animal 4+ ranks	Extra familiar of the same type
<b>Mystic Familiar</b>	Summon Familiar class ability	Familiar <i>detect magic</i> and save bonuses
<b>Shadowed Familiar</b>	Summon Familiar class ability	Familiar is hard to see
<b>Tough Familiar</b>	Summon Familiar class ability	Familiar gets more hit points, and +1 Fortitude

<b>General</b>	<b>Prerequisites</b>	<b>Summary</b>
<b>Acrobatic</b>	---	+2 to Jump and Tumble skills
<b>Adept Caster</b>	Ability to cast 1st-level spells	Extra spell slot(s)
<b>Agile</b>	---	+2 Balance and Escape Artist skills
<b>Alertness</b>	---	+2 Listen and Spot skills
<b>Animal Affinity</b>	---	+2 Handle Animal and Ride skills

<b>Armor Proficiency (Light)</b>	---	Can wear light armor
<i>Armor Proficiency (Medium)</i>	---	Can wear medium armor
<i>Armor Proficiency (Heavy)</i>	---	Can wear heavy armor
<b>Athletic</b>	---	+2 Climb and Swim skills
<b>Augment Summoning</b>	Spell Focus (conjuration)	+4 Str and Con for <i>summoned</i> monsters
<b>Combat Casting</b>	---	+4 Concentration in most cases
<b>Deceitful</b>	---	+2 Disguise and Forgery skills
<b>Deft Hands</b>	---	+2 Slight of Hand and Use Rope skills
<b>Diligent</b>	---	+2 Appraise and Decipher Script checks
<b>Divine Companion</b>	1st-level Divine spells, Handle Animal 4+ ranks	Gain a familiar like a sorcerer or wizard
<b>Elemental Heritage</b>	Half-elf, half-orc, or human only; 1st-lvl characters only	Elemental modifiers & bonuses to abilities
<b>Elfin Heritage</b>	Elven Blood, 1st-level characters only	+2 Diplomacy and Gather Information
<b>Endurance</b>	---	+4 to stamina-related checks
<i>Diehard</i>	---	No penalties for 0 or negative hit points
<b>Eschew Materials</b>	---	Do not need cheap material components
<b>Extra Turning</b>	Ability to turn or rebuke creatures	Extra 4 Turn or Rebuke attempts per day
<b>Great Fortitude</b>	---	+2 on Fortitude saves
<b>Imbue Psionics</b>	Manifester Level 1+	Can make psionic items
<b>Improved Counterspell</b>	---	Can use same-school spells to counter
<b>Improved Familiar</b>	Summon Familiar	More potent familiar creatures
<b>Improved Turning</b>	Ability to turn or rebuke creatures	+1 level for Turn or Rebuke attempts
<b>Inner Strength</b>	Manifester Level 1+	2 + 1/2 ML bonus Power Points
<b>Investigator</b>	---	+2 Gather Information and Sense Motive
<b>Iron Will</b>	---	+2 on Will saves
<b>Leadership</b>	Character level 6th	Can have a cohort and followers
<b>Lightning Reflexes</b>	---	+2 on Reflex saves
<b>Magical Aptitude</b>	---	+2 Spellcraft and Use Magic Device skills
<b>Martial Weapon Proficiency</b>	---	Can wield martial weapons
<b>Mental Adversary</b>	Cha 13+, Manifester Level 1+	Psionic attacks deplete more Power Points
<i>Disarm Mind</i>	---	Always deplete some Power Points
<b>Natural Aptitude</b>	1st-level characters only	Skill is always a class skill for you
<b>Natural Spell</b>	Wis 13+, Wild Shape ability	Cast spells while <i>wild shaped</i>
<b>Negotiator</b>	---	+2 Diplomacy and Sense Motive skills
<b>Nimble Fingers</b>	---	+2 Disable Device and Open Locks skills
<b>Persuasive</b>	---	+2 Bluff and Intimidate skills
<b>Practiced Power</b>	Manifester Level 3+, any psionic power	–1 Power Point cost for chosen power
<b>Psionic Aptitude</b>	---	+2 Psicraft and Use Psionic Device skills
<b>Psionic Focus</b>	One or more Psionic feats of the chosen type	+1 Manifester Level for one type of power
<b>Psychic Bastion</b>	Manifester Level 1+	+1 save vs mind-affect & Mental Hardness
<i>Mind Trap</i>	Cha 13+	Failed saves cause attacker PP loss
<b>Run</b>	---	Speed and Jump benefits while running
<b>Self-Sufficient</b>	---	+2 Heal and Survival skills
<b>Shield Proficiency</b>	---	Can wield most shields
<i>Tower Shield Proficiency</i>	---	Can wield tower shields
<b>Simple Weapon Proficiency</b>	---	Can wield simple weapons
<b>Skill Focus</b>	---	+3 to chosen skill
<b>Spell Focus</b>	---	+1 save DC for chosen school of magic
<i>Greater Spell Focus</i>	Same school of magic	DC bonus becomes +2
<i>Spontaneous Specialization</i>	Ability to cast 1st-level spontaneous spells	Extra spell known of chosen school
<b>Spell Mastery</b>	Wizard level 1+	Do not need spellbook for chosen spells
<i>Sorcery</i>	---	Can spontaneously cast chosen spell
<b>Spell Penetration</b>	---	+2 to overcome Spell Resistance
<i>Greater Spell Penetration</i>	---	Spell Resistance roll bonus becomes +4
<b>Stealthy</b>	---	+2 Hide and Move Silently skills
<b>Toughness</b>	---	Base Fortitude +3 bonus hit points
<b>Track</b>	---	Can follow tracks

Item Creation	Prerequisites	Summary
<b>Brew Potion</b>	Caster level 3+	Can enchant potions
<b>Craft Magic Arms And Armor</b>	Caster level 5+	Can enchant armor and weapons
<b>Craft Rod</b>	Caster level 9+	Can enchant rods
<b>Craft Staff</b>	Caster level 12+	Can enchant staves
<b>Craft Wand</b>	Caster level 5+	Can enchant wands
<b>Craft Wondrous Item</b>	Caster level 3+	Can enchant all other items
<b>Forge Ring</b>	Caster level 12+	Can enchant rings
<b>Scribe Scroll</b>	Caster level 1+	Can enchant scrolls

Metamagic	Level Increase	Summary
<b>Boost Spell</b>	+1 spell level	Random die values of spell effect increase one die size (d12 maximum)
<b>Dual Spell</b>	+2 spell levels	Spell recasts itself as a free action, on your next action
<b>Empower Spell</b>	+2 spell levels	All variable spell effect values increase by 50%
<b>Enhance Spell</b>	+2 spell levels	All non-variable spell effect values increase by 50%
<b>Enlarge Spell</b>	+1 spell level	Doubles the range of the spell
<b>Extend Spell</b>	+1 spell level	Doubles the duration of the spell
<b>Heighten Spell</b>	+variable spell levels	The spell's saving throw is based on its modified level
<b>Mass Spell</b>	+4 spell levels	Spell targets one target per two caster levels
<b>Maximize Spell</b>	+3 spell levels	All variable spell effect values become their maximum possible values
<b>Quicken Spell</b>	+4 spell levels	Spell is cast as a free action
<b>Silent Spell</b>	+1 spell level	Spell is cast without verbal components (cannot be used by bards)
<b>Still Spell</b>	+1 spell level	Spell is cast without somatic components
<b>Widen Spell</b>	+3 spell levels	Spell area of effect is increased by 100%

Psionic	Prerequisites	Summary
<b>Antipsi</b>	---	Negate or dispel non-mundane effects
<b>Auto restoration</b>	---	Heal damage taken
<b>Biocontrol</b>	---	Gain bonuses to Str, Dex, or Con
<b>Cerebral Homunculus</b>	---	Mental projection with a mind of its own
<b>Cryokinesis</b>	---	Create or resist cold with your aura
<b>Distant Senses</b>	---	Gain the ability to move one or more senses
<b>Ectocreation</b>	---	Make fake items from summoned ectoplasm
<b>Ectominion</b>	---	Make Astral Constructs to serve you
<i>Ectoplasmic Duplicate</i>	Manifester Level 5+	Make a facsimile of yourself that you can control
<i>Greater Ectoplasmic Duplicate</i>	Manifester Level 10+	Make a facsimile of yourself that acts on its own
<b>Ectoshell</b>	---	Create fake body casing from summoned ectoplasm
<b>Ectoshift</b>	Wis 13+	Temporarily turn some or all of yourself into ectoplasm
<b>Electrokinetics</b>	---	Create static electricity or discharge it as ranged attack
<b>Endomorphics</b>	---	Alter your body's external features and vulnerabilities
<b>Exomorphics</b>	Con 15+, Heal 2+ ranks	Alter your body's internal structure and biology
<b>Force Blade</b>	Str 13+, Power Attack, Psionic Weapon	Create potent melee weapon of glowing kinetic energy
<b>Force Blast</b>	---	Discharge customized kinetic energy for damage
<b>Force Shell</b>	Int 13+	Kinetic energy sheath protects you from harm
<b>Masking</b>	---	Reduces your noticeable presence
<b>Matter Destabilization</b>	---	Target or area disintegrates as if from powerful acid
<b>Matter Shaping</b>	---	Shape or alter inanimate matter by touch
<b>Negative Manipulation</b>	---	Strengthen or weaken negative energy in a target
<b>Personal Movement</b>	Wis 13+, Manifester Level 3+	Control the grasp of gravity on yourself
<b>Psychic Vampirism</b>	---	Steal the hit points, Power Points, or essence of a creature
<b>Pyrogenesis</b>	---	Create customized balls of flame
<b>Second Sight</b>	---	Perceive thing you normally could not
<b>Telekinesis</b>	---	Move about a creature or object at will
<b>Thought Projection</b>	---	Send your thoughts and will into the mind of a creature
<i>Edit Mind</i>	Cha 15+, Mnfstr Lvl 5+, Thought Sense	Rewrite the mind of a creature to your tastes
<i>Mind Store</i>	Cha 15+, Manifester Level 9+	Save a copy of your mind for later retrieval
<b>Thought Sense</b>	---	See the surface thoughts or deepest secrets of a creature
<b>Translocation</b>	---	Instantaneously move from one place to another
(Knack) <b>Acceleration</b>	---	+20 ft Speed bonus for brief period
(Knack) <b>Aggravate</b>	---	Gives target a headache
(Knack) <b>Autorepair</b>	---	Fast Healing 1 for 1d4 + 1/2 ML rounds
(Knack) <b>Blindsight</b>	---	Close range blindsight for 1 + ML minutes
(Knack) <b>Cell Stitch</b>	---	Instantly heal 1d4 + 1/2 ML hit points
(Knack) <b>Chameleon</b>	---	5 + ML bonus to Hide checks for brief period of time
(Knack) <b>Combat Precognition</b>	---	+1 bonus to hit and AC for 1 + ML minutes
(Knack) <b>Fetch</b>	---	Grab or send a small object at Close range
(Knack) <b>Fire Finger</b>	---	Deals 1d4 + 1/2 ML fire damage as ranged touch attack
(Knack) <b>Focus</b>	---	A skill gains a +2 bonus for 1 + ML minutes
(Knack) <b>Illumination</b>	---	Create ball of light or <i>blind</i> target creature
(Knack) <b>Intuitive Reaction</b>	---	Gain an extra attack or move-equivalent action
(Knack) <b>Mental Leap</b>	---	5 + ML bonus to Jump checks for 1 + ML minutes
(Knack) <b>Missive</b>	---	Communicate nonverbally for 1 + ML minutes
(Knack) <b>Poltergeist</b>	---	Move small object at will for 1 + ML rounds
(Knack) <b>Psionic Fist</b>	---	Unarmed or natural weapon attacks deal +1d4 damage
(Knack) <b>Psionic Flesh</b>	---	Gain DR 1 + (1/2 ML) / adamantine for one attack

5: Feats

(Knack) <b>Psionic Shot</b>	---	Ranged attacks deals +1d4 damage
(Knack) <b>Psionic Weapon</b>	---	Melee weapon attacks deal +1d4 damage
(Knack) <b>Skipping</b>	---	Teleport to Close-range and line-of-sight as a free action
(Knack) <b>Summon Weapon</b>	---	Temporarily creates a weapon from ectoplasm

FEAT DESCRIPTIONS

Here is the format for feat descriptions.

Feat Name [Type Of Feat]

Flavor Description.

**Prerequisite:** A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or a class level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

**Benefit:** What the feat enables the character (“you” in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description. In general, having a feat twice is the same as having it once.

**Normal:** What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

**Special:** Additional facts about the feat that may be helpful when you decide whether to acquire the feat.

Acrobatic [General]

You are very adept at throwing your body around.

**Benefit:** You get a +2 bonus on all Jump checks and Tumble checks.

Adept Caster [General]

You have more spell capacity than most spellcasters.

**Prerequisites:** Ability to cast 1st-level spells.

**Benefits:** You gain one bonus spell slot of the highest spell level you can cast in every spellcasting class you have, that you can cast at least 1st-level spells in. Treat the spell slot(s) as if they had come from a high casting ability score. Increase this as your spellcasting improves.

**Special:** You can take this feat multiple times. Each additional time you take it you gain an additional spell slot for each class.

**Example:** A Cleric 2/Wizard 5 with Adept Caster gains one bonus 1st-level cleric spell slot, and one bonus 3rd-level wizard spell slot. Double these bonus spell slots if he takes Adept Caster again.

Agile [General]

Your sense of balance is finely honed.

**Benefit:** You get a +2 bonus on all Balance checks and Escape Artist checks.

Alertness [General]

You have an acute awareness of your surroundings.

**Benefit:** You get a +2 bonus on all Listen checks and Spot checks.

**Special:** The master of a familiar gains the benefit of the Alertness feat whenever the familiar is within arm’s reach.

Animal Affinity [General]

You find it easy to get along with animals of all sorts.

**Benefit:** You get a +2 bonus on all Handle Animal checks and Ride checks.

Armor Proficiency (Heavy) [General]

You know how to wear heavy suits of armor, without being overly distracted by the weight and fit.

**Prerequisites:** Armor Proficiency (light), Armor Proficiency (medium).

**Benefit:** See Armor Proficiency (light).

**Normal:** See Armor Proficiency (light).

**Special:** Fighters, paladins, and clerics automatically have Armor Proficiency (heavy) as a bonus feat. They need not select it.

Armor Proficiency (Light) [General]

You know how to wear armor of light and comfortable crafting, without being distracted by the odd fit.

**Benefit:** When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

**Normal:** A character that is wearing armor with which she is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving, including Ride.

**Special:** All characters except wizards, sorcerers, and monks automatically have Armor Proficiency (light) as a bonus feat. They need not select it.

Armor Proficiency (Medium) [General]

You know how to wear somewhat heavy and constricting armor without too much difficulty.

**Prerequisite:** Armor Proficiency (light).

**Benefit:** See Armor Proficiency (light).

**Normal:** See Armor Proficiency (light).

**Special:** Fighters, barbarians, paladins, clerics, druids, and bards automatically have Armor Proficiency (medium) as a bonus feat. They need not select it.

Athletic [General]

You enjoy the feel of heavy activities, and are good at them.

**Benefit:** You get a +2 bonus on all Climb checks and Swim checks.

Augment Summoning [General]

Your conjured minions are more powerful than normal.

**Prerequisite:** Spell Focus (conjuration).

**Benefit:** Each creature you conjure with any *summon* spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

Blind-Fight [Combat]

You have learned to use senses other than sight, when you have a problem seeing your foes in melee.

**Benefit:** In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don’t lose your Dexterity bonus to Armor Class, and the attacker doesn’t get the usual +2 bonus for being invisible. The invisible attacker’s bonuses do still apply for ranged attacks, however.

You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters normal, instead of one-half.

**Normal:** Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

**Special:** The Blind-Fight feat is of no use against a character that is the subject of a *blink* spell.

### Boost Spell [Metamagic]

Your spells can reach greater limits than normal.

**Benefit:** All the die values used for the effects of your spells are increased by one die size (d3, d4, d6, d8, d10, d12 max). The number of dice is unchanged, only their size is altered. A boosted spell uses up a spell slot one level higher than the spell's actual level.

### Brew Potion [Item Creation]

You can use magical forces to create spell-storing potions that anybody can use.

**Prerequisite:** Caster level 3rd.

**Benefit:** You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures. Brewing a potion takes one day. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. The base price of a potion is its spell level x its caster level x 50 gp. To brew a potion, you must spend 1/25 of this base price in XP and use up raw materials costing one half this base price.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the potion.

### Cleave [Combat]

You have learned the trick of forcing a melee attack from one target to another as the first one drops.

**Prerequisites:** Strength 13, Power Attack.

**Benefit:** If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

### Combat Casting [General]

You find casting spells in stressful situations not quite as arduous as most.

**Benefit:** You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.

### Combat Expertise [Combat]

In melee you can hide behind the whirling dance of your own weapon in order to make yourself harder to hit.

**Prerequisite:** Intelligence 13+.

**Benefit:** When you use the attack action or the full attack action in melee, you can take a penalty of as much as -5 on your attack roll and add the same number (+5 or less) as a dodge bonus to your Armor Class. This number may not exceed your base

attack bonus. The changes to attack rolls and Armor Class last until your next action.

**Normal:** A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attack rolls and gain a +2 dodge bonus to Armor Class.

### Combat Reflexes [Combat]

Your practiced reflexes let you take better advantage of distracted or incautious opponents.

**Benefit:** You may make a number of additional attacks of opportunity equal to your Dexterity bonus, minimum one. With this feat, you may also make attacks of opportunity while flat-footed (-0 to hit), partially defending (-0 to hit), or totally defending (-4 to hit).

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

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

### Craft Magic Arms And Armor [Item Creation]

You can augment armor and weapons with magical forces.

**Prerequisite:** Caster level 5th.

**Benefit:** You can create any magic weapon, armor, or shield whose prerequisites you meet. Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, you must spend 1/25 of its features' total price in XP and use up raw materials costing one-half of this total price.

The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost.

You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

### Craft Rod [Item Creation]

You can imbue a cylinder with the ability to use one or more magical effects.

**Prerequisite:** Caster level 9th.

**Benefit:** You can create any rod whose prerequisites you meet. Crafting a rod takes one day for each 1,000 gp in its base price. To craft a rod, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price.

Some rods incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the rod's base price.

### Craft Staff [Item Creation]

You can empower a walking staff with the ability to cast spells on behalf of its user.

**Prerequisite:** Caster level 12th.

**Benefit:** You can create any staff whose prerequisites you meet. Crafting a staff takes one day for each 1,000 gp in its base price. To craft a staff, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price. A newly created staff has 50 charges.

Some staffs incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the staff's base price.

### Craft Wand [Item Creation]

You can imbue a short stick of wood, bone, or metal with the ability to cast a single spell a limited number of times.

**Prerequisite:** Caster level 5th.

**Benefit:** You can create a wand of any 4th-level or lower spell that you know. Crafting a wand takes one day for each 1,000 gp in its base price. The base price of a wand is its caster level x the spell level x 750 gp. To craft a wand, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. A newly created wand has 50 charges.

Any wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the cost derived from the base price, you must expend fifty copies of the material component or pay fifty times the XP cost.

### Craft Wondrous Item [Item Creation]

You can create a wide array of useful magical tools and accoutrements.

**Prerequisite:** Caster level 3rd.

**Benefit:** You can create any wondrous item whose prerequisites you meet. Enchanting a wondrous item takes one day for each 1,000 gp in its price. To enchant a wondrous item, you must spend 1/25 of the item's price in XP and use up raw materials costing half of this price.

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

Some wondrous items incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item or to mend a broken one.

### Deceitful [General]

Your pendant for deception is finely honed.

**Benefit:** You get a +2 bonus on all Disguise checks and Forgery checks.

### Deflect Arrows [Combat]

Quick reflexes and practiced discipline allow you to deflect projectiles with your hands.

**Prerequisites:** Dexterity 13, Improved Unarmed Strike.

**Benefit:** You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flatfooted. Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons and ranged attacks generated by spell effects can't be deflected.

### Deft Hands [General]

Fine hand motions come easily to you.

**Benefit:** You get a +2 bonus on all Sleight of Hand checks and Use Rope checks.

### Diehard [General]

When gravely injured, primal adrenaline-fueled instinct can keep you from falling.

**Prerequisite:** Endurance.

**Benefit:** When reduced to between -1 and -9 hit points, you automatically become stable. You don't have to roll d% to see if you lose 1 hit point each round. You also gain a +1 bonus to Fortitude.

When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this

decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some free actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If you reach -10 hit points, you immediately die.

**Normal:** A character without this feat who is reduced to between -1 and -9 hit points is unconscious and dying.

### Diligent [General]

You are very astute at interpreting minor differences in things you can examine closely.

**Benefit:** You get a +2 bonus on all Appraise checks and Decipher Script checks.

### Disarm Mind [General]

You can use your own Power Points to assault the minds of your psionic enemies to even greater effect.

**Prerequisites:** Charisma 13+, Manifestor Level 1+, Mental Adversary.

**Benefit:** If somebody *passes* their Will save against your psionic combat attack mode, they are still depleted a number of Power Points equal to your Charisma modifier. This effect ignores Mental Hardness, but is ignored if the target has no remaining Power Points or fails their Will save.

**Note:** If you have more than one level of Mental Adversary, the effective increase to your Charisma score also applies to Disarm Mind.

### Divine Companion [General]

The powers that you worship have given you a small friend.

**Prerequisites:** Ability to cast 1st-level divine spells, Handle Animal 4+ ranks.

**Benefit:** You have a familiar as if you were a sorcerer with a level equal to your divine spellcasting level.

**Special:** As with other classes that provide levels with the Summon Familiar ability, you add your Familiar level for Divine Companion to the levels of any other classes that provide a Familiar instead of getting multiple weaker familiars.

### Dodge [Combat]

You have honed your agility to better defend against a foe's assault.

**Prerequisite:** Dexterity 13.

**Benefit:** You gain a +1 dodge bonus to AC for the first attack against you each combat round, and a +1 dodge bonus to all Reflex saves.

A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

### Dual Spell [Metamagic]

You have mastered the ability to cast spells in such a way so as to cause them to repeat themselves once.

**Benefit:** A dual spell automatically recasts itself on your next action. You can choose to alter any of the characteristics of the spell that you have control over, such as its target, or specific effects in the case of spells that have more than one mode of effect (such as *wall of ice*). In essence this means that you get to cast the



dual spell on your next action as a free action. This counts towards your limit of one free-action spell per round. Dual spell use up a spell slot two levels higher than the spell's actual level.

### Elemental Familiar [Familiar]

Your familiar is imbued with elemental energy from one of the primary four elemental planes.

**Prerequisite:** Summon Familiar class ability.

**Benefit:** Choose one of the air, earth, fire, or water elements. Your familiar gains energy resistance and deals elemental damage on a successful natural weapon attack based on the element you choose. The energy resistance equals 2 points per familiar level you have. The extra elemental damage is  $1d4 + 1/2$  familiar level. The energy for air is electricity, earth is acid, fire is fire, and water is cold. If your familiar is within 5 ft of you then you get half of its energy resistance from this feat.

### Elemental Heritage [General]

You were born with the essence of an elemental plane flowing through your blood, changing your nature to more closely match the element.

**Prerequisite:** Half-Elf, Half-Orc, or Human only; 1st-level characters only. Cannot have an elemental subtype from the *pi DMG*.

**Benefit:** Choose one of the four elements: air, earth, fire, or water. You cannot take the opposing element clerical Domain or choose the opposing element as your monk's Elemental Strike ability (air vs. earth, fire vs. water). You have a +1 racial bonus to all saves against effects your chosen element and its related energy type (air is electricity, earth is acid, fire is fire, and water is cold). Your ability scores at character creation are changed, and you gain an additional racial ability, according to the chosen element (shown below):

\* **Air:** +2 Dexterity, -2 Strength. Can *fly* as the spell for 1 round per character level a day, activated as a free action. These rounds do not need to be continuous. Perpetually under the effects of *feather fall*.

\* **Earth:** +2 Strength, -2 Dexterity. Gains DR  $1 + 1/2$  character level bypassed by magic weapons.

\* **Fire:** +2 Intelligence, -2 Wisdom. Breath weapon deals  $1d6 + 1/2$  character level fire damage in a line 10 ft + 5 ft per 2 character levels long as a spread effect. There is a Reflex save for half damage against this breath weapon, DC  $10 +$  Constitution modifier +  $1/2$  character level.

\* **Water:** +2 Wisdom, -2 Intelligence. Can *lay on hands* as a paladin of equal character level (including automatically using it on themselves when they fall below 0 hit points), based on Wisdom instead of Charisma.

### Elfin Heritage [General]

As an elf or half-elf you were raised to value the well-being and resources of the community.

**Prerequisites:** Elf or Elven Blood, 1st-level characters only.

**Benefit:** You have a +2 racial bonus to Diplomacy and Gather Information skill checks.

### Empower Spell [Metamagic]

You can magnify the power of your spells.

**Benefit:** All variable, numeric effects of an empowered spell are increased by one-half. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

**Example:** If used on a 5th-level caster's *fireball* spell, the spell deals  $5d6 \times 1.5$  damage, rounded down, instead of  $5d6$

damage. If used on the same caster's *magic missile* spell each missile deals  $(1d4+1) \times 1.5$  damage, rounded down, instead of  $1d4+1$  damage.

### Endurance [General]

Adversity and hardship have hardened your body, making it easier for you to exert yourself comfortably.

**Benefit:** You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage, Constitution checks made to continue running, Constitution checks made to avoid nonlethal damage from a forced march, Constitution checks made to hold your breath, Constitution checks made to avoid nonlethal damage from starvation or thirst, Fortitude saves made to avoid nonlethal damage from hot or cold environments, and Fortitude saves made to resist damage from suffocation. Also, you may sleep in light or medium armor without becoming *fatigued*.

**Normal:** A character without this feat that sleeps in medium or heavier armor is automatically *fatigued* the next day.

### Enhance Spell [Metamagic]

You can make your spells have a greater reliable effect.

**Benefit:** All non-variable, numeric effects of an enhanced spell are increased by one-half. Saving throws, range, duration, and other basic spell characteristics are not affected. An enhanced spell uses up a spell slot two levels higher than the spell's actual level.

**Example:** If used on *mage armor* or *cat's grace* the bonuses becomes +6. If used on a 6th-level caster's *shield of faith* the bonus becomes +4 ( $+3 \times 1.5$ , rounded down).

### Enlarge Spell [Metamagic]

You can make your spells reach further than normal.

**Benefit:** You can alter a spell with a range of close, medium, or long to increase its range by 100%. An enlarged spell with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range spells have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level. An enlarged spell uses up a spell slot one level higher than the spell's actual level.

Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, do not have increased ranges.

### Eschew Materials [General]

Your spells often do not require minor materials.

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

### Exotic Weapon Proficiency [Combat]

You have learned the tricks necessary to wield a particularly odd weapon.

**Prerequisite:** Base attack bonus +1 (plus Strength 13 for bastard sword or dwarven waraxe).

**Benefit:** Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat. You make attack rolls with the weapon normally.

**Normal:** A character that uses a weapon with which he or she is not proficient takes a -4 penalty on attack rolls.

**Special:** You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of

exotic weapon. Proficiency with the bastard sword or the dwarven waraxe has an additional prerequisite of Strength 13.

### Extend Spell [Metamagic]

You can make your spells last much longer.

**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 Smiting [Combat]

**Prerequisites:** Strength 13+, Wisdom 13+, Power Attack, Smite class ability.

**Benefit:** You can use your Smite ability one extra time per day for every point of Wisdom modifier you have, but no more additional Smite attacks than you would normally have.

**Special:** You can take this feat multiple times. Each additional time you take it you gain as many Smite uses as the original time you took it (in other words they are cumulative, not multiplicative).

The Smite granted power from the Destruction domain counts towards the prerequisite for Extra Smiting.

### Extra Turning [General]

You can use *turn* or *rebuke undead* more often.

**Prerequisite:** Ability to turn or rebuke creatures.

**Benefit:** Each time you take this feat, you can use your ability to turn or rebuke creatures four more times per day than normal.

If you have the ability to turn or rebuke more than one kind of creature each of your turning or rebuking abilities gains four additional uses per day.

**Normal:** Without this feat, a character can typically turn or rebuke undead (or other creatures) a number of times per day equal to 3 + his or her Charisma modifier.

**Special:** You can gain Extra Turning multiple times. Its effects stack. Each time you take the feat, you can use each of your turning or rebuking abilities four additional times per day.

### Falling Stars Style [Combat]

You can use the inertia of your blunt weapon to power through armor.

**Prerequisites:** Strength 13+, Fighter level 3+, Power Attack, Weapon Focus in any blunt weapon.

**Benefit:** When you make a two-handed melee attack with a blunt weapon you have the Weapon Focus feat in, you get ignore 1/3rd of your fighter level of your opponent's AC bonus, to a maximum of three points (i.e. 9th-level fighter). Only AC bonus gained from any mixture of armor, shield, and natural armor can be ignored in this manner.

**Special:** You can take this feat multiple times. Each additional time you take it you increase the amount of AC bonus by three points.

### Far Shot [Combat]

Your ranged attacks go much further.

**Prerequisite:** Point Blank Shot.

**Benefit:** When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1-1/2). When you use a thrown weapon, its range increment is doubled.

### Fencing Style [Combat]

You are adept at using a single weapon for defense in battle.

**Prerequisites:** Fighter level 2+, Combat Expertise.

**Benefit:** Whenever you are wielding a melee weapon in one hand, and are not wielding anything in the other or using a shield,

you can "hide" behind the weapon in order to gain a shield bonus to your armor class. This shield bonus is equal to half your fighter level, to a maximum of +4. This bonus does not apply when you are surprised, flat-footed, or otherwise denied your Dexterity bonus to AC. It also does not apply to ranged attacks.

**Special:** You can take this feat multiple times. Each additional time you take it you increase the maximum shield bonus by four.

### Ferocious Familiar [Familiar]

Your familiar has combat abilities greater than those of a regular animal of its kind.

**Prerequisite:** Summon Familiar class ability.

**Benefit:** Your familiar gets a +4 bonus to its Strength score, and its natural weapon damage die goes up one die size. It also gains a bonus Combat feat at your first familiar level, and another every three familiar levels. These bonus feats are only gained by the familiar, you gain **none** of them.

### Flowing Water Style [Combat]

Your dual weapons zip about so fast that they offer you much more protection.

**Prerequisites:** Fighter level 2+, Two-Weapon Defense, Two-Weapon Fighting.

**Benefit:** As long as you are using a light weapon in both hands, you get to add half your fighter level to the shield bonus you gain from Two-Weapon Defense, to a maximum total shield bonus of +4 (i.e. a 6th-level fighter would have a total shield bonus of +4, one point from Two-Weapon Defense and three more from Flowing Water Style).

**Special:** You can take this feat multiple times. Each additional time you take it you increase the maximum shield bonus by +3.

### Forge Ring [Item Creation]

You can imbue rings with great magical forces.

**Prerequisite:** Caster level 12th.

**Benefit:** You can create any ring whose prerequisites you meet. Crafting a ring takes one day for each 1,000 gp in its base price. To craft a ring, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price.

You can also mend a broken ring if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to forge that ring in the first place.

Some magic rings incur extra costs in material components or XP, as noted in their descriptions. You must pay such a cost to forge such a ring or to mend a broken one.

### Great Cleave [Combat]

When you make a melee attack, you can force it through large swaths of foes.

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

**Benefit:** This feat works like Cleave, except that there is no limit to the number of times you can use it per round.

### Great Fortitude [General]

Your body has hardened to adverse agents and conditions.

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

### Greater Spell Focus [General]

Your practice with one school of magic makes it unbelievably hard to resist.

**Prerequisites:** Spell Focus in the same school of magic.

**Benefit:** Choose a school of magic to which you already have applied the Spell Focus feat. 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 of magic to which you already have applied the Spell Focus feat.

### Greater Spell Penetration [General]

Your spells are so insinuating that you can penetrate even greater spell resistance.

**Prerequisite:** Spell Penetration.

**Benefit:** You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration.

### Greater Two-Weapon Fighting [Combat]

When wielding two weapons, you are a veritable dervish of destruction.

**Prerequisites:** Dexterity 19+, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

**Benefit:** You get a third attack with your off-hand weapon, albeit at a -10 penalty.

An 11th-level ranger who has chosen the two-weapon combat style is treated as having Greater Two-Weapon Fighting, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

### Greater Weapon Focus [Combat]

You have learned to use a particular kind of weapon to the point where it seems an extension of yourself.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 8th.

**Benefit:** Choose one type of weapon for which you have already selected Weapon Focus. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus (see below).

**Special:** You can gain Greater Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

### Greater Weapon Specialization [Combat]

You can make attacks so precise that few can withstand them.

**Prerequisites:** Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, fighter level 12th.

**Benefit:** Choose one type of weapon for which you have already selected Weapon Specialization. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization (see below).

**Special:** You can gain Greater Weapon Specialization multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

### Heighten Spell [Metamagic]

You can overcharge a spell with so much magical force that it becomes hard to resist its effects.

**Benefit:** A heightened spell has a higher spell level than normal (up to a maximum of 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the

spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a lesser globe of invulnerability) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.

### Imbue Psionics [General]

You can implant psionic effects into items in order to create usable effects or augmentations, but the device requires skillful activation in order to utilize it.

**Prerequisites:** Manifestor Level 1+.

**Benefit:** You can create any psionic item whose prerequisites you meet (see the *pi DMG* for prerequisites and other information on psionic items). Enchanting a psionic item takes one day for every 1,000 gp in its price. To enchant a psionic item, you must spend 1/25th of the item's price in XP and use up raw materials costing half the final price. If you are just recharging an expended item, you cut the final cost in half (and thus the XP cost).

Some psionic items incur extra costs in XP, as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item, and this extra cost is not reduced if recharging an item.

### Improved Bull Rush [Combat]

Long practice has made it easier for you to run down others while on foot.

**Prerequisites:** Strength 13, Power Attack.

**Benefit:** When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.

### Improved Counterspell [General]

You can adapt your spells to counter any similar magic.

**Benefit:** When counterspelling, you may use a spell of the same school that is one or more spell levels higher than the target spell.

**Normal:** Without this feat, you may counter a spell only with the same spell or with a spell specifically designated as countering the target spell.

### Improved Critical [Combat]

The precision of your attacks makes you much more likely to hit something vital in your foes.

**Prerequisite:** Proficient with weapon, base attack bonus +8.

**Benefit:** Choose one type of weapon. When using the weapon you selected, your threat range is doubled.

**Special:** You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

### Improved Disarm [Combat]

You have learned how to attack another's weapon without exposing yourself to counter-attack.

**Prerequisites:** Intelligence 13+, Combat Expertise.

**Benefit:** You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you. You also gain a +4 bonus on the opposed attack roll you make to disarm your opponent.

**Normal:** See the normal disarm rules.

Improved Familiar [General]

You have found out how to increase the power of your current familiar, or to gain a new more powerful familiar.

**Prerequisite:** Summon Familiar ability with at least 3 levels, others as specified.

**Benefit:** When you take this feat you can choose to either add a template to your current familiar, or summon a new familiar (replacing your current familiar if you have one). Your effective level for Table 3-18: Familiar Bonuses, and all Familiar feats, is reduced based on the specific type of improved familiar you want. If this would reduce your effective level with the familiar to less than 1, then you cannot have that type of improved familiar.

If your familiar dies, when you summon a new familiar it does not need to be the same type of improved familiar, you can change the benefit gained from this feat. If the familiar has an independent alignment, you can only gain that type of familiar if your alignment matches it or is one step away from it.

Familiar	Descriptor	Alignment	Prerequisites	Lvl
Any elemental (small)	(Element)	---		-4
Any mephit	(Type)	---		-6
Celestial (template)	Good	Any Good	must be good	-2
Fiendish (template)	Evil	Any Evil	must be evil	-2
Formian Worker	---	LN		-6
Homunculus	---	---	see description	-6
Imp	Evil	LE		-6
Pseudodragon	---	NG		-6
Quasit	Evil	CE		-6
Shocker lizard	Electricity	Neutral		-4
Stirge	---	Neutral		-4

Improved Feint [Combat]

You are very adept at hiding your attacks behind a screen of false assaults.

**Prerequisites:** Intelligence 13+, Combat Expertise.

**Benefit:** You can make a Bluff check to feint in combat as a move action.

**Normal:** Feinting in combat is a standard action.

Improved Grapple [Combat]

You can lay hands on an opponent in melee without risk of being injured as you do so.

**Prerequisites:** Dexterity 13+, Improved Unarmed Strike.

**Benefit:** You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

**Normal:** Without this feat, you provoke an attack of opportunity when you make a touch attack to start a grapple.

Improved Initiative [Combat]

Practice has made you more likely to act before others in a fight.

**Benefit:** You get a +4 bonus on initiative checks.

Improved Overrun [Combat]

You are practiced at changing your trajectory to better hit anybody you try to bodily slam into.

**Prerequisites:** Strength 13, Power Attack.

**Benefit:** When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.

**Normal:** Without this feat, the target of an overrun can choose to avoid you or to block you.

Improved Precise Shot [Combat]

Cover provides little protection from your ranged attacks.

**Prerequisites:** Dexterity 19+, Point Blank Shot, Precise Shot, base attack bonus +11.

**Benefit:** Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

In addition, when you shoot or throw ranged weapons at a grappling opponent, you automatically strike at the opponent you have chosen.

**Normal:** See the normal rules on the effects of cover and concealment. Without this feat, a character who shoots or throws a ranged weapon at a target involved in a grapple must roll randomly to see which grappling combatant the attack strikes.

Improved Shield Bash [Combat]

You can attack with a shield while retaining its defensive abilities.

**Prerequisite:** Shield Proficiency.

**Benefit:** When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

**Normal:** Without this feat, a character that performs a shield bash loses the shield's shield bonus to AC until his or her next turn.

Improved Sunder [Combat]

Attacking a foe's equipment does not open up your defenses.

**Prerequisites:** Strength 13, Power Attack.

**Benefit:** When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity (see Sunder, page 158).

You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.

**Normal:** Without this feat, you provoke an attack of opportunity when you strike at an object held or carried by another character.

Improved Trip [Combat]

You can drop your opponents on their rears with much greater ease.

**Prerequisites:** Intelligence 13+, Combat Expertise.

**Benefit:** You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed. You also gain a +4 bonus on your Strength check to trip your opponent.

If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.

**Normal:** Without this feat, you provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed.

Improved Turning [General]

You can channel positive or negative energy so well that the undead have less resistance to it.

**Prerequisite:** Ability to turn or rebuke creatures.

**Benefit:** You turn or rebuke creatures as if you were one level higher than you are in the class that grants you the ability.

Improved Two-Weapon Fighting [Combat]

Your agility with two melee weapons is now an amazing thing.

**Prerequisites:** Dexterity 17+, Two-Weapon Fighting, base attack bonus +6.

**Benefit:** In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a –5 penalty.

**Normal:** Without this feat, you can only get a single extra attack with an off-hand weapon.

### Improved Unarmed Strike [Combat]

You have learned how to hone your body into a lethal weapon.

**Benefit:** You are considered to be armed even when unarmed—that is, you do not provoke attacks of opportunity from armed opponents when you attack them while unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you.

In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.

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

### Inner Strength [General]

You have more psionic stamina than most practitioners of your expertise.

**Prerequisite:** Manifestor Level 1+.

**Benefit:** You gain additional bonus Power Points equal to 2 + 1/2 Manifestor Level. Increase your common pool of daily Knack uses by +1.

**Special:** You can take this feat multiple times. Each time you take it you stack the bonus power points and daily Knack uses gained.

### Investigator [General]

Your natural curiosity makes it hard to hide things from you.

**Benefit:** You get a +2 bonus on all Gather Information checks and Search checks.

### Iron Will [General]

Your stubbornness and refusal to bow before others is a point of pride to you.

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

### Leadership [General]

Your inspiring personality and deeds allow you to collect and lead like-minded individuals and hangers-on.

**Prerequisite:** Character level 6th.

**Benefits:** Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist her. See the paragraphs below for what sort of cohort and how many followers the character can recruit. Before a character can get a cohort or any followers, he must be in an area where the desired cohort or follower could reasonably be expected to live. They just don't appear out of thin air!

**Cohorts:** A cohort is somebody who idolizes the character, and is a loyal and devoted minion to them. Cohorts are designed just like a character, and allow the player to essentially control *two* characters simultaneously. The cohort's starting ECL is equal to 1/2 the character's level, plus Charisma modifier. The cohort's ECL can never be higher than one below the character's level. If the cohort's alignment differs from the characters, reduce both of these amounts by one for every "degree" of difference (a degree is one step along either the law/chaos or good/evil axis). The cohort has equipment appropriate to a player character of his level when recruited. A player can choose to play as their cohort rather than as the character in an adventure, and can replace the character in the character tree with his cohort if the character dies.

**Followers:** Followers is somebody who works for the character either out of a sense of shared purpose, or because they are getting paid to be loyal. They are not built, but instead are chosen using the Random NPC tables in the *DMG*. The character can recruit up to one follower whose level is no higher than half his character level, twice as many of one level lower, twice as many as *that* of another level lower, and so on (i.e. CL/2 x1, CL/2-1 x2, CL/2-2 x4, etc). The amount of followers of each level you can have is multiplied by your positive Charisma modifier, if any.

**Leveling:** Neither cohorts nor followers gain levels in the regular manner. When the character gains a new even level or point of permanent Charisma modifier, their cohort gains a level. At this time they can choose to "level up" their followers to the next highest level, and/or recruit new ones of those levels.

**Experience Points:** If the character's cohort or follower needs to spend experience points on anything, it is the character that must pay it. He cannot pay enough to reduce his level. Neither cohorts nor followers detract from the experience points the party earns, unless adventuring with the character, in which case they count as additional party members.

**Cohort Playing:** A player can choose to play as their character's cohort rather than as the character, leaving the character inactive in the character tree. If they do so then the character earns experience as if they were there instead of the cohort, with their ECL being used for experience awards instead of that of the cohort.

**Bad Reputation:** If the character carelessly lets their followers or cohort die, or does so by negligence, then they find it harder to recruit new ones. This manifests itself as a cumulative –1 penalty to the maximum ECL of their cohorts and followers for every time they have let their cohort or followers die. Excessive cruelty towards cohorts or followers, or being aloof and prudish, also imposes a –2 penalty each.

### Lightning Reflexes [General]

Your reaction time is so great that you can avoid dangers that others fall prey to easily.

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

### Magical Aptitude [General]

You are very comfortable with magical things.

**Benefit:** You get a +2 bonus on all Spellcraft checks and Use Magic Device checks. You can make Spellcraft and Use Magic Device checks untrained, but lose this bonus when you do so.

### Manyshot [Combat]

There is a trick to firing multiple arrows at once, and you know it.

**Prerequisites:** Dexterity 17+, Point Blank Shot, Rapid Shot, base attack bonus +6

**Benefit:** As a standard action, you may fire two arrows at a single opponent within 30 feet. Both arrows use the same attack roll (with a –4 penalty) to determine success and deal damage normally (but see Special).

For every five points of base attack bonus you have above +6, you may add one additional arrow to this attack, to a maximum of four arrows at a base attack bonus of +16. However, each arrow after the second adds a cumulative –2 penalty on the attack roll (for a total penalty of –6 for three arrows and –8 for four).

Damage reduction and other resistances apply separately against each arrow fired.

**Special:** Regardless of the number of arrows you fire, you apply critical damage bonuses (i.e. Point Blank Shot, Sneak Attack, etc) only to one target struck. If you score a critical hit, only the first arrow fired deals critical hit damage; all others deal regular damage.

## Martial Weapon Proficiency [General]

You are proficient with weapons that take some training to use.

**Benefit:** Choose a type of martial weapon. You understand how to use that type of martial weapon in combat. You make attack rolls with the selected weapon normally.

**Normal:** When using a weapon with which you are not proficient, you take a  $-4$  penalty on attack rolls.

**Special:** Barbarians, fighters, paladins, and rangers are proficient with all martial weapons. They need not select this feat.

You can gain Martial Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of weapon.

A cleric who chooses the War domain automatically gains the Martial Weapon Proficiency feat related to his deity's favored weapon as a bonus feat, if the weapon is a martial one. He need not select it.

## Mass Spell [Metamagic]

Your spells that target only one creature can now target several creatures.

**Benefit:** The target of the spell becomes 1 target per 2 caster levels. This only works on spells that target one creature or item regularly, are not area-effect spells, and do not target only the caster. A mass spell uses up a spell slot four levels higher than the spell's actual level.

## Mated Pair [Familiar]

Your familiar has a mate that is also bonded to you as a familiar, even if their species does not normally have permanent mating.

**Prerequisite:** Summon Familiar class ability, Handle Animal 4+ ranks.

**Benefit:** You have an additional familiar, with statistics and abilities identical to your regular familiar. You do not gain any more bonuses from this extra familiar, but it also gains the benefits of any other Familiar feats you might have. Both of the mated pair have to die for you to risk losing experience points. If one dies but the other lives, it can find a new mate after 24 hours have passed, if one is in the area. Any offspring the two familiars have is a regular animal of its type, although it is considered to be trained and loyal to you.

## Maximize Spell [Metamagic]

Your spells can be imbued with enough magical energy to attain maximum possible effect.

**Benefit:** All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spell's actual level.

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

## Mental Adversary [General]

Your mind is far more efficient at attacking the minds of others.

**Prerequisite:** Charisma 13+, Manifestor Level 1+.

**Benefit:** You get to add your Charisma modifier to the amount of Power Points your successful psionic attack modes deplete from your target. If the target has no remaining Power Points, then this has no effect.

**Special:** You can take this feat multiple times. Each additional time you take it you treat your effective Charisma modifier as being one point higher for purposes of your psionic combat attack modes. This means that you effectively get a +1 DC increase and deplete an additional 1 Power Point if they fail their Will save.

## Mind Trap [General]

Your mind has developed baffles and loops that confuse and harm the minds of those that assault you in psionic combat.

**Prerequisite:** Charisma 13+, Manifestor Level 1+, Psychic Bastion.

**Benefit:** Whenever somebody successfully uses a psionic combat attack mode on you, they experience feedback. This feedback causes them to lose your Charisma modifier in Power Points, and forces them to make a Will save against their own attack mode (without defense mode modifiers). If they fail the Will save then they are *stunned* for one round.

## Mobility [Combat]

Others find it hard to hit you as you dance about them.

**Prerequisites:** Dexterity 13+, Dodge.

**Benefit:** You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

## Mounted Archery [Combat]

You find it easier to aim from a moving mount.

**Prerequisites:** Ride 1 rank, Mounted Combat.

**Benefit:** The penalty you take when using a ranged weapon while mounted is halved:  $-2$  instead of  $-4$  if your mount is taking a double move, and  $-4$  instead of  $-8$  if your mount is running.

## Mounted Combat [Combat]

You can use your skill to make it more difficult to hit your mount.

**Prerequisite:** Ride 1 rank.

**Benefit:** Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll. (Essentially, the Ride check result becomes the mount's Armor Class if it's higher than the mount's regular AC.)

## Mystic Familiar [Familiar]

Your familiar can sense magical forces and is harder to affect by them.

**Prerequisite:** Summon Familiar class ability.

**Benefit:** Your familiar gains a bonus to its saving throws against spells and spell-like abilities equal to your familiar level. It also can cast *detect magic* as a spell-like ability 3/day, with a caster level equal to your familiar level. If it is within 5 ft of you gain a +1 bonus on all your saving throws against spells and spell-like abilities.

## Natural Aptitude [General]

You seem to have an inherent ability to understand some types of tasks, even without training in them.

**Prerequisites:** 1st-level characters only

**Benefit:** Choose either all Craft skills, all Knowledge skills, or any two other non-psionic skills. Those skills are always class skills for you, even at first level (so any cross-class skill points you put into them are now class skill points, providing a full rank each instead of a half-rank).

## Natural Spell [General]

You can cast spells by using the motions and sounds of your assumed form.

**Prerequisites:** Wisdom 13+, Wild Shape ability.

**Benefit:** You can complete the verbal and somatic components of spells while in a Wild Shape. You substitute 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. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while in a Wild Shape.

### Negotiator [General]

You find people very easy to get along with.

**Benefit:** You get a +2 bonus on all Diplomacy checks and Sense Motive checks.

### Nimble Fingers [General]

Your hands are capable of amazingly intricate movements.

**Benefit:** You get a +2 bonus on all Disable Device checks and Open Lock checks.

### Persuasive [General]

People always seem to believe what you tell them.

**Benefit:** You get a +2 bonus on all Bluff checks and Intimidate checks.

### Point Blank Shot [Combat]

When you can tell detail about your target, you can place ranged attacks into his most sensitive and vulnerable spots much easier.

**Benefit:** You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

### Power Attack [Combat]

Thanks to raw muscle power and applied force, you can easily drop opponents in melee combat.

**Prerequisite:** Strength 13.

**Benefit:** On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next turn.

**Special:** If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls, and x2 your Strength modifier to damage. You can't add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies. (Normally, you treat a double weapon as a one-handed weapon and a light weapon. If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon.)

**Normal:** Using a weapon with both hands adds only x1.5 Strength modifier to damage.

### Practiced Power [General]

You have become incredibly adept at manifesting one particular psionic power.

**Prerequisites:** Manifester Level 3+, any psionic power.

**Benefit:** Choose a psionic power you already have. When you manifest that power you reduce the number of Power Points it costs you by one, to a minimum cost of one Power Point. You can still only spend up to your Manifester Level in Power Points on the power before this reduction.

**Special:** You can take this feat multiple times. Each time you take it you must choose a new power to apply it to.

### Precise Shot [Combat]

You have learned how to avoid hitting friends when firing into a crowd.

**Prerequisite:** Point Blank Shot.

**Benefit:** You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

### Psionic Aptitude [General]

You have an inherent knack with psionics than most others.

**Benefit:** You gain a +2 bonus to your Psicraft and Use Psionic Device checks. You can make these checks untrained, but if you do so then you do not get the +2 bonus.

### Psionic Focus [General]

You are more adept at one type of psionic power than the others.

**Prerequisites:** One or more Psionic feats of the chosen type.

**Benefit:** Choose one of the six types of psionic powers (Ectogenesis, ESP, Psychokinesis, Psychometabolism, Psychoportation, or Telepathy). Your effective Manifester Level with those powers is increased by one, after you manifest them. This increases your level-based characteristics with these powers, as well as your Manifester Level checks to overcome Spell Resistance.

**Note:** This does not enable you to spend more Power Points on the powers, only makes your manifestations stronger.

### Psychic Bastion [General]

You can harden the psychic energies on the periphery of your consciousness, making it easier to shrug off mental attacks.

**Prerequisites:** Manifester Level 1+.

**Benefits:** You gain a +1 bonus to all your saves against mind-affecting abilities, including psionic combat attack modes. You also gain +1 Mental Hardness for your psionic combat defense modes. This ability only works if you have at least 1 Power Point left in reserve, since it is this energy that is being used to provide the benefits.

**Special:** You can take this feat multiple times. Each additional time you take it you can increase the benefits by one point, but it also increases the reserve Power Points required by one point.

### Quick Draw [Combat]

Your hand-eye coordination and combat-trained reflexes allow you to arm yourself quickly when the need arises.

**Prerequisite:** Base attack bonus +1.

**Benefit:** You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action.

A character that has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

**Normal:** Without this feat, you may draw a weapon as a move action. Without this feat, you can draw a hidden weapon as a standard action.

### Quicken Spell [Metamagic]

You can replace deftness with power in order to cast spells more quickly.

**Benefit:** Casting a quickened spell is a free action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may cast only one quickened spell per round. A spell whose casting time is more than 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:** This feat can't be applied to any spell cast spontaneously (including sorcerer spells, bard spells, and cleric or druid spells cast spontaneously), since applying a metamagic feat to a spontaneously cast spell automatically increases the casting time to a full-round action.

### Rapid Reload [Combat]

You have learned how to crank *and load* a crossbow at the same time.

**Prerequisite:** Weapon Proficiency (crossbow type chosen).

**Benefit:** Choose a type of crossbow (hand, light, or heavy).

The time required for you to reload your chosen type of crossbow is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow). Reloading a crossbow still provokes an attack of opportunity.

If you have selected this feat for hand crossbow or light crossbow, you may fire that weapon as many times in a full attack action as you could attack if you were using a bow.

**Normal:** A character without this feat needs a move action to reload a hand or light crossbow, or a full-round action to reload a heavy crossbow.

**Special:** You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow.

### Rapid Shot [Combat]

By sacrificing accuracy you can put more shots into the air, in the hopes that at least one will hit.

**Prerequisites:** Dexterity 13+, Point Blank Shot.

**Benefit:** You can get one extra attack per round with a ranged weapon, using either an attack or full attack action. The attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a -2 penalty.

### Ride-By Attack [Combat]

You can easily slash foes as you pass them on your mount.

**Prerequisites:** Ride 1 rank, Mounted Combat.

**Benefit:** When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

### Run [General]

Long practice and good muscles allow you to run faster and further than others.

**Benefit:** When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Jump skill description), you gain a +4 bonus on your Jump check. While running, you retain your Dexterity bonus to AC.

**Normal:** You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

### Scribe Scroll [Item Creation]

You can scribe a spell onto paper, for later use.

**Prerequisite:** Caster level 1st.

**Benefit:** You can create a scroll of any spell that you know. Scribing a scroll takes one day for each 1,000 gp in its base price.

The base price of a scroll is its spell level x its caster level x 25 gp. To scribe a scroll, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.

### Self-Sufficient [General]

You are very adept at taking care of yourself.

**Benefit:** You get a +2 bonus on all Heal checks and Survival checks.

### Shadowed Familiar [Familiar]

Your familiar can naturally bend the ambient light and shadows around itself, making it harder to detect.

**Prerequisite:** Summon Familiar class ability.

**Benefit:** When in regular light or daylight, your familiar is under the effects of the *blur* spell. When it is in dim light, shadows, or darkness it is under the effects of the *invisibility* spell. Your familiar can activate or deactivate this supernatural ability as a free action.

When your familiar is within 5 ft of you, you gain a +2 bonus to your Hide checks.

### Shield Proficiency [General]

You can carry and use regular shields without too much distraction.

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

**Normal:** When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride checks.

**Special:** Barbarians, bards, clerics, druids, fighters, paladins, and rangers automatically have Shield Proficiency as a bonus feat. They need not select it.

### Shot On The Run [Combat]

You can easily aim and shoot a weapon while moving, instead of needing to slow down!

**Prerequisites:** Dexterity 13+, Dodge, Mobility, Point Blank Shot, base attack bonus +4.

**Benefit:** When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

### Silent Spell [Metamagic]

You can make your spells usable without words.

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

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

### Simple Weapon Proficiency [General]

You are proficient with all easily used weapons.

**Benefit:** You make attack rolls with simple weapons normally.

**Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

**Special:** All characters except for druids, monks, rogues, and wizards are automatically proficient with all simple weapons. They need not select this feat.



**Skill Focus [General]**

Your long practice, and some intuitive knack, has made you better at a skill than normal.

**Benefit:** Choose a skill. You get a +3 bonus on all checks involving that skill.

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

**Snatch Arrows [Combat]**

You have learned how to catch projectiles in flight.

**Prerequisites:** Dexterity 15+, Deflect Arrows, Improved Unarmed Strike.

**Benefit:** When using the Deflect Arrows feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use.

You must have at least one hand free (holding nothing) to use this feat.

**Sorcery [General]**

You have learned some spells so well that you can switch other prepared spells for them.

**Prerequisites:** Wizard level 1+, Spell Mastery.

**Benefit:** Choose one Wizard spell of each level you can already cast. The chosen spells must also have been chosen with Spell Mastery. As a move action you can switch any prepared wizard spell slot for one of these chosen spells of equal or lower level than the spell slot. Once you have made this exchange you cannot change it back, but can choose to exchange it for another spell you selected with Sorcery.

**Note:** As your wizard spellcasting ability goes up you will gain access to new spell levels. If you choose a spell of a new spell level to apply Spell mastery with, you may at the same time apply Sorcery to that spell. This is still restricted to your selection of one Sorcery spell per spell level.

**Spell Focus [General]**

Advanced studies in one type of magic makes it harder for others to resist those kinds of spells.

**Benefit:** Choose a school of magic. 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.

**Spell Mastery [Special]**

You have learned some spells so well that you no longer need a spellbook to prepare them.

**Prerequisite:** Wizard level 1st.

**Benefit:** Each time you take this feat, choose a number of spells equal to your wizard casting level that you already know. From that point on, you can prepare these spells without referring to a spellbook. If your wizard casting level later rises, you can apply this feat to additional spells to bring the total up to your new wizard casting level.

**Normal:** Without this feat, you must use a spellbook to prepare all your spells, except *read magic*.

**Spell Penetration [General]**

Your spells are so insinuating that you find it easier to overcome spell resistance.

**Benefit:** You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

**Spirited Charge [Combat]**

You can exert far more force into blow delivered from the back of a mount.

**Prerequisites:** Ride 1 rank, Mounted Combat, Ride-By Attack.

**Benefit:** When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

**Spontaneous Specialization [General]**

You have a talent for spells of a certain school, making them easier to learn.

**Prerequisites:** Spell Focus in the chosen school, ability to cast 1st-level spontaneous spells.

**Benefit:** Choose a school. You know an additional spell of that school for every spell level in which you can spontaneously cast spells of that school. The extra spell must be from the same spell list, and only applies to spontaneous spellcasting classes. If there is no spell of the appropriate level and school available for you to choose, or that you do not already know, then you instead know an additional spell of the chosen school but one level lower.

**Special:** If you have two or more spontaneous arcane spellcasting classes this feat benefits them both. You do not have to choose the same spells for each class.

**Spring Attack [Combat]**

Your agility has improved to the point that you can move and attack, almost without noticing that you have moved!

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

**Benefit:** When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you attack, though it might provoke attacks of opportunity from other creatures, if appropriate. You can't use this feat if you are wearing heavy armor.

You must move at least 5 feet both before and after you make your attack in order to utilize the benefits of Spring Attack.

**Stealthy [General]**

You are very capable of sneaking around.

**Benefit:** You get a +2 bonus on all Hide checks and Move Silently checks.

**Still Spell [Metamagic]**

You can cast spells without the need for arcane gestures.

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

**Stone Hands [Combat]**

Your practiced unarmed attacks are as fearsome as many weapons.

**Prerequisites:** Strength 15+, Constitution 13+, Dexterity 13+, Improved Unarmed Strike, Weapon Focus (Unarmed), BAB +1.

**Benefits:** You gain a +1 enhancement bonus to your unarmed damage rolls, and increase the base threat range of your unarmed attacks by one. You are at a -1 enhancement penalty to your Open Locks and Sleight of Hand skill checks due to scarring hand damage.

**Note:** This feat can only be taken *once*. The increase to threat range for critical hits applies *before* any modifiers such as the Improved Critical feat.

Stunning Fist [Combat]

Through a mixture of training and dirty fighting you can make unarmed attacks that disorient your foes.

**Prerequisites:** Dexterity 13+, Wisdom 13+, Improved Unarmed Strike; and either BAB +8 or Monk level 1+.

**Benefit:** You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wisdom modifier), in addition to dealing damage normally. A defender who fails this saving throw is *stunned* for 1 round (until just before your next action). A *stunned* character can't act, loses any Dexterity bonus to AC, and takes a –2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be *stunned*.

Tough Familiar [Familiar]

Your familiar is harder to kill than most.

**Prerequisite:** Summon Familiar class ability.

**Benefit:** Your familiar gains an extra two hit points for every familiar class level you have. This is in addition to its regular hit points for being your familiar. Your familiar also gains a +1 bonus to its Fortitude saving throws.

Toughness [General]

Hardship and danger has hardened you, making you harder to kill.

**Benefit:** You gain bonus hit points equal to your base Fortitude save +3 (i.e. just your adjustments from hit dice). If your base Fortitude save changes, these bonus hit points change to reflect your new base Fortitude save.

**Special:** A character may gain this feat multiple times. Its effects stack.

Tower Shield Proficiency [General]

You can fight while using a body-covering shield with minimal distraction.

**Prerequisite:** Shield Proficiency.

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

**Normal:** A character that is using a shield with which he or she is not proficient takes the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

**Special:** Fighters automatically have Tower Shield Proficiency as a bonus feat. They need not select it.

Track [General]

You can read footprints and broken branches like they were words on a page.

**Benefit:** To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

You move at half your normal speed (or at your normal speed with a –5 penalty on the check, or at up to twice your normal speed with a –20 penalty on the check). The DC depends on the surface and the prevailing conditions, as given on the table below:

Surface	Survival DC	Surface	Survival DC
Very soft ground	5	Firm ground	15
Soft ground	10	Hard ground	20

\* **Very Soft Ground:** Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

\* **Soft Ground:** Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.

\* **Firm Ground:** Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.

\* **Hard Ground:** Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).

Several modifiers may apply to the Survival check, as given on the table below.

Condition	Survival DC Modifier
Every three creatures in the group being tracked	–1
Size of creature or creatures being tracked: <sup>1</sup>	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility: <sup>2</sup>	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

<sup>1</sup> For a group of mixed sizes, apply only the modifier for the largest size category.

<sup>2</sup> Apply only the largest modifier from this category.

If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

**Normal:** Without this feat, you can use the Survival skill to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Search skill to find a footprint or similar sign of a creature's passage using the DCs given above, but you can't use Search to follow tracks, even if someone else has already found them.

**Special:** This feat does not allow you to find or follow the tracks made by a subject of a *pass without trace* spell.

Trample [Combat]

Your riding skill allows you to make fine alterations in your mount's trajectory, eliminating your target's ability to avoid your headlong dash into them.

**Prerequisites:** Ride 1 rank, Mounted Combat.

**Benefit:** When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

Two-Weapon Defense [Combat]

By weaving defensive patterns in the air you can make it harder for foes to strike you.

**Prerequisites:** Dexterity 15+, Two-Weapon Fighting.

**Benefit:** When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC.

When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

### Two-Weapon Fighting [Combat]

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

**Prerequisite:** Dexterity 15+.

**Benefit:** You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon, on an attack or full attack action. Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

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

### Weapon Aptitude Style [Combat]

You are a quick study in the arts of maximizing weapon damage.

**Prerequisites:** Fighter level 4+, Weapon Focus in at least three weapons, Weapon Specialization.

**Benefit:** You gain a competence bonus to hit equal to 1/4th your fighter level, to a maximum of +3. This bonus applies only to the weapons you have the Weapon Focus feat with.

**Special:** You can take this feat multiple times. Each additional time you take it you increase the to-hit bonus by three.

### Weapon Finesse [Combat]

You have learned how to let your melee weapons flow as if a part of your body, with great accuracy.

**Prerequisite:** Base attack bonus +1.

**Benefit:** With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

**Special:** Natural weapons are always considered light weapons.

### Weapon Focus [Combat]

Through long familiarity you have become very adept at striking with one type of weapon.

**Prerequisites:** Proficiency with selected weapon, base attack bonus +1.

**Benefit:** Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for purposes of this feat. You gain a +1 bonus on all attack rolls you make using the selected weapon.

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

### Weapon Specialization [Combat]

You have learned to strike vulnerable areas with one type of weapon.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th.

**Benefit:** Choose one type of weapon for which you have already selected the Weapon Focus feat. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You deal extra damage when using this weapon. You gain a +2 bonus on all damage rolls you make using the selected weapon.

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

### Whirlwind Attack [Combat]

You can lash out in melee, assaulting all those you can reach!

**Prerequisites:** Dexterity 13+, Intelligence 13+, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4.

**Benefit:** When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.

When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

### Widen Spell [Metamagic]

Your spells can be crafted to cover a much greater amount of space.

**Benefit:** You can alter a burst, emanation, line, or spread shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened spell uses up a spell slot three levels higher than the spell's actual level.

Spells that do not have an area of one of these four sorts are not affected by this feat.

## PSIONIC FEAT DESCRIPTIONS

### Acceleration [Knack, Psionic]

Psychoportation [Augmentation]

**Key Ability:** Wisdom *Free Action*

**Range:** Personal

**Target:** You

**Duration:** 1 round + 1 round / Manifester Level (D)

**Saving Throw:** None

**Spell Resistance:** No

You add +20 ft to your Speed as an enhancement bonus.

### Aggravate [Knack, Psionic]

Telepathy [Mind-Affecting]

**Key Ability:** Charisma

**Range:** Close (25 ft + 5 ft / 2 Manifester Levels)

**Target:** One Creature

**Duration:** 1 round + 1 round / Manifester Level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The target of this power suffers a blinding headache. They are at a –2 pain penalty to all their attack rolls, saving throws, and skill checks.

### Antipsi [Psionic]

Psychokinesis

**Key Ability:** Intelligence

**Range:** Close (25 ft + 5 ft / 2 Manifester Levels)

**Target:** One creature or object

**Duration:** Instantaneous or 1d6 rounds

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

**Power Point Cost**

Spent Effect	
1	Dispels single psionic aura on creature or object
2	Nullifies ability to use one psionic power
3	Dispels all psionic auras on creature or object
4	Nullifies ability to cast one spell/spell-like ability
5	Dispels single magical aura on creature or object
6	Nullifies ability to use all psionic powers
7	Nullifies ability to use one supernatural ability
8	Dispels all magical auras on creature or object
10	Nullifies ability to cast all spell/spell-like abilities
15	Nullifies ability to use all supernatural abilities
+2	Targets everything within 10 ft radius spread
+3	Range extends to Medium (100 ft + 10 ft / Manifester Lvl)
+5	Targets everything within 20 ft radius spread
+8	Nullified ability is permanently lost

You can terminally disrupt or suppress supernatural auras and abilities. Effects and abilities being targeted that the user **wants** gone, or that are unattended, get a Will save bonus equal to half the level of the one who made them (or the caster level of magic items).

You must be able to at least tell the effects of what you want to dispel or nullify, or be able to see its aura. You can “fire blindly” by stating the ability you want to dispel or nullify, even if you do not know if they have it, but will not know if you are successful in such cases. If you are dispelling or nullifying *all* the target’s abilities, then you do not have to name or see them to know if you succeeded.

**Dispel:** The effect’s current duration automatically ends. This does not prevent it from being redone. This applies even on permanent duration effects. Instead of a saving throw, this requires the manifestor to pass a Manifester Level check with a DC of 11 + target effect’s caster or Manifester Level.

**Nullify:** The target loses the capacity to activate an effect, as well as having the effect’s current duration end. This lasts only for 1d6 rounds, after which the ability can once again be used normally. If a nullification is made permanent, then this manifestation becomes a psionic aura within the target that can be eliminated by means of a *remove curse* spell or another use of *antipsi*.

**Autorepair [Knack, Psionic]**

Psychometabolism (Healing)  
**Key Ability:** Constitution *Free Action*  
**Range:** Personal  
**Target:** You  
**Duration:** 1d4 rounds + 1 round / 2 Manifester Levels  
**Saving Throw:** None  
**Spell Resistance:** No  
Every round this power is active you heal 1 hit point of damage.

**Autorestoration [Psionic]**

Psychometabolism (Healing)  
**Key Ability:** Constitution  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous  
**Saving Throw:** Will half (harmless); see text  
**Spell Resistance:** Yes (harmless); see text  
**Power Point Cost**

Spent	Effect
1 per*	Heal 1d4 + Manifester Level hit points
1 per*	Gain +2 vs. disease/poison for the next min (or until used)
2 per*	Heal 1 temporary ability score damage
3 per*	Regenerate a digit or scar over a week
4 per*	Heal 1d4 temporary ability score damage

5 per*	Regenerate a digit or scar over a minute
6 per*	Heal all temporary ability score damage to 1 ability score
7 per*	Regenerate a hand/foot/or facial organ over a week
8 per*	Heal 1d4 points of permanent ability score drain
9 per*	Regenerate a hand/foot/or facial organ over a minute
10 per*	Heal all permanent ability score drain to one ability score
11 per*	Regenerate limb or internal organ over a week
13 per*	Regenerate limb or internal organ over a minute
* Double the cost if you are using this power on somebody other than yourself, unless you have the Cell Stitch power.	

Since undead are made up of dead cells, this power has no living cells to aid. This means that it *causes* damage to undead instead of healing them. Only hit point damage can be dealt to undead.

**Biocontrol [Psionic]**

Psychometabolism [Augmentation]  
**Key Ability:** Constitution  
**Range:** Personal  
**Target:** You  
**Duration:** 10 min / Manifester Level + positive Con mod (D)  
**Saving Throw:** None  
**Spell Resistance:** No  
**Power Point Cost**  
**Spent Effect**

1 per	Gain a +1 enhancement bonus to Strength
1 per	Gain a +1 enhancement bonus to Dexterity
1 per	Gain a +1 enhancement bonus to Constitution
+2	Duration becomes 1 hour / Manifester Level

In addition to any other effect the user gains a number of temporary hit points equal to the total of the ability score enhancements you gain from the manifestation. The temporary hit points do not stack from multiple manifestations, and any that are unused fade away when the effect ends.

**Blindsight [Knack, Psionic]**

ESP [Augmentation]  
**Key Ability:** Wisdom  
**Range:** Close (25 ft + 5 ft / 2 Manifester Levels)  
**Target:** You  
**Duration:** 1 minute + 1 minute / Manifester Level (D)  
**Saving Throw:** None  
**Spell Resistance:** No  
You gain blindsight out to the power’s range.

**Cell Stitch [Knack, Psionic]**

Psychometabolism (Healing)  
**Key Ability:** Constitution  
**Range:** Touch  
**Target:** Corporeal creature touched  
**Duration:** Instantaneous  
**Saving Throw:** Will half (harmless); see text  
**Spell Resistance:** Yes (harmless); see text  
When touching a living creature you heal it by means of destroying dead cells and using the proteins to duplicate living tissue in hurt areas. This heals 1d4 + 1/2 Manifester Level damage to yourself, or half that amount to another creature you are touching (minimum of 1 point).

Since undead are made up of dead cells, this power has no living cells to aid. This means that it *causes* damage to undead instead of healing them.

## Cerebral Homunculus [Psionic]

Telepathy [divination]

**Key Ability:** Charisma

**Range:** Close (25 ft + 5 ft / 2 Manifester Levels)

**Effect:** One supernatural sensor with its own will

**Duration:** 1 minute / Manifester Level + positive Cha mod (D)

**Saving Throw:** None

**Spell Resistance:** No

**Power Point Cost**

Spent	Effect
1	Creates basic Cerebral Homunculus
+1	Cerebral Homunculus can manifest your Knacks
+2 per	Cerebral Homunculus has 1 Manifester Level
+3	Range becomes Medium (100 ft + 10 ft / Manifester evl)
+4	Cerebral Homunculus can communicate with you
+6	Range becomes Long (400 ft + 40 ft / Manifester Level)
+8	Cerebral Homunculus has 20 ft Telepathy
+9	Range becomes Unlimited

A Cerebral Homunculus is the projection of a partitioned off portion of your mind. As such you know its location and condition at all times. It is incapable of communication, even with you, and when the power ends you do not inherit its experiences or memories.

The creature is completely obedient to your will, and will do anything within your alignment in order to secure your safety or defeat your foes. It does not cost you actions for it to act, but since it has no physical presence or innate capabilities unless you provide them, this is of limited usefulness. If you provide it with Manifester Levels, it depletes your Power Points to manifest powers. It is highly unstable, so Power Point loss from psionic combat is also hit point loss for it.

A basic Cerebral Homunculus is treated as an invisible incorporeal creature of tiny size. It effectively has your Intelligence, Wisdom, and Charisma; and a Dexterity of 14. It has no Strength or Constitution score, and your Manifester Level in hit points.

## Chameleon [Knack, Psionic]

Psychometabolism [Augmentation]

**Key Ability:** Constitution

**Range:** Personal

**Target:** You and your carried gear

**Duration:** 1 minute + 1 minute / Manifester Level (D)

**Saving Throw:** None

**Spell Resistance:** No

You and your gear are covered in a faint organic membrane that shifts color and pattern in order to match your surroundings. This provides you with a circumstance bonus to your Hide checks equal to 5 + Manifester level.

## Combat Precognition [Knack, Psionic]

ESP

**Key Ability:** Wisdom

**Range:** Personal

**Target:** You

**Duration:** 1 minute + 1 minute / Manifester Level (D)

**Saving Throw:** None

**Spell Resistance:** No

You sense a split second into the future, letting you know which way your targets are going to move and where attacks are going to come from. This provides you with a +1 insight bonus to your attack rolls and armor class.

## Cryokinesis [Psionic]

Psychokinesis [Cold]

**Key Ability:** Intelligence

**Range:** Personal

**Effect:** Aura of cold

**Duration:** 1 round / Manifester Level + positive Int mod (D)

**Saving Throw:** None

**Spell Resistance:** Yes

**Power Point Cost**

Spent	Effect
1 per	Aura deals 1d4 points of cold damage
1 per	Aura provides 2 points of cold resistance

You generate an aura of intense cold that can harm things you touch, or that can bend cold attacks around you in order to protect yourself. If your aura deals damage then this damage can be dealt only once a round. Aura damage is dealt on your first successful melee attack a round, or to the first creature to grapple or use a natural weapon on you.

## Distant Senses [Psionic]

ESP (Scrying) [Divination]

**Key Ability:** Wisdom

**Range:** Medium (100 ft + 10 ft / Manifester Level)

**Effect:** Psionic sensor

**Duration:** Concentration + positive Wisdom mod in rounds (D)

**Saving Throw:** None

**Spell Resistance:** No

**Power Point Cost**

Spent	Effect
1	Creates sight or hearing sensor within range
1 per	+2 insight bonus on next ranged attack within 1 minute
+1	You can manifest one Knack through your sensor
+2 per	You can manifest 1 PP of powers through your sensor
+2	Sensor provides both hearing and sight
+2	Range becomes Long (400 ft + 40 ft / Manifester Level)
+5	Range becomes Unlimited

You can take your sight or hearing and send it to a location you can see or designate relative to you, provided it is within range. While this power is in use your own body loses that sense, but all variations of that sense that you have go with your sensor (so if you have low-light vision, so does it). You can move your sensor about within range, at a speed of 100 ft as a move action. You can make Spot and Listen checks, as appropriate, through your sensor, but lack the ability to make Search checks. If you manifest another power through your sensor you get to use your sensor's range instead of the other power's, but doing so automatically ends the duration of *distant senses*.

## Ectocreation [Psionic]

Ectogenesis (creation)

**Key Ability:** Intelligence

**Range:** Touch

**Effect:** One or more objects of the same material

**Duration:** 10 min / Manifester Level + positive Int mod (D)

**Saving Throw:** None

**Spell Resistance:** No

**Power Point Cost**

Spent	Effect
1 per	Makes 1 lb* of soft organic or silicate, chemically inert
2 per	Makes 1 lb* of hard organic or silicate
3 per	Makes 1 lb* regular metal or 1 gp* of alchemical material
4 per	Makes 1 lb* of special metal or 25 gp* of gems

\* All weights and values are multiplied by your Manifester Level, and represent a maximum limit.

You can make objects out of solidified ectoplasm, imprinted with the properties of the desired materials. If the object you are making requires skill to make normally, you must pass a skill check of the same type and DC in order to make a good

approximation of it. A failed skill check results in a flawed or worthless version of the object you are trying to make.

Objects you create can be made permanent, although they are still ectoplasmic in nature, by spending 1/5th the item's gp cost in XP (rounding up). Such items cannot be made magical or used for magical purposes, but they can be psionically imbued and will provide nourishment. Non-permanent materials provide no nourishment, no matter how much is consumed, and vanish if altered such as by Crafting.

*Soft Organic or Silicate:* Edible plants or meat, most wood, sandstone, ect.

*Hard Organic or Silicate:* Bone, hardwood, granite, ect.

*Regular Metal:* Steel, copper, gold, alchemical silver, ect.

*Special Metal:* Adamantine, cold iron, or mithril.

**Ectominion [Psionic]**

Ectogenesis (Summoning)

**Key Ability:** Intelligence

**Range:** Close (25 ft + 5 ft / 2 Manifester Levels)

**Effect:** One or more Astral Constructs

**Duration:** 1 round / Manifester Level (D)

**Saving Throw:** None

**Spell Resistance:** No

**Power Point Cost**

**Spent Effect**

1 per	Create 1 HD* of Astral Constructs
+2	Range becomes Medium (100 ft + 10 ft / Manifestr Lvl)
+2	Duration becomes 1 minute / Manifester Level
+3	You can take direct control of these Astral Constructs
+4	Range becomes Long (400 ft + 40 ft / Manifester Level)
+4	Duration becomes 10 minutes / Manifester Level

\* You gain a number of bonus HD worth of Astral Constructs equal to the lower of your Intelligence modifier or HD purchased, but no single Astral Construct can have more HD than your Manifester Level.

You can make an Astral Construct permanent by spending its HD x CR x 5 XP. This only changes its duration to "Permanent", it must still remain within range or disincorporate, and can be dispelled. Injured but not destroyed Astral Constructs can be repaired by touching them and re-manifesting them, which fully heals them. You can only have up to your Manifester Level in permanent Astral Construct CR.

You create one or more Astral Constructs, as detailed in the MM. You have full control over the actions of these creatures, which will obey your telepathic commands to the best of their ability. You do not normally have *direct* control over them, so they cannot use your skills or combat abilities.

When you are in direct control of an Astral Construct it gains your skill ranks and the better of your or its base saves and BAB. You cannot use any other special abilities through it that it does not already possess.

**Ectoplasmic Duplicate [Psionic]**

**Prerequisite:** Manifester Level 5+, Distant Senses, Ectominion.

Ectogenesis (Summoning)

**Key Ability:** Intelligence

**Range:** Close (25 ft + 5 ft / 2 Manifester Levels)

**Effect:** Ectoplasmic duplicate

**Duration:** Concentration + positive Intelligence mod rounds (D)

**Saving Throw:** None

**Spell Resistance:** No

**Power Point Cost**

**Spent Effect**

5	Creates Ectoplasmic Duplicate
+1 per	Duplicate gains a natural armor bonus of +1
+3	Range becomes Medium (100 ft + 10 ft / Manifester Lvl)
+4 per	Duplicate's Slam attack gains a +1 enhancement bonus
+6	Range becomes Long (400 ft + 40 ft / Manifester Level)
+9	Range becomes Unlimited

You create an ectoplasmic duplicate of yourself that you can control as if it were your own body. The duplicate appears to emerge from your body as a semi-solid image during manifestation, and assumes a solid form once manifestation is done. As with all other effects, if it leaves the range of the power then it dissipates and the effect's duration ends.

The duplicate has all of your abilities while you are controlling it, from ability scores, to saving throws, to feats (no psionic ones), to skills, and Base Attack Bonus; but not your racial or class special abilities (including psionics). It is a construct creature so it has no Constitution score, but it is so tough that it gets your Manifester Level x 3 extra hit points (instead of the usual size-based hit point bonus for constructs). It also has a Hardness equal to your Manifester Level. It appears to have your equipment, but the gear is not really functional in any way and disintegrates if it leaves the duplicate. It can make Slam attacks for a base of 1d6 damage if Medium size, or 1d4 if Small size. As a construct it gains 60 ft Darkvision, immunity to mind-affecting attacks, immunity to negative energy and necromantic spells, and immunity to any effect that requires a biology.

While you are controlling your ectoplasmic duplicate any magical or psionic abilities you use have their range and line-of-sight determined by the location of your *real* body. You are always aware of the condition of your real body, and its location relative to your duplicate. You can only have one ectoplasmic duplicate at a time.

You can make your ectoplasmic duplicate permanent by spending your ECL x Power Point Cost x 5 XP spent to make it. If your ECL goes up afterwards, you must spend the difference in XP costs to maintain your ectoplasmic duplicate. You can re-manifest the power to "reset" the ectoplasmic duplicate, healing it and making its new body reappear next to you.

**Ectoshell [Psionic]**

Ectogenesis (Creation)

**Key Ability:** Intelligence

**Range:** Personal

**Effect:** Sheath of sculpted solid ectoplasm

**Duration:** 10 min / Manifester Level + positive Int mod (D)

**Saving Throw:** None

**Spell Resistance:** No

**Power Point Cost**

**Spent Effect**

1	Alter appearance of body features (+5 Disguise skill)
1	Natural weapon that deals 1d3 + Str mod damage
1 per	Acid, cold, electricity, or fire resistance 5 (maximum 40)
2	Alter apparent sex (eliminates Disguise penalty for sex)
3	Alter apparent race (eliminates Disguise penalty for race)
3 per	+1 natural armor bonus (maximum of +2 AC)
4 per	Gain minor but nonfunctional feature (eyes, fingers, ect)
5 per	Gain one size category (-2 Dex and +5ft Reach only) (max 2)
6 per	Gain major nonfunctional feature (eye stalks, wings, ect)
+1 per	Natural weapon damage gains +1 die size (+5 die size max)
+2	Natural weapon's critical multiple becomes x3
+2	Natural weapon's critical range becomes 19-20
+2	Natural weapon becomes whip-like tentacle, 15 ft reach
+2	Natural weapon gains 5 ft reach

You surround yourself in solidified and sculpted ectoplasm that causes you to manifest one or more physical traits. This power can

be used to seem to mimic a member of a particular race, or to generate customizable combat weapons.

The ectoplasm's durability and strength is powered by your actual body inside the sheath, so any wounds one has is mimicked by the other (it does not protect you from damage, in other words). No matter how much mass you put on with this power, your Strength is still the Strength of your regular body.

### Ectoshift [Psionic]

**Prerequisites:** Wisdom 13+.

Psychoportation (Teleportation)

**Key Ability:** Wisdom *Free Action*

**Range:** Personal

**Target:** Manifester

**Duration:** One attack

**Saving Throw:** None; or Will negates (object), see text

**Spell Resistance:** No; or Yes (object), see text

**Power Point Cost**

Spent	Effect
1	You turn incorporeal in order to avoid one Sunder or Trip*
2	You turn incorporeal in order to avoid any one attack*
4	Up to 100 lbs x ML becomes incorporeal for one attack
+2	You turn incorporeal for 1 round / Manifester Level (D)
+2 per	Affects one creature touched instead of you
+4	Duration becomes 1 minute / Manifester Level (D)
+4 per	Affects one creature touched <i>and</i> you
+6	Duration becomes 10 minutes / Manifester Level (D)

\* You have a 50% chance of successfully evading the attack. If the attack is from a magical weapon or elemental source, this drops to 25%. If it is force-based, there is no chance of evading it with *Ectoshift*.

This power allows you to temporarily convert your body and possessions into ethereal ectoplasm, but it is a very hard state to maintain. Using this power you can temporarily become ghost-like, or even turn other objects or creatures into temporary ethereal beings. Touching an unwilling creature to use this power on them is a touch attack which does not provoke an attack of opportunity, so you cannot attack a creature for another effect in the same turn (such as forcing them to make a Fort save upon returning to corporeality with your arm through them...).

While you or your other targets are incorporeal they can only be surely attacked by force-based effects. Weapons without a supernatural enhancement bonus have no chance of hitting them. All other attacks against them have a 50% chance of missing them. The incorporeal creature has the same chance of their attacks failing when attempting to use them on a corporeal target. If the incorporeal target is fighting another incorporeal being, there is no percentage chance of them missing each other.

If a creature returns to corporeality inside a solid object, or with a solid object inside of them, they must pass a Fortitude DC 20 save or be reduced to 0 hit points. If they pass *or* fail this save, they are shunted out to the nearest place that can hold them (even if it is 60 ft up a cliff face, or something else equally ludicrous).

### Edit Mind [Psionic]

**Prerequisites:** Charisma 15+, Manifester Level 5+, Thought Projection, Thought Sense.

Telepathy [Mind-Affecting]

**Key Ability:** Charisma

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour / Manifester Level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Power Point Cost**

### Spent Effect

1 per	Stipulate hypnotic trainer (see text)
2 per	+1 enhancement bonus vs. mind-affecting abilities
2 per	Grant the subject the ability to manifest 1 PP of your powers
5	Implant up to your Charisma mod hours of false memories
4 per	Give 1 Negative Level
6	Erase up to your Charisma mod hours of false memories
7	Allow Will save to throw off mind-affecting ability*
7	Mask true alignment with a false alignment
7	Cause the creature to detect as a new type and subtype
8	Replace up to your Charisma mod hours of memories
9	Implant post-hypnotic suggestion (see text)
11	Subject learns one of your languages
11	Actually alter target's alignment
11	Target must obey all your spoken commands
11	Remove all target's Negative Levels*
11	Restore a level lost due to Energy Drain*
11	Remove a curse or geas*
12	Implant any amount of memories
14	Erase any amount of memories
15	Remove any mind-affecting condition*
18	Replace any amount of memories
+6	Duration becomes Permanent

\* Instantaneous duration effect, you use your own Will save if appropriate.

This strong but difficult to learn power allows you to re-wire the target's mind in order to perform a variety of tasks, both harmful and helpful.

A "hypnotic trainer" is a situation or action that if the target is exposed to or performs it they are then subjected to mind-wracking pain. The target takes 1d6 points of nonlethal damage from triggering the trainer, and the same trainer can be specified multiple times in order to get cumulative damage. When the trainer is activated they must pass a Will save with a DC of 10 + dice of damage, or lose their next action (their current action if it is what triggered the trainer). Common triggers are things like "whenever you disobey members of House Contrain" or "When the morning chant begins".

A 'post-hypnotic suggestion' is like a trainer, only instead of the subject taking damage they are irresistibly compelled to perform some action or simple deed; called the event. The subject gets a Will save against this power to resist performing the event each time the trigger is activated, with a +5 bonus if the event would be physically harmful to them or a gross violation of their alignment. A successful save lowering the DC of future saves by 1. Should the save fail then the DC is completely restored. If the duration of the effect is made permanent, then the DC never lowers. Common events are things like "slit your own throat" and "throw the money into the street below your window".

Subjects that are given the ability to manifest 1 Power Point worth of your powers do not actually know those powers. Instead they have a pre-set manifestation that you have created implanted into their mind, with the ability to trigger it as if they had manifested it themselves. They cannot use the Power Points sealed into the manifestation for any other purpose, and they are not protected from mind-affecting psionics by them. In order to retain the power the target must spend a number of XP equal to the Manifester Level x Power Points spent x 5, and must spend that amount each time they use the power if its duration has been rendered Permanent. You cannot implant a power into a subject if it would give the subject more than your Charisma modifier in implanted powers, but you *can* implant powers in yourself! Implanted powers persist until they are used, even if the duration on them is not permanent, because they are paid for with XP.

Erased, implanted, and altered memories do not change the target’s skills, levels, or abilities. Instead they can be used to alter the way the target behaves.

**Electrokinetics [Psionic]**

Psychokinesis [Electricity]

**Key Ability:** Intelligence

**Range:** Touch

**Target:** Creature or object touched

**Duration:** 1 minute / Manifester Level + positive Intelligence mod

**Saving Throw:** None

**Spell Resistance:** Yes

**Power Point Cost**

Spent	Effect
1 per	Build up 1d4 points of electric charge
2	Discharge built up charge as a 30 ft ranged touch attack

A deceptively simple power, you have learned how to charge your body with static electricity and then discharge it. As long as you retain built-up electrical charge you gain 2 points of Electricity Resistance for every 1d4 of electrical charge you contain.

You can discharge up to your full dice worth of electrical charge whenever you make a successful melee touch attack (does not provoke an attack of opportunity), on an unarmed attack, or with a natural weapon attack. If your attack is being made against a target wearing metal armor or carrying large amounts of metal, you get a +3 circumstance bonus to your attack roll. If you are grappling or grappled, you can discharge dice of electricity damage as a free action.

You can contain up to your Manifester Level + Intelligence score in dice of electricity damage, but cannot discharge more than your Manifester Level in any one attack. If you lose consciousness you automatically discharge into the first creature or metal object to touch your body.

**Endomorphics [Psionic]**

Psychometabolism [Augmentation]

**Key Ability:** Constitution

**Range:** Personal

**Target:** You

**Duration:** 10 min / Manifester Level + positive Constitution mod (D)

**Saving Throw:** None

**Spell Resistance:** No

**Power Point Cost**

Spent	Effect
1 per	Acid, cold, electricity, fire, or sonic resistance of 2
1 per	+1 psionic bonus to saves vs. poison and disease
2	Do not need food or water until duration expires
2 per	+5 ft to Swim Speed
3	Can breathe air and water
4	Ignore all gaze attacks
4 per	Total immunity to one poison (see text)
5	Do not need to breathe
+2	Duration becomes 1 hour / Manifester Level
+4	Duration becomes 24 hours

This power allows you to transform the processes of your own body, in order to better survive hostile environments. If you want immunity to a poison you need to make a Heal check against the poison’s Fortitude save DC, otherwise you failed to successfully adapt your body to that poison (but can try again). You do not need an example of the poison you wish to give yourself immunity to. Alterations that prevent hunger and thirst do not offset it into the future, they prevent you from *getting* hungrier or thirstier.

**Exomorphics [Psionic]**

**Prerequisites:** Constitution 15+, Heal 2+ ranks.

Psychometabolism [Augmentation]

**Key Ability:** Constitution

**Range:** Personal

**Target:** You

**Duration:** 10 min / Manifester Level + positive Con mod (D)

**Saving Throw:** None

**Spell Resistance:** No

**Power Point Cost**

Spent	Effect
1	Thorny hands deal +1 damage as natural weapon
2	Armored hide provides +1 natural armor and ER 2
3	Breathe water or a specific poison gas without harm
3	Gain your Manifester Lvl as a circumstance bonus to Hide
3	Gain your Manifester Lvl as a circumstance bonus to Climb
3	Grow claws that deal 1d10 + Str mod base damage
3	Gain bite that deals 2d6 + 1/2 Str mod base damage
5	Gain your ML as a circumstance bonus to Disguise
5	Arms become wings (no rings/bracers, poor maneuverblty)
5	Gain +5 ft reach, but –2 arm Strength
7	Grow an extra 2 arms, off-hands (+4 grapple, –2 Strength)
7	Grow true wings (–2 Fort saves, average maneuverability)
9	Alter your race to any other race (see text)
9	Poison bite (DC 10 + Con mod, 1d4 Str & Dex, init/scnd)

+2 Duration becomes 1 hour / Manifester Level

+2 per Armored hide provides +1 natural armor and ER +1

+2 per Natural weapons deal +1 damage die size, with +1 to hit

You can change your body’s external appearance by sculpting your outer flesh and bones. This lets you grow thorny protrusions on your hands, climbing cilia, camouflaging membranes, and even new special-purpose limbs.

If you use this power to alter your race, you must retain the same creature type in your new race as you regularly have (but can add new subtypes). You gain all the extraordinary abilities of your new race, and lose those of your old race (but not your old subtypes), for as long as you remain in the altered form. You cannot change your size category by ore than one step in this way, but gain the adjustments for changing your size as if you were a monster (you can just change to a larger or smaller version of any species if you want).

This power is very potent, but also very taxing. After using it you cannot use it again safely for one hour. If you use it again before this tie has passed, you take a –1 penalty to your Constitution score that will not go away until you stop using *exomorphics* for at least 24 hours.

**Fetch [Knack, Psionic]**

Psychoportation (Teleportation)

**Key Ability:** Wisdom

**Range:** Close (25 ft + 5 ft / 2 Manifester Levels)

**Target:** One object of up to 5 lbs + 1 lb/Manifester Level

**Duration:** Instantaneous

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

This power teleports an object within range that you can see into your hand, or takes an object you are touching and sends it to a location within range that you can see. If the object is being used or carried by a creature, then you must overcome the creature’s desire to keep the object in order to teleport it.

**Fire Finger [Knack, Psionic]**

Ectogenesis [Fire]

**Key Ability:** Intelligence

**Range:** Close (25 ft + 5 ft / 2 Manifester Levels)

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** None



**Spell Resistance:** Yes

You project a brief stream of ignited ectoplasm towards a target within range as a ranged touch attack. The ectoplasm deals 1d4 points of fire damage +1 point per two Manifester Levels.

**Focus [Knack, Psionic]**

Telepathy [Mind-Affecting]

**Key Ability:** Charisma

**Range:** Personal

**Target:** You

**Duration:** 1 minute + 1 minute / Manifester Level (D)

**Saving Throw:** None

**Spell Resistance:** No

Choose any one skill you have at least one rank in. You gain a +2 insight bonus to your checks with that skill.

**Force Blade [Psionic]**

**Prerequisites:** Strength 13+, Power Attack, Psionic Weapon  
Psychokinesis [Force]

**Key Ability:** Intelligence

**Range:** 0

**Effect:** One blade of psychokinetic force

**Duration:** 1 hour / Manifester Level (D)

**Saving Throw:** None

**Spell Resistance:** No

**Power Point Cost**

**Spent Effect**

1	Creates 1d4* damage light force blade (20/x2 crit)
+1 per	Increase blade damage die by one size (1d12 max)
+1 per	Manifest additional blade in another hand
+2	Increase blade crit multiple to x3
+2 per	Increase blade crit range by one (18-20 max)
+4	Force blade gains +5 ft reach

\* Add positive Intelligence modifier to base force blade damage.

You have learned how to use condensed psionic energy in order to make hand-held slashing blades of pure force. To the observer they appear to be blade-shaped areas of distorted light, like the image on the other side of a clear but heavy lens.

These blades can strike incorporeal creatures without percentages miss chance. Disarm and sunder attempts on these blades automatically fail. If you let go of a blade you lose the ability to contain the solidified kinetic energy in it, and the blade vanishes.

**Force Blast [Psionic]**

Psychokinesis [Force]

**Key Ability:** Intelligence

**Range:** Close (25 ft + 5 ft / 2 Manifester Level)

**Target:** One creature or object

**Duration:** Instantaneous

**Saving Throw:** Fortitude half

**Spell Resistance:** Yes

**Power Point Cost**

**Spent Effect**

1 per	Deals 1d6 hit point damage*
+2	Area becomes 5 ft wide line to limit of range**
+2	Range becomes Medium (100 ft + 10 ft / Manifester Lvl)
+2 per	Hits one additional target, dividing damage dice evenly
+4	Area becomes a cone to the limit of range**
+4	Range becomes Long (400 ft + 40 ft / Manifester Level)
+6	Area becomes a 20-ft radius burst**
+8	Area becomes a burst to limit of range**

\* Plus your Manifester Level in damage. If the damage dice are divided between targets, do not divide this bonus damage.

\*\* Choose only one area.

You can transform psionic energy into pure kinetic force. While you cannot control the application of this force to a fine degree, the shearing torrent of energy is quite spectacular.

**Force Shell [Psionic]**

**Prerequisites:** Intelligence 13+

Psychokinesis [Force]

**Key Ability:** Intelligence

**Range:** Personal

**Effect:** A protective cocoon of force-based energy

**Duration:** 1 hour / Manifester Level (D)

**Saving Throw:** None

**Spell Resistance:** No

**Power Point Cost**

**Spent Effect**

1	You gain your Intelligence mod as an armor bonus (min +1)
+1 per	You gain 2 temporary hit points (see text)
+2 per	You gain a +1 deflection bonus to your armor class
+5 per	You gain damage reduction of 2/-

You generate and sculpt a field of psychokinetic energy that protects you from harm. You can use it to deflect and absorb attacks, but cannot extend it to shield others.

If you use this power to gain temporary hit points, they only apply to damage from corporeal sources. They protect from weapon and unarmed attacks, from energy sources, from force effects; but not from incorporeal touch attacks or negative energy based attacks.

**Greater Ectoplasmic Duplicate [Psionic]**

**Prerequisite:** Manifester Level 10+, Distant Senses, Ectominion, Ectoplasmic Duplicate.

Ectogenesis (Summoning)

**Key Ability:** Intelligence

**Range:** Far (400 ft + 40 ft / Manifester Levels)

**Effect:** Ectoplasmic duplicate

**Duration:** Concentration + positive Intelligence mod (D)

**Saving Throw:** None

**Spell Resistance:** No

**Power Point Cost**

10	Creates advanced Ectoplasmic Duplicate
+1 per	Duplicate gains a natural armor bonus of +1
+4 per	Duplicate's Slam attack gains a +1 enhancement bonus
+5	Ectoplasmic Duplicate becomes self-motivated
+5	Range becomes Unlimited

This power is a much stronger version of *ectoplasmic duplicate*, allowing you to create a more versatile ectoplasmic duplicate. This advanced ectoplasmic duplicate has all the abilities of the regular ectoplasmic duplicate, plus more.

The advanced duplicate can channel your psionic powers. This is due to a much stronger psychic bond between you and it. Any powers you manifest while controlling it treat it as the manifestor, but your real body is the one that provides the energy for these powers. You can also use racial and class abilities through this ectoplasmic duplicate, but not if they are spell-like or spellcasting in nature.

If you give your ectoplasmic duplicate self-motivation, you no longer need to concentrate to move it. You and it are in constant telepathic communication, but it is capable of acting on its own without your direction. It is constantly aware of your needs, motivations, and desires and will do its best to act in accordance with them. It is still dependant on you for the energy to fuel its psionic powers, but if you are unconscious it cannot access that power without your conscious permission. You still can only have the one ectoplasmic duplicate at one time.

You can make your ectoplasmic duplicate permanent by spending your ECL x Power Point Cost x 5 XP spent to make it. If your ECL goes up afterwards, you must spend the difference in XP costs to maintain your ectoplasmic duplicate. You can re-manifest the power to “reset” the ectoplasmic duplicate, healing it and making its new body reappear next to you.

**Illumination [Knack, Psionic]**

Psychokinesis [light]

**Key Ability:** Intelligence *Free Action*

**Range:** Close (25 ft + 5 ft / 2 Manifester Levels)

**Area/Target:** Spread to limit of range, or one creature

**Duration:** 10 minutes + 10 minutes / Mnfstr Lvl, or Instantaneous

**Saving Throw:** None, or Reflex partial

**Spell Resistance:** No

This power can be used in two modes: either to create a glowing ball of light that follows you around and illuminates your surroundings, or as a flash of directed incandescent brilliance that temporarily blinds a target.

If used for a ball of light it provides regular illumination out to a limit of the power’s range, and shadowy illumination for twice as far.

If used to blind a target they get a Reflex save to avoid it. If they fail then they are *blinded* for 1 round per Manifester Level (1 minimum), and then *dazzled* for an equal amount of time. If they pass then they are just *dazzled* for 1 round per Manifester Level (1 minimum).

**Intuitive Reaction [Knack, Psionic]**

ESP

**Key Ability:** Wisdom *Free Action*

**Range:** Personal

**Target:** You

**Duration:** 1 round

**Saving Throw:** None

**Spell Resistance:** No

You can predict how the near future unfolds in a general sense, permitting you to ready yourself to take the most advantage of it. This allows you to take an additional attack action, or to take a move-equivalent action (but not a move action), as a free action (counts as an enhancement bonus). However all d20 rolls you make during this action are at a –3 penalty, reduced by 1/4 Manifester Level.

**Masking [Psionic]**

ESP (Glamer)

**Key Ability:** Wisdom

**Range:** Personal

**Target:** You

**Duration:** 10 minutes / Manifester Level (D)

**Saving Throw:** None

**Spell Resistance:** No

**Power Point Cost**

**Spent Effect**

1 +Wis mod Enhancement bonus to Hide and Move Silently

1 per +1 enhancement bonus on saves vs. divination effects

2 Gain Wis score as Spell Res. against divination effects

2 Gain *concealment*

4 You are *invisible* so long as you do not attack

+1 per +1 to *Masking* manifestation effect’s numerical values

+2 per You can attack while invisible once, and stay invisible

This power reverses your supernatural senses, so as to allow you to hide from others.

If you use this ability to become invisible, the effect’s duration ends if you attack any creature or object. Attacking includes using special abilities such as magic or psionics against them, or trying to

catch them in an area-effect attack, but not creating something that will assault them under its own power (such as an Astral Construct). If your manifestation has an effect in addition to invisibility, the loss of your invisibility does not cause the duration of the other effect(s) to end.

**Matter Destabilization [Psionic]**

Psychokinesis [Acid]

**Key Ability:** Intelligence

**Range:** Close (25 ft + 5 ft / 2 Manifester Levels)

**Target:** One creature or object

**Duration:** Instantaneous

**Saving Throw:** Reflex half (object)

**Spell Resistance:** Yes (object)

**Power Point Cost**

**Spent Effect**

1 per Target takes 1d6 points of acid damage\*

+1 per Damage repeats same target or area 1 rnd later (see text)

+2 Area becomes 10-ft radius spread

+2 Range becomes Medium (100 ft + 10 ft / Manifester Lvl)

\* No matter how much acid damage you pay for, you also deal your Intelligence modifier in acid damage as well.

This power uses psychokinetic energy to break up the bonds in matter of any type, causing acid damage without the medium of any acidic substance being used. If the damage it deals is made to repeat, the entire base amount repeats, but a new saving throw is allowed. If a saving throw on such a manifestation is passed while a repetition is left, those who passed it but are still subject to the manifestation must make the saving throw again.

**Matter Shaping [Psionic]**

Psychokinesis

**Key Ability:** Intelligence

**Range:** Touch

**Target:** Object or material touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates (object)

**Spell Resistance:** Yes (object)

**Power Point Cost**

**Spent Effect**

1 per Deconstruct construct (penalizes all die rolls)

1 per Disintegrate 1 lb/Manifester Level of material

1 per Object ignites for 1d4 fire damage

1 per Sculpt 1 ft cube/Manifester Level of hard material

1 per Sculpt 5 ft cube/Manifester Level of soft material

5 per Change 1 ounce/Manifester Level into new substance

+1 Close range (25 ft + 5 ft/2 Manifester Levels)

+2 Effect lasts only 1 hour / Manifester Level (D)

This power is used to permanently alter the shape or composition of an object, or sample material. If the effect is made into a temporary effect, it not only cost no XP but will automatically snap back to its original form or substance even if completely disintegrated. You get to add your positive Intelligence modifier to your effective Manifester Level for changed and sculpted effects. Only Deconstruct can affect constructs.

\* **Change:** You must have an example of the new substance. You change a small portion of the touched object into the new substance. Multiple uses of this effect can cause the object to completely change into the new substance. If the new material is heavier than the older material, atmospheric atoms are pulled in to add up to the final mass, which is the mass that is measured for this effect. Using this effect costs you 5 XP for every gp of value difference between the cost of the old and new substance.

\* **Deconstruct:** Affected construct has a cumulative penalty to all of its die rolls equal to your Intelligence modifier plus Power

Points spent. If this cumulative penalty ever equals or exceeds its Hit Dice, it is destroyed.

\* **Disintegrate:** The targeted material has its Hardness reduced by 1 point, plus 1 point for every positive point of Intelligence modifier you have. This results in a corresponding loss of 5 hit points for every 1 point of Hardness. If the object's hit points or Hardness is reduced to 0 by use of this effect, then it is destroyed. Objects with their Hardness reduced to 0 break apart, typically along a seam, while those without any remaining hit points fall apart into fine dust and vapor. If the object already has 0 Hardness, then a single point of Hardness loss causes it to break apart.

\* **Ignite:** Objects that have been caused to ignite will burn on their own if flammable. An ignited item cannot deal more damage than its Hardness in d4s. Each round of ignition deals damage to both the object and anything in contact with it, ignoring the Hardness of the object. The item goes out if flammable once its hit points are reduced to 0.

\* **Sculpt:** The touched material's form becomes a new shape that you wish, flowing almost instantaneously into the new form. If the new form would require some skill to make, you must succeed in the appropriate skill check in order to make a serviceable representation of what you wished to make. In this case the effect allows you to compress time so that you get to multiply your crafting progress by 10 times the amount of Power Points you spent on this effect. If you are able to assist during the entire period of a construction project you can use this power to reduce the final cost and construction time by (Manifester Level + maximum Power Points spend-able + Intelligence score)%. Soft materials are defined as those with a Hardness of 5 or less, while hard materials are those with a Hardness higher than 5.

### Mental Leap [Knack, Psionic]

Psychoportation [Augmentation]

**Key Ability:** Wisdom *Free Action*

**Range:** Personal

**Target:** You

**Duration:** 1 minute + 1 minute / Manifester Level (D)

**Saving Throw:** None

**Spell Resistance:** No

You gain an enhancement bonus to your Jump skill checks of 5 + Manifester Level, and can ignore maximum Jump distances.

### Mind Store [Psionic]

**Prerequisites:** Charisma 15+, Manifester Level 9+, Thought Projection.

Telepathy [Mind-Affecting]

**Key Ability:** Charisma

**Range:** Touch

**Target:** Creature or gem touched

**Duration:** Until triggered

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

**Power Point Cost**

Spent	Effect	Spent	Effect
9	Partial copy (250 XP)	15	Back-up copy (1,000 XP)
13	Full copy (500 XP)		

You can stash pieces, or even a full copy, of your mind in other creatures or complex gems. Only one type of copy can be made with a single manifestation of this power, and using it cost you XP as well as Power Points.

\* **Partial Copy:** A fragment of your personality and memories that can be used to recover lost portions of your psyche, or grant temporary character levels to other creatures. If stored into a gem worth at least 1,000 cp, you heal 1d4 negative levels when that gem is destroyed no matter where it is. If stored in a creature, that

creature gains 1d4 temporary class levels that you possess, but only by temporarily losing an equal number of their own character class levels. The switched levels revert back to normal 24 hours later.

\* **Full Copy:** An exact duplicate of your mind at the time you manifested this power. If stored into a gem worth at least 100 cp/ECL, destruction of the gem releases enough energy to create an exact physical duplicate of that version of you. The duplicate only exists for 24 hours, and fades away to nothing once this time limit is up. If used on a creature the target must pass a Will save every day or have their alignment, class levels, Intelligence, Wisdom, and Charisma shift one step closer towards those in your full copy. Two successful saves in a row halt this process, and further saves reverse it until they have achieved their original state. If they end up losing all their old status to those of your duplicate, then you effectively create a perfectly loyal psychic duplicate of yourself out of the raw material of the target's mind and soul. The duplicate is always 2d4 levels lower than you.

\* **Back-Up Copy:** This effect is like a full copy, only it sits inert until your death. At that point your soul is transferred to the back-up copy, where the power re-creates **you**. A gem slowly disintegrates over the course of one day per ECL to grow you a new body for your soul to inhabit. A living target has to start making Will saves to avoid turning into you, but only removing this effect by means of the *edit mind* power or *true restoration* spell can halt the process. In either case the stress of returning to life in this manner causes you to lose 1d4 character levels, or return to the level of the back-up copy if it is stored in a gem, whichever is lower. You can have multiple back-up copies, and activate them one at a time in any order you choose until you manage to successfully return to life.

### Missive [Knack, Psionic]

Telepathy [language-dependant, mind-affecting]

**Key Ability:** Charisma *Free Action*

**Range:** Medium (100 ft + 10 ft / Manifester Level)

**Target:** One creature

**Duration:** 1 minute + 1 minute / Manifester Level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

For as long as this power lasts you and the target creature can communicate verbally over the spell's range, without making any sound at all or even *needing* to actually speak. If you or the target engages in telepathic communication with another being, the communications can be linked together to allow all subjects to talk to one another. Line of sight is not needed to target this effect.

### Negative Manipulation [Psionic]

Psychoportation [Negative Energy]

**Key Ability:** Wisdom

**Range:** Close (25 ft + 5 ft / 2 Manifester Levels)

**Target:** One living or undead creature

**Duration:** Instantaneous

**Saving Throw:** Will half

**Spell Resistance:** Yes

**Power Point Cost**

Spent	Effect
1 per	Undead target takes 1d4 hit points of damage
1 per	Undead target is healed for 1d4 hit points
1 per	Living target takes 1d4 hit points of damage
+1 per	Affects an additional target

This power allows you to alter the connection to negative planar energies that all living and undead creatures possess, albeit the connection is stronger among the undead. By strengthening this connection you can heal the undead or harm the living, and weakening it will harm the undead but have no effect on the living.

5: Feats

**Personal Movement [Psionic]**

**Prerequisites:** Wisdom 13+, Manifester Level 3+  
Psychoportation [Augmentation]  
**Key Ability:** Wisdom  
**Range:** Personal  
**Target:** You  
**Duration:** 10 minutes / Manifester Level + positive Wis mod (D)  
**Saving Throw:** None  
**Spell Resistance:** No  
**Power Point Cost**

Spent	Effect
1 per	Add +10 ft to your Speed as an enhancement bonus
3	Redirect gravity (your “down” becomes any direction)
3	Levitate up or down at walking speed
5	Fly with perfect maneuverability and 20 ft x ML Speed
+2	Duration becomes 1 hour / Manifester Level (D)
+4	You can manifest this power as a free action

Using this power you can alter the way in which you move, adding speed or new types of movement. It is a little difficult to develop, but very useful once you have it. If you have both *personal movement* and *acceleration* then you get to add the +20 ft Speed bonus from *acceleration* to all of your manifestations of *personal movement*, at no additional cost.

**Poltergeist [Knack, Psionic]**

Psychokinesis  
**Key Ability:** Intelligence *Free Action*  
**Range:** Close (25 ft + 5 ft / 2 Manifester Levels)  
**Target:** 1 lb object +1 lb/Manifester Level  
**Duration:** 1 round + 1 round / Manifester Level (D)  
**Saving Throw:** Will negates (object)  
**Spell Resistance:** Yes (object)

You can move about an object as if it were being held in an invisible pair of hands, so long as you can see it. The object can be moved up to 30 ft as a move action, and even wielded as if it were a weapon, but it cannot be used to make skill checks. You can make attacks with the object if it is usable as a weapon, but must give up your own attack to do so. Your effective Strength score with the object is 10 + Manifester Level.

**Psionic Fist [Knack, Psionic]**

Psychokinesis [Force]  
**Key Ability:** Intelligence *Unfettered*  
**Range:** Personal  
**Effect:** +1d4 unarmed and natural weapon damage  
**Duration:** 1 unarmed attack + 1/Manifester Level, up to 10 minutes / Manifester Level (D)  
**Saving Throw:** None  
**Spell Resistance:** No

This power gives you a “charge” of psychokinetic energy that provides an enhancement bonus to your unarmed and natural weapon damage. When you successfully connect with such an attack you discharge the charge to deal an additional 1d4 damage, which is added as an additional base die of damage. This means that it is affected by critical hits and damage reduction. Multiple uses do not stack duration or effect.

**Psionic Flesh [Knack, Psionic]**

Psychometabolism [Augmentation]  
**Key Ability:** Constitution *Unfettered*  
**Range:** Personal  
**Target:** You  
**Duration:** 1 attack  
**Saving Throw:** None  
**Spell Resistance:** No

You can shrug off a successful attack, gaining Damage Reduction 1 (+ 1/2 Manifester Level) / adamantine. This applies only to physical damage.

**Psionic Shot [Knack, Psionic]**

Psychokinesis [Force]  
**Key Ability:** Intelligence *Unfettered*  
**Range:** Touch  
**Effect:** +1d4 ranged weapon damage  
**Duration:** 1 ranged attack + 1/Manifester Level, up to 10 minutes / Manifester Level (D)  
**Saving Throw:** None  
**Spell Resistance:** No

This power gives you a “charge” of psychokinetic energy that provides an enhancement bonus to your ranged weapon damage. When you make such an attack you discharge the charge to deal an additional 1d4 damage, which is added as an additional base die of damage. This means that it is affected by critical hits and damage reduction. Multiple uses do not stack duration or effect.

**Psionic Weapon [Knack, Psionic]**

Psychokinesis [Force]  
**Key Ability:** Intelligence *Unfettered*  
**Range:** Personal  
**Effect:** +1d4 melee weapon damage  
**Duration:** 1 melee weapon attack + 1/Manifester Level, up to 10 minutes / Manifester Level (D)  
**Saving Throw:** None  
**Spell Resistance:** No

This power gives you a “charge” of psychokinetic energy that provides an enhancement bonus to your melee weapon damage (**not** unarmed or natural weapon damage). When you successfully connect with such an attack you discharge the charge to deal an additional 1d4 damage, which is added as an additional base die of damage. This means that it is affected by critical hits and damage reduction. Multiple uses do not stack duration or effect.

**Psychic Vampirism [Psionic]**

Psychometabolism [Negative Energy]  
**Key Ability:** Constitution  
**Range:** Touch  
**Target:** Living creature touched  
**Duration:** 1 attack/Constitution modifier (1 minimum), up to 10 minutes / Manifester Level (D)  
**Saving Throw:** None  
**Spell Resistance:** Yes  
**Power Point Cost**

Spent	Effect
1 per	Target takes 1d4 damage, gain equal temporary hit points
2 per	Target loses 1d4 Power Points, you gain an equal amount
3 per	Target takes 1 negative level, you gain 1d4 temp hit points
+1 per	Adds extra attack per manifestation
+2	Range becomes Close (25 ft + 5 ft / 2 Manifester Lvl's) Ray
+2	Ray effect automatically hits, Fort save negates

You can use negative energy to channel the life force from a living creature into yourself, depleting them as you gain durability. If used to give your target negative levels, they still get a Fortitude save to remove them the next day. The fortitude save DC for removing negative levels, and to resist automatically hitting *psychic vampirism* Ray attacks, is a typical psionics save DC (10 + Con mod + 1/2 PP Cost).

All of your temporary gains from this power (hit points or Power Points) vanish after 1 hour unless they are consumed before then.

**Pyrogenesis [Psionic]**

Ectogenesis [Fire]

**Key Ability:** Intelligence**Range:** 0**Effect:** One handful ball of flaming ectoplasm**Duration:** 1 hour / Manifester Level (D), or until expended**Saving Throw:** None**Spell Resistance:** Yes**Power Point Cost****Spent Effect**

1 per	Ball of ectoplasmic fire deals 1d6 damage, 5 ft light radius
+1 per	Ball persists for an extra attack
+2 per	Ball explodes in 5 ft radius burst, Reflex save for half
+3	Ball can be moved at Speed of 30 ft in Close range

This power creates a ball of ignited ectoplasm that does not burn you. As long as the sphere exists it sheds light, with the more intense the flames the brighter the light.

If the ball is used to make a touch attack, it deals damage based on how much ectoplasmic fuel is left to it (every hour of duration to pass reduces the damage by 1d6 to a minimum of 1d6), then vanishes unless it is made persistent. If used as a ranged touch attack it has a Range Increment of 30 ft, and reappears in your hand if it was made persistent and still has attack remaining. If it made explosive then all the targets within the area it detonates make a Reflex save for half damage, including any creature struck by it.

**Second Sight [Psionic]**

ESP [Divination]

**Key Ability:** Wisdom**Range:** Personal**Target:** You**Duration:** 10 minutes / Manifester Level + positive Wisdom mod (D)**Saving Throw:** None**Spell Resistance:** No**Power Point Cost****Spent Effect**

1	+1 insight bonus to Listen, Search, and Spot
1	Gain Low-Light Vision
1	You see through <i>concealment</i> , but not <i>invisibility</i>
2	Gain +1 insight bonus on your <i>next</i> Reflex save
2	Gain Blindsight +30 ft
2	Treat <i>invisibility</i> as <i>concealment</i>
3	Gain +4 bonus on your <i>next</i> initiative roll
3	You see through <b>both</b> <i>invisibility</i> and <i>concealment</i>
3	Gain Darkvision 60 ft, or add 30 ft to current range
3	You can sense magical auras as if they were psionic
4	You gain a +1 insight bonus on your Reflex saves
4	You cannot be caught flat-footed
5	Gain Blindsight +30 ft
5	Ignore 10 ft of atmospheric disturbances
6	You can tell the moral (evil/good) alignment of creatures
7	You can see ethereal creatures
+2	Duration becomes 1 hour / Manifester Level (D)
+2 per	Your insight bonus to Reflex saves goes up by 1
+2 per	Insight bonus to Listen, Search, and Spot goes up by 3
+3 per	Insight bonus to your <i>next</i> Reflex save goes up by 2

This power allows you to sense things about you environment that you could not normally detect, often in time to save your life. Your enhanced senses cannot be shared with others. If knowledge is power, than this is a very powerful ability.

**Skipping [Knack, Psionic]**

Psychoportation (Teleportation)

**Key Ability:** Wisdom *Free Action***Range:** Close (25 ft + 5 ft / 2 Manifester Levels)**Target:** You**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

You instantly move to one place that you can see, provided it is within range.

**Summon Weapon [Knack, Psionic]**

Ectogenesis (creation)

**Key Ability:** Intelligence *Free Action* (*Unfettered* with Quick Draw)**Range:** Touch**Effect:** One weapon, or 10 ammunition**Duration:** 1 min / Manifester Level + positive Intelligence mod (D)**Saving Throw:** None**Spell Resistance:** No

You instinctively conjure a Simple weapon to your hand that is made from ectoplasm that is mimicking the nature of the weapon's material. You create only weapons of up to Small size, or 10 units of ammunition. It can only be made from mundane steel or normal wood.

The weapon has a +1 enhancement bonus per 6 Manifester Levels, and you can reduce your effective Manifester Level for purposes of this bonus, to no lower than 0th, in order to improve the weapon in other ways. This does not reduce the duration. Below is a list of what improvements cost what ML reductions:

Improvement	ML	Improvement	ML	Improvement	ML
Darkwood	-1	Martial weapon	-2	Exotic weapon	-4
Medium-size	-1	Masterwork	-2	Huge-size	-4
Cold iron	-2	Dual weapon	-3	Adamantine	-5
Large-size	-2	Mithril	-3	+1d6 elemental	-5

**Telekinesis [Psionic]**

Psychokinesis

**Key Ability:** Intelligence**Range:** Close (25 ft + 5 ft / 2 Manifester Levels)**Target:** One object or small creature**Duration:** Concentration, up to 1 round / Manifester level**Saving Throw:** Fortitude negates (object)**Spell Resistance:** Yes (object)**Power Point Cost****Spent Effect**

1 per*	Affects object weighing up to 10 lbs x Manifester Level
1	Affects a single creature of up to Small size
2	Affects a single creature of up to Medium size
4	Affects a single creature of up to Large size
8	Affects a single creature of up to Huge size
16	Affects a single creature of up to Gargantuan size
+1 per	Affects an additional target of the type already paid for
+2	Duration becomes Concentration, up to 1 minute/ML
+2 per	You move the target with +20 ft Speed
+4	Duration becomes Concentration, up to 1 hour/ML

\* Every Power Point spent on this effect doubles the affected weight, instead of adding to it (i.e. 10 lbs x ML, 20 lbs x ML, 40 lbs x ML, 80 lbs x ML, etc.).

With this power you can move objects or creatures around with a Speed of 20 for as long as you concentrate, or hurl it instantaneously in order to cause damage. Whatever target you chose its position is always relative to you, so when you move it moves at the same Speed and direction as you do for free. Otherwise you can move it relative to you by concentrating.

If you hurl the object or creature you are affecting into something, both things take 1d6 per 10 ft of Speed, plus Manifester Level, damage (so it is 2d6 + ML unless you pay for added Speed).

You must succeed in a ranged attack in order to strike your target with a *telekinesis* hurled item.

**Thought Projection [Psionic]**

Telepathy [Charm, Compulsion, Mind-Affecting]

**Key Ability:** Charisma

**Range:** Close (25 ft + 5 ft / 2 Manifester Level)

**Target:** One creature

**Duration:** 1 round / Manifester Level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Power Point Cost**

**Spent Effect**

1	The target can hear your thoughts if you want them to
1 per	Target's NPC reaction modifier towards you changes 1 step
1	Target obeys 1-word simple command, that is not harmful
2	Target is <i>shaken</i> [Fear]
3	Target fails to sense one specific thing (like you walking by)
3	Target obeys 2-word command, that is not harmful
4	Target is <i>frightened</i> [Fear]
5	Target fails to perceive the passage of time for duration
5	Target obeys 4-word command, that is not harmful
5	Target must obey all your 1-word mental commands
6	Target is <i>panicked</i> [Fear]
+1 per	Affects an another target with the same effect already taken
+2	Range becomes Medium (100 ft + 10 ft / Manifester Level)
+2	Duration becomes 1 minute / Manifester Level (D)
+3	Your commands can be harmful
+4	Duration becomes 10 minutes / Manifester Level (D)
+4	Range becomes Far (400 ft + 40 ft / Manifester Level)
+6	Duration becomes 1 hour / Manifester Level (D)

This power allows you to send your thoughts into the mind of others, possibly strong enough to overwhelm their mind and desires for those you implanted in their mind.

If you give a command that is against the target's alignment or deepest behaviors, they get a +2 bonus to resist it. If you pay to give a harmful command, the target gets a +5 bonus to resist it.

**Thought Sense [Psionic]**

Telepathy [Mind-Affecting]

**Key Ability:** Charisma

**Range:** Close (25 ft + 5 ft / 2 Manifester Levels)

**Target:** One creature

**Duration:** 1 round / Manifester Level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Power Point Cost**

**Spent Effect**

1	You locate the mind you are looking for within range
1	You detect, but do not identify, all minds within range
1	Determine the identity and relative HD of detected mind
1	You can hear any thoughts a detected mind wishes you to
1 per	+1 circumstance bonus to your AC and to-hit against target
2	You know the target's moral or social alignment
3	Gain your Manifester Level as a Sense Motive insight bonus
3	You can hear the surface thoughts of the targeted mind
5	You know the target's full alignment
6	Gain the answer to one question/round of concentration
+2	Range becomes Medium (100 ft + 10 ft / Manifester Level)
+4	Range becomes Far (400 ft + 40 ft / Manifester Level)

You can use tendrils of psionic power to detect and read the minds of others. The more Power Points you spend, the stronger an effect you can produce. You do not need to sense a target's mind if you can see the target, otherwise this power requires you to sense the mind of your target within range, allowing it to bypass requirements for line of sight for all Telepathic powers.

**Translocation [Psionic]**

Psychoportation (Teleportation)

**Key Ability:** Wisdom

**Range:** Touch

**Target:** Creature or item touched (up to 500 lbs)

**Duration:** Instantaneous

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

**Power Point Cost**

**Spent Effect**

1	Target moves 20 ft
3	Target moves Close range (25 ft + 5 ft / 2 Manifester Lvl)
5	Target moves Medium range (100 ft + 10 ft / Manifester Lvl)
7	Target moves Far range (400 ft + 40 ft / Manifester Level)
9	Target moves 1 mile/Manifester Level
11	Target moves 10 mile/Manifester Level
13	Target moves 100 mile/Manifester Level
15	Target moves anywhere on the same plane
17	Target moves to a bordering plane
19	Target moves to any plane
+1 per	Affects an additional target (or +500 lbs)
+2	You can reverse the effect as a free action within 1 rnd / ML
+3	Teleports the target to your hands instead of sending it
+4	Effect creates a portal that functions for 1 round / ML (D)

You can exert your will to move from one point to another, without crossing the intervening distance. You must either know the target location very well, be able to currently see it, or describe it accurately in relative terms (i.e. "100 miles north by northwest from here"). If you cannot, then you cannot travel to it or send other things there. If the destination does not have enough free space to contain the thing you send, then the manifestation automatically fails.

If you are trying to take a target to you instead of sending one, you must be able to see the target directly or indirectly in order to target it. Even if the target has not changed any since you last saw it (such as a mounted weapon), the surroundings will change sufficiently to make it impossible after a few heartbeats. You can overcome this by "tagging" a target, spending 10 XP and touching it to be able to target it as long as it is within range. A tagged target loses the tag as soon as you use this power to bring it to you.

A created portal has an "in" and "out" side, and the image of the destination is visible from the "in" side. Anything that moves into the "in" side comes out the "out" side, as long as the portal lasts.

**TABLE 5-2: PSIONIC FEAT TYPES**

**Ectogenesis:** Ectocreation, Ectominion, Ectoplasmic Duplicate, Ectoshell, Greater Ectoplasmic Duplicate, Pyrogenesis.

*Knacks:* Fire Finger, Summon Weapon

**ESP:** Distant Senses, Masking, Second Sight

*Knacks:* Blindsight, Combat Precognition, Intuitive Reaction

**Psychokinesis:** Antipsi, Cryokinesis, Electrokinetics, Force Blade, Force Blast, Force Shell, Matter Destabilization, Matter Shaping, Psychic Vampirism, Telekinesis

*Knacks:* Illumination, Poltergeist, Psionic Fist, Psionic Shot, Psionic Weapon

**Psychometabolism:** Autorestitution, Biocontrol, Endomorphics, Exomorphics

*Knacks:* Autorepair, Cell Stitch, Chameleon, Psionic Flesh

**Psychoportation:** Ectoshift, Negative Manipulation, Personal Movement, Translocation

*Knacks:* Acceleration, Fetch, Mental Leap, Skipping

**Telepathy:** Cerebral Homunculus, Edit Mind, Mind Store, Thought Projection, Thought Sense

*Knacks:* Aggravate, Focus, Missive

5: Feats

TABLE 5-3: PSIONIC POWERS KEY

Feat	Power Type	Subtype	Descriptors	Key Ability	Feat Type
Acceleration	Psychoportation		Augmentation	Wis <i>Free Action</i>	Knack
Aggravate	Telepathy		Mind-Affecting	Charisma	Knack
Antipsi	Psychokinesis			Intelligence	Psionic
Autorepair	Psychometabolism	Healing		Con <i>Free Action</i>	Knack
Autorestoration	Psychometabolism	Healing		Constitution	Psionic
Biocontrol	Psychometabolism		Augmentation	Constitution	Psionic
Blindsight	ESP		Augmentation	Wisdom	Knack
Cell Stitch	Psychometabolism	Healing		Constitution	Knack
Cerebral Homunculus	Telepathy		Divination	Charisma	Psionic
Chameleon	Psychometabolism		Augmentation	Constitution	Knack
Combat Precognition	ESP			Wisdom	Knack
Cryokinesis	Psychokinesis		Cold	Intelligence	Psionic
Distant Senses	ESP	Scrying	Divination	Wisdom	Psionic
Ectocreation	Ectogenesis	Creation		Intelligence	Psionic
Ectominion	Ectogenesis	Summoning		Intelligence	Psionic
Ectoplasmic Duplicate	Ectogenesis	Summoning		Intelligence	Psionic
Ectoshell	Ectogenesis	Creation		Intelligence	Psionic
Ectoshift	Psychoportation	Teleportation		Wis <i>Free Action</i>	Psionic
Edit Mind	Telepathy		Mind-Affecting	Charisma	Psionic
Electrokinetics	Psychokinesis		Electricity	Intelligence	Psionic
Endomorphics	Psychometabolism		Augmentation	Constitution	Psionic
Exomorphics	Psychometabolism		Augmentation	Constitution	Psionic
Fetch	Psychoportation	Teleportation		Wisdom	Knack
Fire Finger	Ectogenesis		Fire	Intelligence	Knack
Focus	Telepathy		Mind-Affecting	Charisma	Knack
Force Blade	Psychokinesis		Force	Intelligence	Psionic
Force Blast	Psychokinesis		Force	Intelligence	Psionic
Force Shell	Psychokinesis		Force	Intelligence	Psionic
Greater Ectoplasmic Duplicate	Ectogenesis	Summoning		Intelligence	Psionic
Illumination	Psychokinesis		Light	Int <i>Free Action</i>	Knack
Intuitive Reaction	ESP			Wis <i>Free Action</i>	Knack
Masking	ESP	Glamer		Wisdom	Psionic
Matter Destabilization	Psychokinesis		Acid	Intelligence	Psionic
Matter Shaping	Psychokinesis			Intelligence	Psionic
Mental Leap	Psychoportation		Augmentation	Wis <i>Free Action</i>	Knack
Mind Store	Telepathy		Mind-Affecting	Charisma	Psionic
Missive	Telepathy		Lang-Dependant, Mind-Affecting	Charisma	Knack
Negative Manipulation	Psychoportation		Negative Energy	Wisdom	Psionic
Personal Movement	Psychoportation		Augmentation	Wisdom	Psionic
Poltergeist	Psychokinesis			Int <i>Free Action</i>	Knack
Psionic Fist	Psychokinesis		Force	Int <i>Unfettered</i>	Knack
Psionic Flesh	Psychometabolism		Augmentation	Con <i>Unfettered</i>	Knack
Psionic Shot	Psychokinesis		Force	Int <i>Unfettered</i>	Knack
Psionic Weapon	Psychokinesis		Force	Int <i>Unfettered</i>	Knack
Psychic Vampirism	Psychokinesis		Negative Energy	Intelligence	Psionic
Pyrogenesis	Ectogenesis		Fire	Intelligence	Psionic
Second Sight	ESP		Divination	Wisdom	Psionic
Skipping	Psychoportation	Teleportation		Wisdom	Knack
Summon Weapon	Ectogenesis	Creation		Int <i>Free Action</i>	Knack
Telekinesis	Psychokinesis			Intelligence	Psionic
Thought Projection	Telepathy		Charm, Compulsion, Mind-Affecting	Charisma	Psionic
Thought Sense	Telepathy		Mind-Affecting	Charisma	Psionic
Translocation	Psychoportation	Teleportation		Wisdom	Psionic





# CHAPTER SIX: DESCRIPTION

## CHARACTER ALIGNMENT

A creature's general moral and personal attitudes are represented by its alignment: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, or chaotic evil.

Alignment is a tool for developing your character's identity. It is not a straitjacket for restricting your character. Each alignment represents a broad range of personality types or personal philosophies, so two characters of the same alignment can still be quite different from each other. In addition, few people are completely consistent.

### Good Vs. Evil

Good characters and creatures protect innocent life. Evil characters and creatures debase or destroy innocent life, whether for fun or profit.

"Good" implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others.

"Evil" implies hurting, oppressing, and killing others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master.

People who are neutral with respect to good and evil have compunctions against killing the innocent but lack the commitment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships.

Being good or evil can be a conscious choice. For most people, though, being good or evil is an attitude that one recognizes but does not choose. Being neutral on the good–evil axis usually represents a lack of commitment one way or the other, but for some it represents a positive commitment to a balanced view. While acknowledging that good and evil are objective states, not just opinions, these folk maintain that a balance between the two is the proper place for people, or at least for them.

Animals and other creatures incapable of moral action are neutral rather than good or evil. Even deadly vipers and tigers that eat people are neutral because they lack the capacity for morally right or wrong behavior.

### Law Vs. Chaos

Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties.

Chaotic characters follow their consciences, resent being told what to do, favor new ideas over tradition, and do what they promise if they feel like it.

"Law" implies honor, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include close-mindedness, reactionary adherence to tradition, judgmentalness, and a lack of adaptability. Those who consciously promote lawfulness say that only lawful behavior creates a society in which people can depend on each other and make the right decisions in full confidence that others will act as they should.

"Chaos" implies freedom, adaptability, and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility. Those who promote chaotic behavior say that only unfettered personal freedom allows people to express themselves fully and lets society benefit from the potential that its individuals have within them.

Someone who is neutral with respect to law and chaos has a normal respect for authority and feels neither a compulsion to obey

nor a compulsion to rebel. She is honest but can be tempted into lying or deceiving others.

Devotion to law or chaos may be a conscious choice, but more often it is a personality trait that is recognized rather than being chosen. Neutrality on the lawful–chaotic axis is usually simply a middle state, a state of not feeling compelled toward one side or the other. Some few such neutrals, however, espouse neutrality as superior to law or chaos, regarding each as an extreme with its own blind spots and drawbacks.

Animals and other creatures incapable of moral action are neutral. Dogs may be obedient and cats free-spirited, but they do not have the moral capacity to be truly lawful or chaotic.

### The Nine Alignments

Nine distinct alignments define all the possible combinations of the lawful–chaotic axis with the good–evil axis. Each alignment description below depicts a typical character of that alignment. Remember that individuals vary from this norm, and that a given character may act more or less in accord with his or her alignment from day to day. Use these descriptions as guidelines, not as scripts.

The first six alignments, lawful good through chaotic neutral, are the standard alignments for player characters. The three evil alignments are for monsters and villains.

**Lawful Good, "Crusader":** A lawful good character acts as a good person is expected or required to act. She combines a commitment to oppose evil with the discipline to fight relentlessly. She tells the truth, keeps her word, helps those in need, and speaks out against injustice. A lawful good character hates to see the guilty go unpunished.

Lawful good is the best alignment you can be because it combines honor and compassion.

**Neutral Good, "Benefactor":** A neutral good character does the best that a good person can do. He is devoted to helping others. He works with kings and magistrates but does not feel beholden to them.

Neutral good is the best alignment you can be because it means doing what is good without bias for or against order.

**Chaotic Good, "Rebel":** A chaotic good character acts as his conscience directs him with little regard for what others expect of him. He makes his own way, but he's kind and benevolent. He believes in goodness and right but has little use for laws and regulations. He hates it when people try to intimidate others and tell them what to do. He follows his own moral compass, which, although good, may not agree with that of society.

Chaotic good is the best alignment you can be because it combines a good heart with a free spirit.

**Lawful Neutral, "Judge":** A lawful neutral character acts as law, tradition, or a personal code directs her. Order and organization are paramount to her. She may believe in personal order and live by a code or standard, or she may believe in order for all and favor a strong, organized government.

Lawful neutral is the best alignment you can be because it means you are reliable and honorable without being a zealot.

**Neutral, "Undecided":** A neutral character does what seems to be a good idea. She doesn't feel strongly one way or the other when it comes to good vs. evil or law vs. chaos. Most neutral characters exhibit a lack of conviction or bias rather than a commitment to neutrality. Such a character thinks of good as better than evil—after all, she would rather have good neighbors and rulers than evil ones. Still, she's not personally committed to upholding good in any abstract or universal way.

Some neutral characters, on the other hand, commit themselves philosophically to neutrality. They see good, evil, law, and chaos as prejudices and dangerous extremes. They advocate the middle way of neutrality as the best, most balanced road in the long run.

Neutral is the best alignment you can be because it means you act naturally, without prejudice or compulsion.

**Chaotic Neutral, “Free Spirit”:** A chaotic neutral character follows his whims. He is an individualist first and last. He values his own liberty but doesn’t strive to protect others’ freedom. He avoids authority, resents restrictions, and challenges traditions. A chaotic neutral character does not intentionally disrupt organizations as part of a campaign of anarchy. To do so, he would have to be motivated either by good (and a desire to liberate others) or evil (and a desire to make those different from himself suffer). A chaotic neutral character may be unpredictable, but his behavior is not totally random. He is not as likely to jump off a bridge as to cross it.

Chaotic neutral is the best alignment you can be because it represents true freedom from both society’s restrictions and a do-gooder’s zeal.

**Lawful Evil, “Dominator”:** A lawful evil villain methodically takes what he wants within the limits of his code of conduct without regard for whom it hurts. He cares about tradition, loyalty, and order but not about freedom, dignity, or life. He plays by the rules but without mercy or compassion. He is comfortable in a hierarchy and would like to rule, but is willing to serve. He condemns others not according to their actions but according to race, religion, homeland, or social rank. He is loath to break laws or promises.

This reluctance comes partly from his nature and partly because he depends on order to protect himself from those who oppose him on moral grounds. Some lawful evil villains have particular taboos, such as not killing in cold blood (but having underlings do it) or not letting children come to harm (if it can be helped). They imagine that these compunctions put them above unprincipled villains.

Some lawful evil people and creatures commit themselves to evil with zeal like that of a crusader committed to good. Beyond being willing to hurt others for their own ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to an evil deity or master.

Lawful evil is sometimes called “diabolical,” because devils are the epitome of lawful evil.

Lawful evil is the most dangerous alignment because it represents methodical, intentional, and frequently successful evil.

**Neutral Evil, “Malefactor”:** A neutral evil villain does whatever she can get away with. She is out for herself, pure and simple. She sheds no tears for those she kills, whether for profit, sport, or convenience. She has no love of order and holds no illusion that following laws, traditions, or codes would make her any better or more noble. On the other hand, she doesn’t have the restless nature or love of conflict that a chaotic evil villain has.

Some neutral evil villains hold up evil as an ideal, committing evil for its own sake. Most often, such villains are devoted to evil deities or secret societies.

Neutral evil is the most dangerous alignment because it represents pure evil without honor and without variation.

**Chaotic Evil, “Destroyer”:** A chaotic evil character does whatever his greed, hatred, and lust for destruction drive him to do. He is hot-tempered, vicious, arbitrarily violent, and unpredictable. If he is simply out for whatever he can get, he is ruthless and brutal. If he is committed to the spread of evil and chaos, he is even worse. Thankfully, his plans are haphazard, and any groups he joins or forms are poorly organized. Typically, chaotic evil people can be made to work together only by force, and their

leader lasts only as long as he can thwart attempts to topple or assassinate him.

Chaotic evil is sometimes called “demonic” because demons are the epitome of chaotic evil.

Chaotic evil is the most dangerous alignment because it represents the destruction not only of beauty and life but also of the order on which beauty and life depend.

## RELIGION

Religion, the worship of gods and other deific entities, is very important in many campaigns. More than just having something to curse by when things go wrong, for many characters their god is a central facet of their lives. This is particularly true for Clerics and Paladins, who often depend on a deity-figure in order to gain their class abilities.

Gods range the gamut from benevolent to malign, honorable to insane. Their followers are attracted to them as much by shared philosophies, as by their areas of influence. Characters can only really follow one god, for they are all jealous of their mortal power base, but they can also respectfully acknowledge others. A lawful good Rogue might worship a god of justice, but also pay respect to the god of trickery. If that Rogue were also an elf, he might also respect the deity that watches over his race. Table 6-1: Deities By Worshipers below shows what worshipers tend to follow which deities.

**TABLE 6-1: DEITIES BY WORSHIPERS**

<b>Race</b>	<b>Deities (alignment)</b>
Dwarf	Krakus (CG), Moradin (LN)
Elf	Vimian (N)
Gnome	Moradin (LN)
Half-elf	Any
Half-orc	Sittim (CN)
Halfling	Bathor (CG)
Human	Any
Evil Humanoids	Blaubel (LE)
Evil Wilderness creatures	Karth (NE)
Goblins	Midria (CE)
Kytilions	Havis (CE)
Orcs	Sittim (CN)
Undead	Lorriss (NE)
<b>Class</b>	<b>Deities (alignment)</b>
Barbarians	Tevis (N), Toranul (CE)
Bards	Asgrid (CN), Bathor (CG)
Blackguards	Toranul (CE)
Druids	Tevis (N), Vimian (N), Vivain (LN)
Fighters	Conrax (LN), Gron (CG), Loranok (N), Tevis (N)
Monks	Conrax (LN), Desnis (LG), Ysid (LG)
Necromancers	Lorriss (NE), Nartis (LE), Simone (NG)
Paladins	Ysid (LG)
Rangers	Krakus (CG), Vimian (N)
Rogues	Asgrid (CN)
Sorcerers	Sittim (CN)
Wizards	Shari (LG)
<b>Occupation</b>	<b>Deities (alignment)</b>
Adepts	Dorranor (NG), Desnis (LG)
Alchemists	Grigor (NG)
Animal Trainers	Tellian (CN)
Artists	Tellian (CN)
Assassins	Tetis (NE)
Con Artists	Asgrid (CN)
Desert Dwellers	Tetis (NE)
Despots	Tetragom (LE)
Farmers	Vimian (N)
Gamblers	Bathor (CG)

Guards	Vivain (LN)
Healers	Dorranor (NG)
Mechanists	Grigor (NG)
Miners	Loranok (N), Moradin (LN)
Murderers	Blaubel (LE)
Physicians	Simone (NG)
Pirates	Havis (CE)
Pyromaniacs	Tetragom (LE)

Rebels	Gron (CG)
Researchers	Grigor (NG)
Sages	Shari (LG)
Sailors	Loranok (N), Vivain (LN)
Thieves	Midria (CE)
Undertakers	Simone (NG)

**TABLE 6-2: DEITY STATISTICS**

Deity	Alignment	Domains	Typical Worshipers	Favored Weapon
Desnis, the Lore Keeper	LG	Healing, Knowledge, Magic	Adepts, Monks	Quarterstaff
Shari, Mother of Wisdom	LG	Knowledge, Law, Travel	Sages, Wizards	Quarterstaff
Ysid, the All-Father	LG	Good, Law, Protection	Monks, Paladins	Longsword
Dorranor, the Benevolent	NG	Good, Healing, Water	Adepts, Healers	Unarmed
Grigor, the Reckless	NG	Destruction, Luck, Magic	Alchemists, Mechanists, Researchers	Flail (any)
Simone, the Final Peace	NG	Death, Healing, Knowledge	Necromancers, Physicians, Undertakers	Scythe
Bathor, the Lucky	CG	Luck, Protection, Travel	Bards, Gamblers, Halflings	Rapier
Gron, the Liberator	CG	Good, Trickery, War	Fighters, Rebels	Greatsword
Krakus, the Unexpected	CG	Earth, Travel, War	Dwarves, Rangers	Warhammer
Conrax, the Stalwart	LN	Earth, Law, Strength	Fighters, Monks	Bastard Sword
Moradin, the Bearded	LN	Darkness, Fire, Strength	Dwarves, Gnomes, Miners	Battleaxe
Vivain, the Graceful	LN	Plant, Protection, Water	Druids, Guards, Sailors	Sickle
Loranok, the Massive	TN	Earth, Strength, Water	Sailors, Miners, Fighters	Pick (any)
Tevis, the Roarer	TN	Air, Fire, Sun	Barbarians, Druids, Fighters	Longspear
Vimian, the Wild Call	TN	Animal, Plant, Sun	Druids, Elves, Farmers, Rangers	Dart
Asgrid, the Insane	CN	Air, Chaos, Trickery	Rogues, Bards, Con Artists	Crossbow (any)
Tellian, the Passionate	CN	Animal, Fire, War	Animal Trainers, Artists	Whip (any)
Sittim, the Raging	CN	Death, Destruction, Knowledge	Orcs (and Half-Orcs), Sorcerers	Club or greatclub
Blaubel, the Bloody	LE	Death, Evil, Strength	Murderers, Evil Humanoids	Flail (any)
Nartis, the Ravenous Stars	LE	Air, Magic, Travel	Necromancers, Evil Civilizations	Dagger
Tetragom, the Incinerator	LE	Destruction, Fire, War	Despots, Pyromaniacs	Glaive
Karth, the Abominable	NE	Animal, Evil, Plant	Evil Wilderness Creatures	Scimitar
Lorriss, the Decaying	NE	Darkness, Mentalism*, Undead	Undead, Necromancers	Spiked gauntlet
Tetis, the Burning Desert	NE	Death, Earth, Sun	Assassins, Desert Dwellers	Longspear
Havis, the Stinging Depths	CE	Air, Evil, Water	Kytilions, Pirates	Trident
Midria, the Babbler	CE	Chaos, Luck, Trickery	Goblins, Thieves	Short sword
Toranul, the Destroyer	CE	Chaos, Evil, Destruction	Barbarians, Blackguards	Greataxe

\* or Knowledge, especially in campaigns without psionics

**TABLE 6-3: DOMAINS**

# Domain	Deities
4 Air	Asgrid, Havis, Nartis, Tevis
3 Animal	Karth, Tellian, Vimian
3 Chaos	Asgrid, Midria, Toranul
2 Darkness	Lorriss, Moradin
4 Death	Blaubel, Simone, Sittim, Tetis
4 Destruction	Grigor, Sittim, Tetragom, Toranul
4 Earth	Conrax, Krakus, Loranok, Tetis
4 Evil	Blaubel, Havis, Karth, Toranul
4 Fire	Moradin, Tellian, Tetragom, Tevis
4 Good	Dorranor, Gron, Shari, Ysid
3 Healing	Desnis, Dorranor, Simone
3 Knowledge	Desnis, Simone, Sittim
4 Law	Conrax, Midria, Shari, Ysid
3 Luck	Bathor, Grigor
3 Magic	Desnis, Grigor, Nartis
1 Mentalism	Lorriss
3 Plant	Karth, Vimian, Vivain
3 Protection	Bathor, Vivain, Ysid
4 Strength	Blaubel, Conrax, Loranok, Moradin
3 Sun	Tetis, Tevis, Vimian
4 Travel	Bathor, Krakus, Nartis, Shari
3 Trickery	Asgrid, Gron, Midria
1 Undead	Lorriss
4 War	Gron, Krakus, Tellian, Tetragom
4 Water	Dorranor, Havis, Loranok, Vivain

## PHYSICAL STATISTICS

### Age

You can choose or randomly generate your character's age. If you choose it, it must be at least the minimum age for the character's race and class (see Table: Random Starting Ages). Your character's minimum starting age is the adulthood age of his or her race plus the number of dice indicated in the entry corresponding to the character's race and class on Table 6-4: Random Starting Ages.

Alternatively, refer to Table 6-4: Random Starting Ages and roll dice to determine how old your character is.

**TABLE 6-4: RANDOM STARTING AGES**

Race	Adulthood	Barbarian	Bard	Cleric
		Psionicist	Fighter	Druid
		Rogue	Paladin	Monk
Race	Adulthood	Sorcerer	Ranger	Wizard
Human	15 years	+1d4	+1d6	+2d6
Dwarf	40 years	+3d6	+5d6	+7d6
Elf	110 years	+4d6	+6d6	+10d6
Gnome	40 years	+4d6	+6d6	+9d6
Half-elf	20 years	+1d6	+2d6	+3d6
Half-orc	14 years	+1d4	+1d6	+2d6
Halfling	20 years	+2d4	+3d6	+4d6
Kobold	10 years	+1d3	+1d4	+1d6

With age, a character's physical ability scores decrease and his or her mental ability scores increase (see Table 6-5: Aging Effects). The effects of each aging step are cumulative. However, none of a character's ability scores can be reduced below 1 in this way.

When a character reaches venerable age, secretly roll his or her maximum age, which is the number from the Venerable column on Table: Aging Effects plus the result of the dice roll indicated on the Maximum Age column on that table, and records the result, which the player does not know. A character that reaches his or her maximum age dies of old age at some time during the following year.

The maximum ages are for player characters. Most people in the world at large die from pestilence, accidents, infections, or violence before getting to venerable age.

**TABLE 6-5: AGING EFFECTS**

Race	Middle Age*	Old**	Venerable***	Maximum
Human	35 years	53 years	70 years	+2d20 years
Dwarf	125 years	188 years	250 years	+2d% years
Elf	175 years	263 years	350 years	+4d% years
Gnome	100 years	150 years	200 years	+3d% years
Half-elf	62 years	93 years	125 years	+3d20 years
Half-orc	30 years	45 years	60 years	+2d10 years
Halfling	50 years	75 years	100 years	+5d20 years
Kobold	25 years	40 years	50 years	+2d8 years

\* At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

\*\* At old age, -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

\*\*\* At venerable age, -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

### Height and Weight

The dice roll given in the Height Modifier column determines the character's extra height beyond the base height. That same number multiplied by the dice roll or quantity given in the Weight Modifier column determines the character's extra weight beyond the base weight.

**TABLE 6-6: RANDOM HEIGHT AND WEIGHT**

Race	----- Height -----		----- Weight -----	
	Base	Modifier	Base	Modifier
Human, male	4'10"	+2d10	120 lb.	x (2d4) lb.
Human, female	4'5"	+2d10	85 lb.	x (2d4) lb.
Dwarf, male	3'9"	+2d4	130 lb.	x (2d6) lb.
Dwarf, female	3'7"	+2d4	100 lb.	x (2d6) lb.
Elf, male	4'5"	+2d6	85 lb.	x (1d6) lb.
Elf, female	4'5"	+2d6	80 lb.	x (1d6) lb.
Gnome, male	3'0"	+2d4	40 lb.	x 1 lb.
Gnome, female	2'10"	+2d4	35 lb.	x 1 lb.
Half-elf, male	4'7"	+2d8	100 lb.	x (2d4) lb.
Half-elf, female	4'5"	+2d8	80 lb.	x (2d4) lb.
Half-orc, male	4'10"	+2d12	150 lb.	x (2d6) lb.
Half-orc, female	4'5"	+2d12	110 lb.	x (2d6) lb.
Halfling, male	2'8"	+2d4	30 lb.	x 1 lb.
Halfling, female	2'6"	+2d4	25 lb.	x 1 lb.
Kobold, male	2'0"	+1d6	33 lb.	x 2 lb.
Kobold, female	1'10"	+1d6	30 lb.	x 2 lb.

## PERSONAL STATISTICS

These are the facets of a character that differentiate it from other characters of the same statistics. It is feasible for two or more characters to have the same ability scores, race, class levels, skills, feats, and alignment - but this does not mean they are identical. Beyond differences in height and weight there are differences in physical features, personality traits, motivation, and background.

## Appearance

You need to choose general appearance characteristics like hair color and cut, skin color, and eye color. This is in addition to general body type: squat, powerful, dumpy, thin, or average. The range of these features to choose from is determined by your race and height/weight characteristics, but while all dwarves have a "squat" frame by human standards, by dwarven standards they can run the gamut of body types.

You should also choose if your character has any body adornments, such as tattoos or scars. Depending on their culture or class some types of adornment could be common. Some examples are that pierced ears are common in eastern settings, including for males, and monks are fond of tattooing symbols of great accomplishments on their body.

Finally you should choose if your character is right or left handed. There is no particular game mechanic for this, and is mainly flavor. Only characters that have the Two Weapon Fighting feat at 1st-level should be allowed to say they are ambidextrous, it just makes sense.

## Personality

What are the desires, fears, and facets of your character's psychology? Are they gregarious or introverted? Do they fear spiders or love them? Are they quick to anger or placid in their demeanor?

A good idea is to choose three to five adjectives to describe your character's personality, and write them down as a role-playing aid. These adjectives should not violate your alignment by their nature, but like alignment they can change over time according to what your character experiences and how they act. An elf paladin might have: calm, generous, honest, and patient. Some traits such a character would **never** have are: cheater, cowardly, selfish, and twisted.

## Background

While the background section of your character's class description provide a nice overview of the character's early life, it does not provide the kind of detail that make a character seem to have a past or that provides motivation for adventuring. That is something that you must determine for yourself.

Is your character an only child or do they have siblings, and if so how old are they and what are they like? What kind of place was your character raised in, and where was it? Does your character have any strong childhood friends or enemies? Why did your character decide to become an adventurer, when far less dangerous lifestyles are available? How did your character's friends and family react to their decision, if they even know? These and other questions you come up with are important to making your character come to life in your mind as you play it, and can provide the DM with ideas for personalized storylines and adventures.

## CUSTOMIZING

Two characters of the same race and class can have greatly divergent childhoods and cultures. These differences are magnified greatly between characters of different races or classes. You should determine how your character thinks and refers to themselves and their abilities. Subject to your DM's approval, these changes might even be more than skin-deep, allowing you to exchange some minor traits for others of equal or lesser power. This concept is expanded on in the *DMG*.

**Race:** A human raised among dwarves might trade in their human bonus skill points for the dwarven skill bonuses, or their bonus feat for the dwarven saving throw bonuses. Likewise an elf

from a mountain-dwelling tribe might have +2 to Climb and Survival, rather than Listen and Search.

**Class:** Rangers raised and trained in city environments might have rogue-like skills instead of wilderness abilities and skills. Sorcerers from wilderness-dwelling nomads might have 4+Int skills instead of 2+Int, and add Survival and Ride to their class skills; instead of the Summon Familiar ability.

**Skills:** Not everybody will refer to their skills by their game-statistic name. One wizard trained in an ancient culture might call “Spellcraft” by the name “Arcanology”. This doesn’t change the mechanics of the skill, just adds to the feel of the character.

**Feats:** Some characters might have access to different feats than they would normally have access to, thanks to their background. Even though they cannot achieve the prerequisites of a particular feat, they might be permitted to have access to that feat if they spend some skill points on it as well as a feat selection, or some other additional cost designated by the DM according to the character’s background and the feat’s benefits.

**Languages:** Typical PC languages are Common, Dwarven, Elven, Gnomish, and Orcish. Other languages are Abyssal, Aquan, Auran, Celestial, Draconic, Drow Elven, Giant, Gnollmish, Goblin, Ignan, Infernal, Sylvan, Terran, and Undercommon. Secret languages are Druidic.

**Equipment:** Not everybody refers to a bastard sword as a bastard sword, some call it a hand-and-a-half sword. This same phenomenon can be carried over to other weapons, armor, and even general-use items like alchemist’s fire (called “Greek fire” in the real world).

**Spells and Psionics:** According to the character’s background a DM might allow them to switch around their access to magic and psionics accordingly, but only if they designate it ahead of time. Wilderness sorcerers may cast using the Druid spell list. Manifestor Levels are just as powerful as caster levels in a primary casting class.



# CHAPTER SEVEN: EQUIPMENT

There is one thing every character needs, some more than most: gear. Even monks need rations and clothing. “Gear” is defined as any commonly available goods or services in a civilized area, such as a village or a city.

This chapter covers all such items, from the most common belt pouch to the most exotic alchemical item. A decent-sized typical village can be reasonably expected to have multiples of most of the items in this chapter for sale, although the more expensive items might require the characters to commission their crafting, or to travel to a larger settlement.

## EQUIPPING A CHARACTER

Starting characters typically need a certain amount of gear in order to function effectively. This usually entails appropriate armor, weapons, tools, and basic living items such as clothes. At character creation, a character receives enough wealth to afford such items, even if they have to be frugal and maybe settle for sub-optimal gear. As the characters’ careers go on, their accumulated wealth allows them to purchase more or better gear.

### Starting Wealth

Each character starts with a set amount of wealth at 1st-level, as determined by their character class. The more gear dependant classes get more wealth. Table 7-1: Starting Gold for Classes lists the varying random rolls used to determine starting wealth, and which classes roll those amounts. For ease of use the average result of the role is listed as well, in case you don’t want to roll randomly.

**TABLE 7-1: STARTING GOLD FOR CLASSES**

<u>Starting Gold (average)</u>	<u>Character Classes</u>
5d4 gp (12gp, 5sp)	Monk
2d4 x 10gp (50 gp)	Druid
3d4 x 10gp (75 gp)	Psioncist, Sorcerer, Wizard
4d4 x 10gp (100 gp)	Barbarian, Bard
5d4 x 10gp (125 gp)	Cleric, Rogue
6d4 x 10gp (150 gp)	Fighter, Paladin, Ranger

The gear a character starts with represents all they *currently* have when they begin their careers. It could be the collected trinkets of a lifetime, family inheritances, or things bought from a vendor. Most likely it is a mixture of all three.

### Gear Availability

Not all items are equally available in all areas. Typically, the more expensive an item is then the more of an infrastructure is required for a particular settlement to be able to afford it. It takes a larger amount of resources to make or purchase a set of masterwork thief’s tools than it does to get a peasant’s outfit.

Consider characters to be able to start with anything they can afford with their starting gold, they might have inherited it or gained it someplace other than where they begin play at. After character creation, it becomes more difficult. A character can then only purchase items that could be found or made locally to the area he is in. As a rule of thumb, a town can only produce items of a value of up to 1/10th their population in gold pieces, with items of up to 1/20th their population available for outright purchase but anything more expensive requiring the hiring of a skilled local artisan to make them.

Some areas have access to gear of certain types more easily than others. The most appropriate example would be a mining town having access to large quantities of raw ore and fashioned

weapons. Such places double the values of the items a character can purchase there, but only for items of those types.

## WEALTH AND MONEY

Most folk of a game world do not use coins for commerce, as coins tend to be relatively rare. Instead they rely on a barter system, trading an item or service for another of equal value. Adventurers do not follow this rule, preferring to collect payments in coin, or looting the coins found on the monsters they slay. Townsfolk are typically happy to exchange their goods for an adventurer’s coin, as they can use the coin to more conveniently pay their taxes rather than trying to get the tax collector to accept a pair of chickens.

### Coins

The most common coin that adventurers’ use is the gold piece (gp). A skilled (but not exceptional) artisan can earn a gold piece a day. The gold piece is the standard unit of measure for wealth.

The most prevalent coin among commoners is the silver piece (sp). A gold piece is worth 10 silver pieces.

Each silver piece is worth 10 copper pieces (cp).

Merchants also recognize platinum pieces (pp), which are each worth 10 gp.

The standard coin weighs about a third of an ounce (fifty to the pound).

Merchants and money-lenders will happily exchange coins of one type into another, but keep 10% of the value (rounding up) as an exchange fee.

**TABLE 7-2: COIN RELATIVE VALUES**

<u>Type of Coin</u>	<u>Equal to</u>			
	<u>CP</u>	<u>SP</u>	<u>GP</u>	<u>PP</u>
Platinum Piece (pp)	1,000	100	10	1
Gold Piece (gp)	100	10	1	1/10th
Silver Piece (sp)	10	1	1/10th	1/100th
Copper Piece (cp)	1	1/10th	1/100th	1/1,000th

Copper, silver, gold, and platinum sometimes come in bars, each of which is 50 coins melted down into 1 lb of the metal. Governments use these bars as a means of easier accounting, and by traders as a quick means of payment. A bar is typically stamped with the personal seal of the smith who forged it, and the town in which it was forged, so that under- or over-weight bars can be easily tracked to their source.

Smiths will forge 50 coins into a bar for 10% of the value, but it is illegal in all lands for anybody but the ruler to mint coins from a bar. If taken to a government official they will see to it a bar is minted into coins, but keep 10 of the coins from each bar (a 20% fee).

### Trade

In general, something can be sold for half its listed price.

Trade goods are the exception to the half-price rule for selling gear (see below). A trade good is essentially a valuable good that can be easily exchanged almost as if it were itself an amount of coins of equal value. Wheat, flour, cloth, and valuable metals are all trade goods, and merchants often trade in them directly without using currency. Obviously, merchants can sell these goods for slightly more than they pay for them, but the difference is small enough that you don’t have to worry about it.

If you want to use a system for bartering the relative value of trade goods, then have both parties involved in the trade make an

opposed Diplomacy check. The winner of the check alters the value of his trade goods up by 1% per point they beat the other by.

TABLE 7-3: TRADE GOODS

Commodity	Cost	Comodity	Cost
1 lb of Wheat	1 cp	A single Pig	3 gp
A single Chicken	2 cp	1 lb (one yd sq) Linen	4 gp
1 lb of Flour	2 cp	1 lb of Salt or Silver	5 gp
1 lb of Iron	1 sp	A single Cow	10 gp
1 lb of Tea leaves	2 sp	A single Ox	15 gp
1 lb of Copper or Tobacco	5 sp	1 lb Saffron or cloves	15 gp
1 lb of Cinnamon	1 gp	A single Dog	25 gp
A single Goat	1 gp	1 lb of Gold	50 gp
1 lb of Ginger or pepper	2 gp	1 lb (two yd sq) of Silk	20 gp
A single Sheep	2 gp	1 lb of Platinum	500 gp

**Selling Gear**

Adventurers often wind up with excess gear they do not need whether it is old gear they have better replacements for, or loot taken from foes. When in a settled area they can easily sell much of it in the nearest town, for half price. As a rule of thumb, a settlement cannot absorb more than an amount of sold gear greater than it’s population in gp per year, no single item of which can be sold for more gp than 1/20th its population.

A Gather Information check can be used to find a *specific* buyer for a particular item, somebody who wants it and is willing to pay full price for it. The DC for this check is 10 +1/1000th of the item’s price. This check can only be used to sell items of up to 1/10th the settlement’s population in gp, and only one Gather Information check can be made per day of looking per character. Items sold directly to a specific buyer do not count towards the settlement’s yearly ability to absorb sold gear.

**WEAPONS**

The weapons a character has are very important to them, more so for combat-oriented characters than social or magical ones. Use Table 7-4: Weapons to find out what weapons you want for your character, and their statistics.

**Weapon Categories**

Weapons are grouped into several interlocking sets of categories. These categories pertain to what skill is needed to be proficient in their use (simple, martial, and exotic), usefulness in close combat (melee) or at a distance (ranged, which includes both thrown and projectile), and weapon size (Tiny, Small, Medium, and Large).

If a character uses a weapon with which the character is not proficient, the character suffers a –4 penalty on attack rolls.

**Melee and Ranged Weapons:** Melee weapons are used for making melee attacks, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee. Apply a character’s Strength bonus to

damage dealt by thrown weapons but not to damage dealt by projectile weapons (except for mighty composite shortbows or longbows).

**Tiny, Small, Medium-Size, and Large Weapons:** The size of a weapon compared to a character’s size determines whether for the character the weapon is light, one-handed, two-handed, or too large to use.

**Light:** If the weapon’s size category is smaller than the character’s, then the weapon is light for that character. Light weapons are easier to use in the off hand, and they can be used while grappling. A light weapon can be used in one hand. There is no special bonus when using such a weapon in two hands. Some weapons are light weapons when wielded by characters of the same size category, which is listed in the description of those weapons.

**One-Handed:** If the weapon’s size category is the same as a character’s, or smaller, then the weapon is one-handed for that character. If a one-handed melee weapon is used two-handed, apply one and a half times the character’s Strength bonus to damage (provided the character has a bonus).

**Two-Handed:** If the weapon’s size category is one step larger than a character’s, but no more, then the weapon is two-handed for that character. A two-handed melee weapon can be used effectively in two hands, and when damage is dealt with it, add one and a half times the character’s Strength bonus to damage (provided the character has a bonus). Instead use double the wielder’s Strength modifier if he has the Power Attack feat. Weapons that are the same size category as the wielder can also be wielded in two hands.

**Thrown Weapons:** Thrown weapons can only be thrown one-handed. A character can throw a thrown weapon with one hand even if it would be two-handed for you due to the character’s size, but doing so counts as a full-round action because the weapon is bulkier and harder to handle than most thrown weapons. Add the character’s Strength bonus to damage.

**Projectile Weapons:** A character can use a two-handed projectile weapon (such as a bow or a crossbow) effectively in two hands. If the character has a penalty for low Strength, apply it to damage rolls when you use a bow or a sling. Add no Strength bonus to damage with a projectile weapon unless the weapon is a mighty composite shortbow or longbow.

**Reach Bonus:** Some melee weapons increase the wielder’s threatened area, increasing their reach by a specific amount. Such weapons can still be used to make attacks within the wielder’s normal reach, but the unwieldiness of doing so imposes a –4 penalty to hit.

**Too Large to Use:** If the weapon’s size category is two or more steps larger than a character’s own, the weapon is too large for the character to use.

**Unarmed Strikes:** An unarmed strike is two size categories smaller than the character using it.



**TABLE 7-4: WEAPONS**

<b>Simple Melee Weapons</b>	<b>Cost</b>	<b>Damage</b>	<b>Critical</b>	<b>Range</b>	<b>Reach</b>	<b>Lbs</b>	<b>Type</b>
<i>Unarmed Attacks</i>							
Gauntlet	2 gp	1d3	x2	---	---	2 lb.	(B)
Strike, unarmed (Large)	---	1d4 <sup>S</sup>	x2	---	---	---	(B)
Strike, unarmed (Medium)	---	1d3 <sup>S</sup>	x2	---	---	---	(B)
Strike, unarmed (Small)	---	1d2 <sup>S</sup>	x2	---	---	---	(B)
<i>Tiny Weapons</i>							
Dagger	2 gp	1d4	19-20/x2	10 ft.	---	1 lb.	(P)
Dagger, punching	2 gp	1d4	x3	---	---	2 lb.	(P)
Gauntlet, spiked	5 gp	1d4	x2	---	---	2 lb.	(P)
<i>Small Weapons</i>							
Halfspear (–2 ranged to-hit)	1 gp	1d6	x3	20 ft.	---	3 lb.	(P)
Mace, light	5 gp	1d6	x2	---	---	6 lb.	(B)
Sickle	6 gp	1d6	x2	---	---	3 lb.	(S)
<i>Medium Weapons</i>							
Club	---	1d6	x2	10 ft.	---	3 lb.	(B)
Mace, heavy	12 gp	1d8	x2	---	---	12 lb.	(B)
Morningstar	8 gp	1d8	x2	---	---	8 lb.	(B&P)
Shortspear	2 gp	1d6	x3	20 ft.	---	5 lb.	(P)
<i>Large Weapons</i>							
Quarterstaff	---	1d6/1d6	x2	---	---	4 lb.	(B)

**Simple Ranged Weapon Cost Damage Critical Range Lbs Type**

<i>Small Weapons</i>							
Crossbow, light	35 gp	1d8	19-20/x2	80 ft.	6 lb.	(P)	
Bolts, crossbow (10)	1 gp	---	---	---	1 lb.	---	
Dart	5 sp	1d4	x2	20 ft.	1/2 lb.	(P)	
Sling	---	1d4	x2	50 ft.	0 lb.	(B)	
Bullets, sling (10)	1 sp	---	---	---	5 lb.	---	
<i>Medium Weapons</i>							
Crossbow, heavy	50 gp	1d10	19-20/x2	120 ft.	9 lb.	(P)	
Bolts, crossbow (10)	1 gp	---	---	---	1 lb.	---	
Javelin	1 gp	1d6	x2	30 ft.	2 lb.	(P)	

**Martial Melee Weapon Cost Damage Critical Range Reach Lbs Type**

<i>Small Weapons</i>							
Axe, throwing	8 gp	1d6	x2	10 ft.	---	4 lb.	(S)
Hammer, light	1 gp	1d4	x2	20 ft.	---	2 lb.	(B)
Handaxe	6 gp	1d6	x3	---	---	5 lb.	(S)
Lance, light	6 gp	1d6	x3	---	---	5 lb.	(P)
Pick, light	4 gp	1d4	x4	---	---	4 lb.	(P)
Sap	1 gp	1d6 <sup>S</sup>	x2	---	---	3 lb.	(B)
Sword, short	10 gp	1d6	19-20/x2	---	---	3 lb.	(P&S)
<i>Medium Weapons</i>							
Battleaxe	10 gp	1d8	x3	---	---	7 lb.	(S)
Flail, light	8 gp	1d8	x2	---	---	5 lb.	(B)
Lance, heavy	10 gp	1d8	x3	---	---	10 lb.	(P)
Longsword	15 gp	1d8	19-20/x2	---	---	4 lb.	(S)
Pick, heavy	8 gp	1d6	x4	---	---	6 lb.	(P)
Rapier†	20 gp	1d6	18-20/x2	---	---	3 lb.	(P)
Scimitar†	15 gp	1d6	18-20/x2	---	---	4 lb.	(S)
Trident	15 gp	1d8	x2	10 ft.	---	5 lb.	(P)
Warhammer	12 gp	1d8	x3	---	---	8 lb.	(B)
<i>Large Weapons</i>							
Falchion	75 gp	2d4	18-20/x2	---	---	16 lb.	(S)
Flail, heavy	15 gp	1d10	19-20/x2	---	---	20 lb.	(B)
Glaive	8 gp	1d10	x3	---	+5 ft.	15 lb.	(S)
Greataxe	20 gp	1d12	x3	---	---	20 lb.	(S)
Greatclub	5 gp	1d10	x2	---	---	10 lb.	(B)
Greatsword	50 gp	2d6	19-20/x2	---	---	15 lb.	(S)
Guisarme	9 gp	2d4	x3	---	+5 ft.	15 lb.	(S)
Halberd	10 gp	1d10	x3	---	+5 ft.	15 lb.	(P&S)
Longspear	5 gp	1d8	x3	---	+5 ft.	9 lb.	(P)
Ranseur	10 gp	2d4	x3	---	+5 ft.	15 lb.	(P)
Scythe	18 gp	2d4	x4	---	---	12 lb.	(P&S)

**Weapon Size and Damage**

As a weapon gets larger or smaller, the damage it deals changes according to the following progression:

**Original**

<b>Size</b>	<b>+1 Size</b>	<b>–1 Size</b>
1d2	1d3	1
1d3	1d4	1d2
1d4	1d6	1d3
1d6	1d8	1d4
1d8	1d10	1d6
1d10	2d6	1d8
1d12	2d8	1d10

For an even larger version of a weapon that does 2 or more dice of damage, convert each die to the next larger category.

**Example:** A Large version of a longsword does 1d10 points of damage (up from 1d8), and a Huge version of a longsword does 2d8 points of damage (increasing each d6 to a d8).

A weapon reduced in size so that it does less than 1 point of damage is useless.

**Weight and Price:** Every size change up or down alters the weight and price of the weapon. Each increase in size multiplies it by: +1 is x2, +2 is x3, +3 is x4, and so on. Each decrease in size divides it: –1 is 1/2, –2 is 1/3, –3 is 1/4, and so on. Weights less than 1 lb are treated as 1/2 lb, and those below 1/4 lb are treated as negligible.

**Range Increment:** Projectile weapons, but not thrown weapons, increase their range increment by +50% per increase in size category. All ranged weapons reduce their range increment by 1/4 per reduction in size category, rounded down to the next lowest increment of 5 ft.

**Reach Bonus:** Melee weapons with a reach bonus increase that bonus by +5 ft for every increase in size category, and reduce the bonus by –5 ft for every reduction in size category. Weapons without a reach bonus that are increased beyond Large size gain a +5 ft reach bonus at Huge size.

**Martial Ranged Weapon   Cost   Damage   Critical   Range   Lbs   Type**

*Medium Weapons*

Shortbow	30 gp	1d6	x3	60 ft.	2 lb.	(P)
Arrows (20)	1 gp	---	---	---	3 lb.	---
Shortbow, composite	75 gp	1d6	x3	70 ft.	2 lb.	(P)
Arrows (20)	1 gp	---	---	---	3 lb.	---

*Large Weapons*

Longbow	75 gp	1d8	x3	100 ft.	3 lb.	(P)
Arrows (20)	1 gp	---	---	---	3 lb.	---
Longbow, composite	100gp	1d8	x3	110 ft.	3 lb.	(P)
Arrows (20)	1 gp	---	---	---	3 lb.	---

**Exotic Melee Weapon   Cost   Damage   Critical   Range   Reach   Lbs   Type**

*Tiny Weapon*

Kama, halfling	2 gp	1d4	x2	---	---	1 lb.	(S)
Kukri	8 gp	1d4	18-20/x2	---	---	3 lb.	(S)

*Small Weapon*

Kama	2 gp	1d6	x2	---	---	2 lb.	(S)
Nunchaku	2 gp	1d6	x2	---	---	2 lb.	(B)
Siangham	3 gp	1d6	x2	---	---	1 lb.	(P)

*Medium Weapon*

Hammer, gnome hooked	20 gp	1d6/1d4	x3/x4	---	---	6 lb.	(B&P)
Sword, bastard	35 gp	1d10	19-20/x2	---	---	10 lb.	(S)
Waraxe, dwarven	30 gp	1d10	x3	---	---	15 lb.	(S)

*Large Weapons*

Axe, orc double	60 gp	1d8/1d8	x3	---	---	25 lb.	(S)
Chain, spiked	25 gp	2d4	x2	---	+10 ft.	15 lb.	(P)
Flail, dire	90 gp	1d8/1d8	x2	---	---	20 lb.	(B)
Sword, two-bladed	100gp	1d8/1d8	19-20/x2	---	---	30 lb.	(S)

**Exotic Ranged Weapon   Cost   Damage   Critical   Range   Lbs   Type**

*Tiny Weapon*

Crossbow, hand	100gp	1d4	19-20/x2	30 ft.	3 lb.	(P)
Bolts (10)	1 gp	---	---	---	1 lb.	---
Shuriken	1 gp	1d3	x2	10 ft.	1/10 lb.	(P)

*Small Weapon*

Whip	1 gp	1d2 <sup>S</sup>	x2	15 ft.**	2 lb.	(S)
Whip, spiked	10 gp	1d4	x2	15 ft.**	3 lb.	(S)

*Medium Weapon*

Crossbow, repeating						
Light	250gp	1d6	19-20/x2	80 ft.	6 lb.	(P)
Heavy	400gp	1d8	19-20/x2	120 ft.	12 lb.	(P)
Bolts (5)	1 gp	---	---	---	1 lb.	---
Net	20 gp	*	*	10 ft.	10 lb.	---

**Asian Melee Weapon   Cost   Damage   Critical   Range   Reach   Lbs   Type**

*Small Weapon*

Wakizashi†	350gp	1d6	19-20/x3	---	---	3 lb.	(S)
------------	-------	-----	----------	-----	-----	-------	-----

*Medium Weapon*

Katana†	500gp	1d10	19-20/x3	---	---	6 lb.	(S)
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*Large Weapon*

Kusari-gama	10 gp	1d6/1d4	x2	---	---	3 lb.	(S&B)
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**Asian Ranged Weapon   Cost   Damage   Critical   Range   Lbs   Type**

*Small Weapon*

Blowgun	1 gp	1	x2	10 ft.	2 lb.	(P)
Needles, blowgun (20)	1 gp	---	---	---	*	---

**S** This weapon only deals non-lethal subdual damage.

\* No weight worth noting.

\*\* One range increment only.

† These weapons count as light weapons when wielded by characters of the same size category.

‡ Counts as a masterwork weapon, for +1 enhancement bonus to hit.

## Weapon Qualities

**Cost:** This is the weapon's cost in gold pieces (gp) or silver pieces (sp). The cost includes miscellaneous gear that goes with the weapon, such as a scabbard for a sword or a quiver for arrows.

**Damage:** The Damage column gives the damage dealt with a weapon when a hit is scored. If the damage is designated "S", then the weapon deals nonlethal subdual damage rather than normal damage. If two damage ranges are given, then the weapon is a double weapon, and the full attack full-round action can be used to make one extra attack when using this weapon, as per the two-weapon rules. Use the second damage figure given for the extra attack.

**Critical:** The entry in this column notes how the weapon is used with the rules for critical hits. When a critical hit is scored, roll the damage with all modifiers two, three, or four times, as indicated by its critical multiplier, and add all the results together.

**Exception:** Bonus damage represented as extra dice, such as from a sneak attack or a flaming sword, is not multiplied when a critical hit is scored.

\* **x2:** The weapon deals double damage on a critical hit.

\* **x3:** The weapon deals triple damage on a critical hit.

\* **x3/x4:** One head of this double weapon deals triple damage on a critical hit. The other head deals quadruple damage on a critical hit.

\* **x4:** The weapon deals quadruple damage on a critical hit.

\* **19-20/x2:** The weapon scores a threat on a natural 19 or 20 and deals double damage on a critical hit.

\* **18-20/x2:** The weapon scores a threat on a natural 18, 19, or 20 and deals double damage on a critical hit.

**Range Increment:** Any attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative –2 penalty to the attack roll.

Thrown weapons, such as throwing axes, have a maximum range of five range increments. Projectile weapons, such as bows, can shoot up to ten increments.

**Improvised Thrown Weapons:** Sometimes objects not crafted to be weapons get thrown. Because they are not designed for this use, all characters that use improvised thrown weapons are treated as not proficient with them and suffer a –4 penalty on their attack rolls. Improvised thrown weapons have a range increment of 10 feet. Their size and the damage they deal have to be adjudicated by the DM.

**Weight:** This column gives the weapon's weight.

**Type:** Weapons are classified according to types: bludgeoning, piercing, and slashing. If a weapon is of two types, a creature would have to be immune to both types of damage to have damage dealt by this weapon be ignored.

**Special:** Some weapons have special features, such as reach. See the weapon descriptions.

## Weapon Descriptions

**Arrows:** An arrow used as a melee weapon is Tiny and deals 1d4 points of piercing damage (x2 critical). Since it is not designed for this use, all characters are treated as not proficient with it and thus suffer a –4 penalty on their attack rolls. Arrows come in leather quivers that hold 20 arrows. An arrow that hits its target is destroyed; one that misses has a 50% chance to be destroyed or lost.

**Axe, Throwing:** A throwing axe is lighter than a handaxe and balanced for throwing.

**Axe, Orc Double:** An orc double axe is a double weapon. A creature using a double weapon in one hand can't use it as a double weapon.

**Battleaxe:** The most common melee weapon among dwarves, this is a wide metal blade attached to a short wooden or metal handle.

**Bolas:** You can use this weapon to make a ranged trip attack against an opponent. You can't be tripped during your own trip attempt when using a set of bolas.

**Bolts:** A crossbow bolt used as a melee weapon is Tiny and deals 1d4 points of piercing damage (x2 critical). Since it is not designed for this use, all characters are treated as not proficient with it and thus suffer a –4 penalty on their attack rolls. Bolts come in wooden cases that hold 10 bolts. A bolt that hits its target is destroyed; one that misses has a 50% chance to be destroyed or lost.

**Blowgun:** This is used to fire small needles a long distance. It is silent, and its needles most often are used to poison foes.

**Bullets, Sling:** Bullets are lead spheres, much heavier than stones of the same size. They come in a leather pouch that holds 10 bullets. A bullet that hits its target is destroyed; one that misses has a 50% chance to be destroyed or lost.

**Chain, Spiked:** A spiked chain has reach of 10 feet. In addition, the weapon can be used against an adjacent foe.

Because the chain can wrap around an enemy's leg or other limb, a trip attack can be made with it. If a character using a Spiked Chain is tripped during the character's trip attempt, the chain can be dropped to avoid being tripped.

When using a spiked chain, add a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm his or her opponent).

Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with a spiked chain, even if it is not a light weapon for you.

**Club:** A wooden club is so easy to find and fashion that it has no cost.

**Crossbow, Hand:** Loading a hand crossbow is a move-equivalent action that provokes attacks of opportunity.

While it takes two hands to load a hand crossbow, only one hand is needed to fire it. You fire a hand crossbow in each hand simultaneously, but incur the penalties for fighting with two weapons if you do so (see Table 8-X: Two-Weapon Fighting Penalties, in Combat).

**Crossbow, Heavy:** A heavy crossbow requires two hands to use effectively, regardless of the user's size. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity.

A Medium or larger character can shoot, but not load, a heavy crossbow with one hand at a –4 penalty. This is in addition to any penalties the character might have from Table 8-X: Two-Weapon Fighting Penalties for firing a heavy crossbow in each hand.

**Crossbow, Light:** A light crossbow requires two hands to use, regardless of the user's size. Loading a light crossbow is a move-equivalent action that provokes attacks of opportunity.

A Small or larger character can shoot, but not load, a light crossbow with one hand at a –4 penalty. A Small or larger character can shoot a light crossbow with each hand as noted for heavy crossbows, above.

**Crossbow, Repeating:** The repeating crossbow holds five crossbow bolts. While it holds bolts, the crossbow can be shot according to a character's normal number of attacks without reloading. Loading a new case of five bolts is a full-round action that provokes attacks of opportunity.

**Dagger:** The dagger is a common secondary weapon. Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of the Strength modifier to melee attack rolls with a dagger.

**Dagger, Punching:** This dagger puts the full force of the wielder's punch behind it, making it capable of deadly strikes.

**Dart:** A dart is the size of a large arrow and has a weighted head. Essentially, it is a small javelin.

**Falchion:** This sword, which is essentially a two-handed scimitar, has a curve that gives it an effectively keener edge.

**Flail, Dire:** A dire flail is a double weapon. A creature using a double weapon in one hand, such as an ogre using a dire flail, can't use it as a double weapon.

With a dire flail, add a +2 bonus on the opposed attack roll when attempting to disarm an enemy (including the opposed attack roll to avoid being disarmed if the character fails to disarm the enemy).

Use this weapon to make trip attacks. If a character is tripped during his or her own trip attempt, the dire flail can be dropped to avoid being tripped.

**Flail, Heavy or Light:** With a flail, add a +2 bonus on the opposed attack roll when attempting to disarm an enemy (including the roll to avoid being disarmed if the character fails to disarm the enemy).

Use this weapon to make trip attacks. If the character is tripped during his or her own trip attempt, the flail can be dropped to avoid being tripped.

**Gauntlet:** These metal gloves protect the hands and let character's deal normal damage with unarmed strikes rather than nonlethal subdual damage. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet.

Medium and heavy armors (except breastplate) come with gauntlets.

**Gauntlet, Spiked:** An opponent cannot use a disarm action to disarm a character's spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack.

**Glaive:** A glaive has reach of 10 feet. The weapon cannot be used against an adjacent foe.

**Greataxe:** An axe with a heavy double-sided blade, which is the favorite weapon of many barbarians.

**Greatclub:** A greatclub is a two-handed version of a regular club. It is often studded with nails or spikes or ringed by bands of iron.

**Greatsword:** A six-foot long double-edged sword with almost a foot of blade near the hilt that is unsharpened.

**Guisarme:** A guisarme has reach of 10 feet. The weapon cannot be used against an adjacent foe.

Because of the guisarme's curved blade, trip attacks can also be made with it. If a character is tripped during his or her trip attempt, the guisarme can be dropped to avoid being tripped.

**Halberd:** Normally, a character strikes with the halberd's axe head, but the spike on the end is useful against charging opponents. Because of the hook on the back of the halberd, a character can use it to make trip attacks. If a character is tripped during his or her own trip attempt, the halberd can be dropped to avoid being tripped.

**Halfspear:** The halfspear is small enough for a Small character to use it.

**Hammer, Gnome Hooked:** A gnome hooked hammer is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. The hammer's blunt head is a bludgeoning weapon that deals 1d6 points of damage (crit x3). Its hook is a piercing weapon that deals 1d4 points of damage (crit x4). You can use either head as the primary weapon. The other head is the offhand weapon. A creature wielding a gnome hooked hammer in one hand can't use it as a double weapon - only one end of the weapon can be used in any given round.

You can use a gnome hooked hammer to make trip attacks. If you are tripped during your own trip attempt, you can drop the gnome hooked hammer to avoid being tripped.

**Hammer, Light:** This is a small sledge light enough to throw.

**Handaxe:** A short wooden handle with a wedge-shaped blade. A preferred off-hand weapon of dwarves, it can also be found in most woodland survival kits.

**Javelin:** This weapon is a light, flexible spear intended for throwing. It can be used in melee, but not well. Since it is not designed for melee, all characters are treated as not proficient with it and thus suffer -4 on their melee attack rolls.

**Kama:** A monk using a kama can strike with her unarmed base attack, including her more favorable number of attacks per round, along with other applicable attack modifiers.

A kama can be used to make trip attacks. If you are tripped while using a kama to make a trip attack, you can choose to drop the kama instead of being tripped.

**Katana:** While similar to a bastard sword, this sword is the most masterfully made nonmagical weapon in existence. It counts as a masterwork weapon and grants its wielder a +1 bonus to attack rolls. A katana is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium creature can use a katana two-handed as a martial weapon, or a Large creature can use it one-handed in the same way. With Exotic Weapon Proficiency (katana), a Medium creature can use it in one hand. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

**Kukri:** This heavy, curved dagger has its sharp edge on the inside of the curve.

**Kusari-Gama:** This small sickle is attached to a length of chain. A kusari-gama is an exotic weapon that can be used either as a double weapon or as a reach weapon. A character can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon. If used as two weapons it can only be used to strike adjacent opponents.

If used as a reach weapon, a kusari-gama can strike opponents 10 feet away. In addition, unlike other weapons with reach, it can be used against an adjacent foe. In this case, only one end of the kusari-gama can be used effectively; it cannot be used as a double weapon. The character chooses which end to use when used as a range weapon. The sickle end deals 1d6 points of damage and is a slashing weapon; the chain end deals 1d4 points of damage and is a bludgeoning weapon.

A kusari-gama can be used to make trip attacks. If the wielder is tripped during his or her own trip attempt, the kusari-gama can be dropped to avoid being tripped.

The kusari-gama gives a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed after failing to disarm the opponent).

Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with a kusari-gama.

**Lance, Heavy or Light:** A lance deals double damage when used from the back of a charging mount. A heavy lance has reach of 10 feet. The weapon cannot be used against an adjacent foe. Light lances are primarily for Small riders.

**Longbow:** A character needs at least two hands to use a bow, regardless of the size of the bow. This bow is too big to use while mounted.

**Longbow, Composite:** A character needs at least two hands to use a bow, regardless of the size of the bow. A character must be at least Medium to use this bow while mounted. Composite bows are made from laminated horn, wood, or bone and built with a recurve, meaning that the bow remains bow-shaped even when

unstrung. They can be made with especially heavy pulls to take advantage of a character's above-average Strength.

For purposes of feats, a composite longbow is the same weapon as a regular longbow. For Example: The Weapon Focus (longbow) provides a +1 to hit with both regular and composite longbows.

**Longbow or Shortbow, Mighty Composite:** A mighty bow is a composite bow made with an especially heavy pull to allow a strong archer to take advantage of an above-average Strength. The mighty bow allows a character to add his or her Strength bonus to damage up to the maximum bonus listed.

A character using a mighty bow rated for a Strength modifier higher than they actually have is at a -2 penalty to hit with it, and uses his lower Strength modifier added to the bow's damage instead of the one the bow is rated for.

Every +1 point of Strength bonus a shortbow wielder can use it with increases the composite shortbow's price by 75 gp, or a longbow's by +100 gp.

**Longspear:** A longspear has reach of 10 feet. The weapon cannot be used against an adjacent foe.

**Longsword:** A double-edged sword with a three foot long blade.

**Mace, Heavy or Light:** A metal rod with a leather wrapped handle, which has several metal blunted wedges at the other end.

**Morningstar:** A long wooden handle with a spiked ball on the end.

**Needles, Blowgun:** These 2-inch-long iron needles are sold in small wooden cases of 20. A full case is so light that its weight is negligible. The tips of the needles are often coated with poison such as greenblood oil, bloodroot, blue whinnis, shadow essence, or even deathblade.

**Net:** A fighting net has small barbs in the weave and a trailing rope to control netted opponents. It can be used to entangle opponents.

When a net is thrown, make a ranged touch attack against the target. A net's maximum range is 10 feet, and the character suffers no range penalties to throw it even to its maximum range. If the attack is successful, the target is entangled. An entangled creature suffers -2 on attack rolls and a -4 penalty on effective Dexterity. The entangled creature can only move at half speed and cannot charge or run. If the character takes control the trailing rope by succeeding at an opposed Strength check while holding it, the entangled creature can only move within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must succeed at a Concentration check (DC 15) or be unable to cast the spell.

The entangled creature can escape with an Escape Artist check (DC 20) that is a full-round action. The net has 5 hit points and can be burst with a Strength check (DC 25, also a full-round action).

A net is only useful against creatures between Tiny and Large size, inclusive. A net must be folded to be thrown effectively. The first time a net is thrown in a fight, the attacker must make a normal ranged touch attack roll. After the net is unfolded, the character suffers a -4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

**Nunchaku:** A monk using a nunchaku fights with her unarmed base attack, including her more favorable number of attacks per round, along with other applicable attack modifiers.

**Pick, Heavy or Light:** A pick is designed to concentrate its force on a small, penetrating point. A light or heavy pick resembles a miner's pick but is specifically designed for war.

**Quarterstaff:** A quarterstaff is a double weapon. A creature using a double weapon in one hand, such as a Large creature using a quarterstaff, can't use it as a double weapon.

**Ranseur:** A ranseur has reach of 10 feet. The weapon cannot be used against an adjacent foe.

With a ranseur, add a +2 bonus on opposed attack rolls when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm the opponent).

**Rapier:** Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with a rapier. A rapier is a light weapon for same-size wielders, and cannot be wielded in two hands by them.

**Sai:** With a sai, you get a +4 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

The sai is a special monk weapon. This designation gives a monk wielding a sai special options.

**Sap:** A sap comes in handy when a character wants to knock an opponent out instead of killing him.

**Scimitar:** The curve on this blade makes the weapon's edge effectively sharper. A scimitar is a light weapon for same-size wielders, and cannot be wielded in two hands by them.

**Scythe:** While it resembles the standard farm implement of the same name, this scythe is balanced and strengthened for war. The design of the scythe focuses tremendous force on the sharp point as well as allowing devastating slashes with the blade edge.

A scythe can be used to make trip attacks. If you are tripped while using a scythe to make a trip attack, you can choose to drop the scythe instead of being tripped.

**Shield, Heavy or Light:** You can bash with a shield instead of using it for defense. See Armor for details.

**Shortbow:** A character must use two hands to use a bow, regardless of the size of the bow. A character who is Medium or larger can use this bow while mounted.

**Shortbow, Composite:** A character must use at least two hands to use a bow, regardless of the size of the bow. A character who is Small or larger can use this bow while mounted. Composite bows are made from laminated horn, wood, or bone and built with a recurve, meaning that the bow remains bow-shaped even when unstrung. They can be made with especially heavy pulls to take advantage of a character's above-average Strength.

For purposes of feats, a composite shortbow is the same weapon as a regular shortbow. For Example: The Weapon Focus (shortbow) provides a +1 to hit with both regular and composite shortbows.

**Shortspear:** Because a shortspear is not as long as a longspear, it can be thrown.

**Shuriken:** A pointed disk of metal that can be thrown as a martial arts weapon. You add your Strength bonus to damage, and monks get to add a +1 competence bonus to their damage for every 4 monk levels.

Even though they are thrown, shuriken are treated as ammunition. A character capable of making multiple ranged attacks in a round can do so with shuriken, even if they do not have the Quick Draw feat.

**Siangham:** A monk using a siangham fights with her unarmed base attack, including her more favorable number of attacks per round, along with other applicable attack modifiers. The halfling siangham is for Small monks.

**Sickle:** This weapon is like a farmer's sickle, but it is strengthened for use as a weapon. It is favored by druids or by anyone who wants a weapon that might be overlooked by guards.

A sickle can be used to make trip attacks. If you are tripped while using a sickle to make a trip attack, you can choose to drop the sickle instead of being tripped.

**Sling:** The sling hurls lead bullets. It's not as easy to use as the crossbow nor as powerful as a bow, but it's cheap, and easy to improvise from common materials. Druids and halflings favor slings.

Slings can be fired with one hand, but loading them is a move-equivalent action that provokes an attack of opportunity.

A character can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets, so they deal only 1d3 points of damage and suffer a –1 penalty on attack rolls.

**Spear:** A spear can be thrown. If you use a ready action to set a spear against a charge, you deal double damage on a successful hit against a charging character.

**Spiked Armor:** You can outfit your armor with spikes, which can deal damage in a grapple or as a separate attack. See Armor for details.

**Spiked Shield, Heavy or Light:** You can bash with a spiked shield instead of using it for defense. See Armor for details.

**Strike, Unarmed:** A Medium character deals 1d3 points of nonlethal subdual damage with an unarmed strike, which may be a punch, kick, head butt, or other type of attack. A Small character deals 1d2 points of nonlethal subdual damage. The damage from an unarmed strike is considered weapon damage for the purposes of effects that provide a bonus to weapon damage.

Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with an unarmed strike.

**Sword, Bastard:** A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium character can use a bastard sword two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.

**Sword, Short:** This sword is popular as an off-hand weapon or as a primary weapon for Small characters.

**Sword, Two-Bladed:** A two-bladed sword is a double weapon. A creature using a double weapon in one hand, such as an ogre using a two-bladed sword, can't use it as a double weapon.

**Trident:** This three-tined piercing weapon can be thrown just as a halfspear or shortspear can be, but its range increment is shorter because it's not as aerodynamic as those other weapons.

**Urgrosh, Dwarven:** A dwarven urgrosh is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. The urgrosh's axe head is a slashing weapon that deals 1d8 points of damage. Its spear head is a piercing weapon that deals 1d6 points of damage. You can use either head as the primary weapon. The other is the off-hand weapon. A creature wielding a dwarven urgrosh in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

If you use a ready action to set an urgrosh against a charge, you deal double damage if you score a hit against a charging character. If you use an urgrosh against a charging character, the spear head is the part of the weapon that deals damage.

**Wakizashi:** This small, slightly curved sword is made with a skill only masterful weaponsmiths possess. It counts as a masterwork weapon and grants its wielder a +1 bonus to attack rolls. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

**Waraxe, Dwarven:** A dwarven waraxe is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium character can use a dwarven waraxe two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.

**Warhammer:** A thick handle with a large rectangular block of metal on the end.

**Weapon, Masterwork:** These well-made weapons add a +1 bonus to attack rolls. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

**Whip:** The whip deals nonlethal subdual damage. It deals no damage to any creature with even a +1 armor bonus or at least a +3 natural armor bonus. Although the whip is kept in hand, treat it as a projectile weapon with a maximum range of 15 feet and no range penalties.

Because the whip can wrap around an enemy's leg or other limb, trip attacks can be made with it. If a character is tripped during the trip attempt, the whip can be dropped to avoid being tripped.

When using a whip, add a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the character fails to disarm the opponent).

Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with a whip. A whip is a light weapon, and cannot be wielded in two hands.

**Whip, Spiked:** This is identical to a regular whip, and is wielded with the same Exotic Weapon Proficiency feat. The only difference is that the last 5 ft of the whip has several metal spikes woven into it, allowing it to deal regular damage instead of nonlethal subdual damage, and it can deal damage to armored opponents.

### Masterwork Weapons

A masterwork weapon is a finely crafted version of a normal weapon. Wielding it provides a +1 enhancement bonus on attack rolls.

You can't add the masterwork quality to a weapon after it is created; it must be crafted as a masterwork weapon (see the Craft skill). The masterwork quality adds 300 gp to the cost of a normal weapon (or 6 gp to the cost of a single unit of ammunition). Adding the masterwork quality to a double weapon costs twice the normal increase (+600 gp).

Masterwork ammunition is damaged (effectively destroyed) when used. The enhancement bonus of masterwork ammunition does not stack with any enhancement bonus of the projectile weapon firing it.

All magic weapons are automatically considered to be of masterwork quality. The enhancement bonus granted by the masterwork quality doesn't stack with the enhancement bonus provided by the weapon's magic.

Even though some types of armor and shields can be used as weapons, you can't create a masterwork version of such an item that confers an enhancement bonus on attack rolls. Instead, masterwork armor and shields have lessened armor check penalties.

## ARMOR

TABLE 7-5: ARMOR

Armor	Cost	Armor Bonus	Max Dex	Check Penalty	ASF	---- Speed ---- (30ft) (20ft)	Weight
<i>Light armor</i>							
Padded	5 gp	+1	+8	0	5%	30 ft. 20 ft.	10 lb.
Leather	10 gp	+2	+6	0	10%	30 ft. 20 ft.	15 lb.
Studded leather	25 gp	+3	+5	-1	15%	30 ft. 20 ft.	20 lb.
Chain shirt	100gp	+4	+4	-2	20%	30 ft. 20 ft.	25 lb.
<i>Medium armor</i>							
Hide	15 gp	+3	+4	-3	20%	20 ft. 15 ft.	25 lb.
Scale mail	50 gp	+4	+3	-4	25%	20 ft. 15 ft.	30 lb.
Chainmail	150gp	+5	+2	-5	30%	20 ft. 15 ft.	40 lb.
Breastplate	200gp	+5	+3	-4	25%	20 ft. 15 ft.	30 lb.
<i>Heavy armor</i>							
Splint mail	200gp	+6	+0	-7	40%	20 ft.* 15 ft.*	45 lb.
Banded mail	250gp	+6	+1	-6	35%	20 ft.* 15 ft.*	35 lb.
Half-plate	600gp	+7	+0	-7	40%	20 ft.* 15 ft.*	50 lb.
Full plate	1,500gp	+8	+1	-6	35%	20 ft.* 15 ft.*	50 lb.

Extras	Cost	Check Penalty	Weight
Armor spikes	+50 gp	---	+10 lb.
Gauntlet, locked	8 gp	Special	+5 lb.
Shield spikes	+10 gp	---	+5 lb.

\*When running in heavy armor, a character moves only triple speed, not quadruple.

Shield	Cost	Shield Bonus	Max Dex	Check Penalty	ASF	---- Speed --- (30ft) (20ft)	Weight	Shield Statistics	
								Hardness	HP
Buckler	15 gp	+1	---	-1	5%	---	5 lb.	10	5
Shield, light, wooden	3 gp	+1	---	-1	5%	---	5 lb.	5	7
Shield, light, steel	9 gp	+1	---	-1	5%	---	6 lb.	10	10
Shield, heavy, wooden	7 gp	+2	---	-2	15%	---	10 lb.	5	15
Shield, heavy, steel	20 gp	+2	---	-2	15%	---	15 lb.	10	20
Shield, tower	30 gp	**	---	-10	50%	---	45 lb.	5	20

### Armor Qualities

Depending on a character's class, the character may be proficient in the use of all, some, or no armors, including shields. To wear heavier armor effectively, select the Armor Proficiency feats.

**Armor Bonus:** The name of the bonus to the armor class of whoever is wearing the armor. Touch attacks ignore this bonus.

**ASF:** Armor interferes with the gestures that are needed to make to cast an arcane spell; this is an acronym for Arcane Spell Failure. Arcane Spell Failure from multiple sources is cumulative.

**Casting an Arcane Spell in Armor:** When casting an arcane spell while wearing armor, a character must make an arcane spell failure roll. The number in the Arcane Spell Failure is the chance that the spell fails and is ruined. If the spell lacks a somatic (S) component it can be cast without making the arcane spell failure roll.

**Check Penalty:** The amount that the armor or shield restricts the wearer's range of motion, imposing a penalty to their skills that require movement to perform. This penalty is cumulative if the wearer has both a shield and a suit of armor. It applies to the Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble skills.

**Cost:** How much it costs to purchase a suit of armor or shield appropriate for a character of Medium size.

**Max Dex:** The maximum amount of the wearer's Dexterity bonus they can apply to their Armor Class. The wearer uses the *lower* of their actual Dexterity modifier and the armor's Max Dex to determine his or her *actual* Dexterity bonus to Armor Class. Shields have no effect on the character's Maximum Dexterity bonus.

**Shield Bonus:** The name of the bonus to the armor class of whoever is using the shield. Touch attacks ignore this bonus.

**Speed:** A character wearing medium or heavy armor does not move as fast. This shows the character's new Speed in relation to their regular Speed. Modifiers to the wearer's Speed are added in *after* it is adjusted. If a character's base Speed is not 30 or 20 ft, factor appropriately. Characters in heavy armor cannot run.

**Weight:** How many pounds the suit of armor or shield weighs. Armor for Small characters costs half as much.

**Nonproficient with Armor Worn:** If armor is worn with which a character is not proficient, the character suffers the armor's armor check penalty on attack rolls and on all skill rolls that involve moving, including Ride.

**Sleeping in Armor:** If a character sleeps in a suit of medium or heavy armor, the character is automatically fatigued the next day. If he has Endurance, then it is heavy armor only. The character suffers a -2 penalty on Strength and Dexterity, and can't charge or run.

**Getting Into and Out of Armor:** The time required to don armor depends on its type.

**Don:** This column records how long it takes to put the armor on. (One minute is 10 rounds.)

**Don Hastily:** This column records how long it takes to put the armor on in a hurry. Hastily donned armor has an armor check penalty and armor bonus each 1 point worse than normal.

**Remove:** This column records how long it takes to get the armor off.

TABLE 7-6: DONNING ARMOR

Armor Type	Don	Don Hastily	Remove
Padded, leather, hide, studded leather, or chain shirt	1 minute	5 rounds	1 minute*
Breastplate, scale mail, chainmail, banded mail, or splint mail	4 minutes*	1 minute	1 minute*
Half-plate or full plate	4 minutes**	4 minutes*	1d4+1 minutes*

- \* If a character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don armor at the same time.
- \*\* A character must have help to don this armor. Without help, it can only be donned hastily.

Armor for Unusual Creatures

The information on Table: Armor is for Medium creatures. Armor for Tiny or smaller creatures costs half as much as that for Medium creatures, provides half as much protection, and weighs one-tenth or less as much. Armor for Large characters costs double and weighs twice as much, and for Huge creatures it costs quadruple and weighs five times as much. Armor for even larger creatures must be specially made and has no standard price or weight.

Armor for a non-humanoid creature costs twice as much as the same armor for a humanoid.

Creature Size	Humanoid		Non-Humanoid	
	Cost	Weight	Cost	Weight
Tiny or smaller*	x1/2	x1/10	x1	x1/10
Small	x1	x1/2	x2	x1/2
Medium	x1	x1	x2	x1
Large	x2	x2	x4	x2
Huge	x4	x5	x8	x5
Gargantuan	x8	x8	x16	x8
Colossal	x16	x12	x32	x12

\* Divide armor bonus by 2.

Armor Descriptions

The types of armor found on Table 7-5: Armor are described below.

**Armor Spikes:** Spikes can be added to armor. They deal 1d6 points of piercing damage (x2 critical) with a successful grapple attack. The spikes count as a martial weapon. If a character is not proficient with them, the character suffers a -4 penalty on grapple checks when trying to use them. A regular melee attack (or off-hand attack) can be made with the spikes, and they count as a light weapon in this case.

An enhancement bonus on a suit of armor does not improve the spikes' effectiveness, but the spikes can be made into magic weapons in their own right.

**Banded Mail:** This armor is made of overlapping strips of metal sewn to a backing of leather and chainmail. The strips cover vulnerable areas, while the chain and leather protect the joints and provide freedom of movement. Straps and buckles distribute the weight evenly. It includes gauntlets.

**Breastplate:** A breastplate covers the front and back. It comes with a helmet and matching greaves (plates to cover the lower legs). A light suit or skirt of studded leather beneath the breastplate protects limbs without restricting movement much.

**Buckler:** This small metal shield is strapped to the forearm, allowing it to be worn and still use the hand. A bow or crossbow can be used without penalty. An off-hand weapon can be used, but a -1 penalty on attack rolls is imposed because of the extra weight on your arm. This penalty stacks with those for fighting with the off hand and, if appropriate, for fighting with two weapons. In any case, if a weapon is used in the off-hand, the character doesn't get the buckler's AC bonus for the rest of the round.

**Chain Shirt:** A shirt of chainmail protects the torso while leaving the limbs free and mobile. A layer of quilted fabric underneath it prevents chafing and cushions the impact of blows. It comes with a steel cap.

**Chainmail:** This armor is made of interlocking metal rings. It includes a layer of quilted fabric underneath it to prevent chafing and to cushion the impact of blows. Several layers of mail are hung over vital areas. Most of the armor's weight hangs from the

shoulders, making chainmail uncomfortable to wear for long periods of time. It includes gauntlets.

**Full Plate:** This armor consists of shaped and fitted metal plates riveted and interlocked to cover the entire body. It includes gauntlets, heavy leather boots, and a visored helmet.

Buckles and straps distribute the weight over the body, so full plate hampers movement less than splint mail even though splint is lighter. Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner at a cost of 200 to 800 (2d4X100) gold pieces.

Full plate is also known as field plate.

**Gauntlet, Locked:** This armored gauntlet has small chains and braces that allow the wearer to attach her weapon so that it cannot be dropped easily. It adds a +10 bonus to any roll to keep from being disarmed in combat. Removing a weapon from a locked gauntlet or attaching a weapon to a locked gauntlet is a full-round action that provokes attacks of opportunity. The price given is for a single locked gauntlet. The weight given only applies if the character is wearing a breastplate, light armor, or no armor. Otherwise, the locked gauntlet replaces a gauntlet the character already has as part of the armor.

While the gauntlet is locked, the hand wearing can't be used for casting spells or employing skills.

Like a normal gauntlet, a locked gauntlet deals normal damage rather than nonlethal subdual damage with an unarmed strike.

**Half-Plate:** This armor is a combination of chainmail with metal plates (breastplate, epaulettes, elbow guards, gauntlets, tasses, and greaves) covering vital areas. Buckles and straps hold the whole suit together and distribute the weight, but the armor still hangs more loosely than full plate. It includes gauntlets.

**Hide:** This armor is prepared from multiple layers of leather and animal hides. It is stiff and hard to move in.

**Leather:** The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by boiling in oil. The rest of the armor is softer and more flexible leather.

**Padded:** Padded armor features quilted layers of cloth and batting.

**Scale Mail:** This is a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. It includes gauntlets.

**Shield, Heavy:** A heavy shield is too heavy to use the shield hand for anything else.

**Shield, Light:** A light shield's light weight lets a character carry other items in that hand (although the character cannot use weapons).

**Shield, Wooden or Steel:** Wooden and steel shields offer the same basic protection, though they respond differently to special attacks (such as warp wood and heat metal).

**Shield Bash Attacks:** An opponent can be bashed with a shield, using it as an off-hand weapon. A Medium character deals 1d4 points of damage (x2 crit) with a large shield or 1d3 (x2 crit) with a small one. (The tower shield cannot be used to perform the bash action.) A Small character deals 1d3 points of damage (x2 crit) with a large shield or 1d2 (x2 crit) with a small one. Used this way, the shield is a martial bludgeoning weapon. For purposes of attack penalties, treat a shield as a light weapon. If the shield is used as a weapon, lose its AC bonus until the character's next action (usually until the next round).

**Shield Spikes:** These spikes turn a shield into a martial piercing weapon that deals 1d6 points of damage (x2 crit) no



matter whether the shield is small or large. Buckler or tower shields cannot have shield spikes.

**Shield, Tower:** This massive wooden shield is nearly as tall as you are. In most situations, it provides the indicated shield bonus to your AC. However, you can instead use it as total cover, though you must give up your attacks to do so. The shield does not, however, provide cover against targeted spells; a spellcaster can cast a spell on you by targeting the shield you are holding.

You cannot bash with a tower shield, nor can you use your shield hand for anything else.

When employing a tower shield in combat, you take a –2 penalty on attack rolls because of the shield's encumbrance.

**Splint Mail:** This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chainmail protects the joints. It includes gauntlets.

**Studded Leather:** This armor is made from tough but flexible leather (not hardened leather as with normal leather armor) reinforced with close-set metal rivets.

## Masterwork Armor

Just as with weapons, you can purchase or craft masterwork versions of armor or shields. Such a well-made item functions like the normal version, except that its armor check penalty is lessened by 1.

A masterwork suit of armor or shield costs an extra 150 gp over and above the normal cost for that type of armor or shield.

The masterwork quality of a suit of armor or shield never provides a bonus on attack or damage rolls, even if the armor or shield is used as a weapon.

All magic armors and shields are automatically considered to be of masterwork quality.

You can't add the masterwork quality to armor or a shield after it is created; it must be crafted as a masterwork item.

## GOODS AND SERVICES

Weights for all the items listed on Table 7-7: Goods And Services are their filled weights (except where otherwise designated).

**TABLE 7-7: GOODS AND SERVICES**

<b>Adventuring Gear</b>	<b>Cost</b>	<b>Weight</b>
Backpack (empty)	2 gp	2 lb.
Barrel (empty)	2 gp	30 lb.
Basket (empty)	4 sp	1 lb.
Bedroll	1 sp	5 lb.
Bell	1 gp	*
Blanket, winter	5 sp	3 lb.
Block and tackle	5 gp	5 lb.
Bottle, wine, glass	2 gp	*
Bucket (empty)	5 sp	2 lb.
Caltrops	1 gp	2 lb.
Candle	1 cp	*
Canvas (sq. yd.)	1 sp	1 lb.
Case, map or scroll	1 gp	1/2 lb.
Chain (10 ft.)	30 gp	2 lb.
Chalk, 1 piece	1 cp	*
Chest (empty)	2 gp	25 lb.
Crowbar	2 gp	5 lb.
Firewood (per day)	1 cp	20 lb.
Fishhook	1 sp	*
Fishing net, 25 sq. ft.	4 gp	5 lb.
Flask	3 cp	*
Flint and steel	1 gp	*
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Ink (1 oz. vial)	8 gp	*
Inkpen	1 sp	*
Jug, clay	3 cp	9 lb.
Ladder, 10-foot	5 cp	20 lb.
Lamp, common	1 sp	1 lb.
Lantern, bullseye	12 gp	3 lb.
Lantern, hooded	7 gp	2 lb.
Lock‡		
Very simple	20 gp	1 lb.
Average	40 gp	1 lb.
Good	80 gp	1 lb.
Amazing	150 gp	1 lb.
Manacles	15 gp	2 lb.
Manacles, masterwork	50 gp	2 lb.
Mirror, small steel	10 gp	1/2 lb.
Mug/tankard, clay	2 cp	1 lb.

Oil (1-pint flask)	1 sp	1 lb.
Paper (sheet)	4 sp	*
Parchment (sheet)	2 sp	*
Pick, miner's	3 gp	10 lb.
Pitcher, clay	2 cp	5 lb.
Piton	1 sp	1/2 lb.
Pole, 10-foot	2 sp	8 lb.
Pot, iron	5 sp	10 lb.
Pouch, belt	1 gp	3 lb.
Ram, portable	10 gp	20 lb.
Rope, hemp (50 ft.)	1 gp	10 lb.
Rope, silk (50 ft.)	10 gp	5 lb.
Sack (empty)	1 sp	1/2 lb.
Sealing wax	1 gp	1 lb.
Sewing needle	5 sp	*
Signal whistle	8 sp	**
Signet ring‡	5 gp	*
Sledge	1 gp	10 lb.
Soap (per lb.)	5 sp	1 lb.
Spade or shovel	2 gp	8 lb.
Spyglass	1,000 gp	1 lb.
Tent	10 gp	20 lb.
Torch	1 cp	1 lb.
Vial, ink or potion	1 gp	*
Waterskin	1 gp	4 lb.
Whetstone	2 cp	1 lb.

<b>Buildings</b>	<b>Cost</b>
Castle	500,000 gp
Grand house	5,000 gp
Huge castle	1,000,000 gp
Keep	150,000 gp
Mansion	100,000 gp
Moat with bridge	50,000 gp
Simple house	1,000 gp
Tower	50,000 gp

<b>Clothing</b>	<b>Cost</b>	<b>Weight</b>
Artisan's outfit	1 gp	4 lb.
Cleric's vestments	5 gp	6 lb.

Cold weather outfit	8 gp	7 lb.
Courtier's outfit	30 gp	6 lb.
Entertainer's outfit	3 gp	4 lb.
Explorer's outfit	10 gp	8 lb.
Monk's outfit	5 gp	2 lb.
Noble's outfit	75 gp	10 lb.
Peasant's outfit	1 sp	2 lb.
Royal outfit	200 gp	15 lb.
Scholar's outfit	5 gp	6 lb.
Traveler's outfit	1 gp	5 lb.

<b>Food, Drink, &amp; Lodging</b>	<b>Cost</b>	<b>Weight</b>
Ale		
Gallon	2 sp	8 lb.
Mug	4 cp	1 lb.
Banquet (per person)	10 gp	---
Bread, per loaf	2 cp	1/2 lb.
Cheese, hunk of	1 sp	1/2 lb.
Inn stay (per day)		
Good	2 gp	---
Common	5 sp	---
Poor	2 sp	---
Meals (per day)		
Good	5 sp	---
Common	3 sp	---
Poor	1 sp	---
Meat, chunk of	3 sp	1/2 lb.
Rations, trail (per day)	5 sp	1 lb.
Wine		
Common (pitcher)	2 sp	6 lb.
Fine (bottle)	10 gp	1-1/2 lb.

<b>Special and Superior Items</b>	<b>Cost</b>
Armor or shield, masterwork	+150 gp
Arrow, bolt, or bullet, masterwork	7 gp
Arrow, bolt, or bullet, silvered	1 gp
Arrow, bolt, or bullet +1	47 gp
Dagger, silvered	10 gp
Mighty composite shortbow	+75 gp/+1
Mighty composite longbow	+100 gp/+1
Potion of cure light wounds	50 gp

<i>Wand of cure light wounds</i> , used	15 gp/chg	
<i>Wand of magic missile</i> , used	15 gp/chg	
Weapon, masterwork	+300 gp*	

<b>Special Substances</b>	<b>Cost</b>	<b>Weight</b>
Acid (flask)	10 gp	1 lb.
Alchemist's fire (flask)	20 gp	1 lb.
Antitoxin (vial)	50 gp	*
Everburning Torch	90 gp	1 lb.
Healing salve (flask)	50 gp	1 lb.
Holy water (flask)	25 gp	1 lb.
Smokestick	20 gp	1/2 lb.

<b>Class Tools and Skill Kits</b>	<b>Cost</b>	<b>Weight</b>
Alchemist's lab	500 gp	40 lb.
Arcane spell formula	level x 200 gp	1/2 lb.
Arcane spell materials	level x 100 gp	*
Artisan's tools	5 gp	5 lb.
Masterwork	55 gp	5 lb.
Climber's kit	80 gp	5 lb.
Disguise kit	50 gp	8 lb.
Healer's kit	50 gp	1 lb.
Holly and mistletoe	---	*
Holy symbol, wooden	1 gp	**
Holy symbol, silver	25 gp	1 lb.
Hourglass	25 gp	1 lb.
Magnifying glass	100 gp	*
Tool, masterwork	+50 gp	*
Musical instrument	5 gp	3 lb.
Masterwork	100 gp	3 lb.
Scale, merchant's	2 gp	1 lb.
Spell component pouch	5 gp	3 lb.
Spellbook, wizard's (blank)	15 gp	3 lb.
Thieves' tools	30 gp	1 lb.
Masterwork	100 gp	2 lb.
Water clock	1,000 gp	200 lb.

<b>Containers</b>	<b>Cost</b>	<b>Weight</b>	<b>Holds</b>
Backpack	2 gp	2 lb.	1 cu. ft.
Barrel	2 gp	30 lb.	10 cu. ft.
Basket	4 sp	1 lb.	2 cu. ft.
Bucket	5 sp	2 lb.	1 cu. ft.
Chest	2 gp	25 lb.	2 cu. ft.
Pouch, belt	1 gp	1/2 lb.	1/5 cu. ft.
Sack	1 sp	1/2 lb.	1 cu. ft.
Saddlebags	4 gp	8 lb.	5 cu. ft.

<b>Liquids</b>	<b>Cost</b>	<b>Weight</b>	<b>Holds</b>
Bottle, wine, glass	2 gp	*	1-1/2 pint
Flask	3 cp	*	1 pint
Jug, clay	3 cp	1 lb.	1 gallon
Mug/tankard, clay	2 cp	*	1 pint
Pitcher, clay	2 cp	1 lb.	1/2 gallon
Pot, iron	5 sp	2 lb.	1 gallon
Vial, ink or potion	1 gp	*	1 ounce
Waterskin	1 gp	*	1/2 gallon

\* No weight worth noting.

Sunrod	2 gp	1 lb.
Tanglefoot bag	50 gp	4 lb.
Thunderstone	30 gp	1 lb.
Tindertwig	1 gp	---

<b>Transport</b>	<b>Cost</b>
Oar	2 gp
Brig	10,000 gp
Cutter	1,000 gp
Galleon	30,000 gp
Keelboat	5,000 gp
Longboat	100 gp

Longship	3,000 gp
Rowboat	50 gp
Ship-of-the-line	25,000 gp
Whaleboat	200 gp
Ship's passage	1 sp per mile
Coach cab	3 cp per mile
Teleportation	Varies*
Road or gate toll	1 cp

\* See spellcasting and services. Double the price if the person providing the teleportation must travel back on their own.

<b>Mounts &amp; Related Gear</b>	<b>Cost</b>	<b>Weight</b>	<b>Carries</b>
Barding Medium creature	x2	x1	---
Large creature	x4	x2	---
Bit and bridle	2 gp	1 lb.	---
Cart	15 gp	200 lb.	1/2 ton
Dog, riding	150 gp	---	---
Donkey or mule	8 gp	---	---
Feed (per day)	5 cp	10 lb.	---
Horse, heavy	200 gp	---	---
Horse, light	75 gp	---	---
Pony	30 gp	---	---
Warhorse, heavy	400 gp	---	---
Warhorse, light	150 gp	---	---
Warpony	100 gp	---	---
Saddle, Exotic Military	60 gp	40 lb.	---
Saddle, Military	20 gp	30 lb.	---
Saddle, Pack	5 gp	15 lb.	---
Saddle, Riding	10 gp	25 lb.	---
Saddlebags	4 gp	8 lb.	---
Sled	20 gp	300 lb.	1 ton
Stabling (per day)	5 sp	---	---
Wagon	35 gp	400 lb.	2 tons

\*No weight worth noting.

\*\*Ten of these items together weigh 1 pound.

<b>Spellcasting and Services</b>	<b>Cost</b>
Assessor's judgment	2 gp or 125 gp
Draegoman	DC x 2 sp per day
Healer's services	2 gp per day
Hireling, trained	3 sp per day
Hireling, untrained	1 sp per day
Man-at-arms	Level x 5 sp/day
Manifester, knack	ML x 5 gp
Manifester, power	ML x 1/2 PP x 5 gp
Messenger	2 cp per mile
Spell, 0-level	Caster level x 5 gp
Spell, 1st-level	Caster level x 10 gp
Spell, 2nd-level	Caster level x 20 gp
Spell, 3rd-level	Caster level x 30 gp
Spell, 4th-level	Caster level x 40 gp
Spell, 5th-level	Caster level x 50 gp
Spell, 6th-level	Caster level x 60 gp
Spell, 7th-level	Caster level x 70 gp
Spell, 8th-level	Caster level x 80 gp
Spell, 9th-level	Caster level x 90 gp

TABLE 7-8: GRENADE-LIKE WEAPONS

Weapon*	Cost	----- Damage -----		Range	
		Direct Hit	Splash	Increment	Weight
Acid (flask)	10 gp	1d6	1 pt**	10 ft.	1 lb.
Alchemist's fire (flask)	20 gp	1d6	1 pt**	10 ft.	1 lb.
Holy water (flask)	25 gp	2d4	1 pt**	10 ft.	1 lb.
Tanglefoot bag	50 gp	Entangles	---	10 ft.	4 lb.
Thunderstone	30 gp	Sonic	---	20 ft.	1 lb.

\* Grenade-like weapons require no proficiency to use. See text for full details on using these weapons.

\*\* Grenade-like weapons deal splash damage to all creatures within 5 feet of where they land.

TABLE 7-9: SIEGE ENGINES

Item	Cost	Damage	Critical	Min Range	Range Increment	Crew	AC	HP	Hardness
Ballista	500 gp	3d6	x3	10 ft.	120 ft.	1	5	100	5
Catapult, heavy (100 ft. minimum)	800 gp	5d6	---	100 ft.	200 ft.	5	3	300	5
Catapult, light (100 ft. minimum)	550 gp	3d6	---	50 ft.	150 ft.	2	4	200	5
Onager	650 gp	5d6	x2	20 ft.	50 ft.	2	5	100	10
Ram	2,000 gp	4d6	x3	---	---	10	4	200	5
Siege tower	1,000 gp	---	---	---	---	6	2	400	5

### Adventuring Gear

**Bedroll:** A pad just wide and long enough for somebody to sleep on. It is typically rolled up and bound with a leather strap when not in use.

**Blanket, Winter:** A thick woolen or quilted blanket that helps conserve body heat on cold nights.

**Caltrops:** Caltrops resemble large metal jacks with sharpened points rather than balls on the ends of their arms. They are essentially iron spikes designed so that one point is always facing up. Scatter them on the ground in the hope that enemies step on them or are at least forced to slow down to avoid them. One bag of caltrops (the 2-pound unit listed on Table 7-7: Goods And Services) covers an area 5 feet square. Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), the creature may step on one. The caltrops make an attack roll (base attack bonus +0) against the creature. For this attack, the creature's shield, armor, and deflection bonus do not count. (Deflection averts blows as they approach, but it does not prevent a character from touching something dangerous.) If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the caltrops succeed at the attack, the creature has stepped on one. The caltrop deals 1 point of damage, and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 1 day, until the creature is successfully treated with the Heal skill (DC 15), or until it receives at least 1 point of magical curing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

The GM judges the effectiveness of caltrops against unusual opponents.

**Candle:** A candle clearly illuminates a 5-foot radius and burns for 1 hour.

**Case, Map or Scroll:** A rigid tube with metal or bone caps, that is used to hold rolled-up scrolls and maps.

**Chain:** Chain has a hardness of 10 and 5 hit points. It can be burst with a Strength check (DC 26).

**Crowbar:** A crowbar it grants a +2 circumstance bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as a Medium size improvised weapon that deals 1d6 bludgeoning damage.

**Flask:** A ceramic, glass, or metal container fitted with a tight stopper. It holds 1 pint of liquid.

**Flint and Steel:** Striking the steel and flint together creates sparks. By knocking sparks into tinder, a character can create a small flame. Lighting a torch with flint and steel is a full-round

action, and lighting any other fire with them takes at least that long.

**Grappling Hook:** Throwing a grappling hook successfully requires a Use Rope check (DC 10, +2 per 10 feet of distance thrown).

**Hammer:** If a hammer is used in combat, treat it as a Small size improvised weapon that deals 1d4 bludgeoning damage.

**Ink:** This is black ink. Ink in other colors costs twice as much.

**Inkpen:** A thin wooden wand with a metal pointed tip that has a groove cut into it for holding ink.

**Jug, Clay:** A basic ceramic jug fitted with a stopper. It holds 1 gallon of liquid.

**Lamp, Common:** A lamp clearly illuminates things in a 15-foot radius and burns for 6 hours on a pint of oil. It burns with a more even flame than a torch, but, unlike a lantern, it uses an open flame and it can spill easily, making it too dangerous for most adventuring. A lamp can be carried in one hand.

**Lantern, Bullseye:** A bullseye lantern has only a single shutter, with its other sides being highly polished inside to reflect the light in a single direction. It illuminates a cone 60 feet long and 20 feet wide at the end, and it burns for 6 hours on a pint of oil. A lantern can be carried in one hand.

**Lantern, Hooded:** A hooded lantern is a standard lantern with shuttered or hinged sides. A lantern can be carried in one hand. It clearly illuminates a 30-foot radius and burns for 6 hours on a pint of oil.

**Lock:** A lock is worked with a large, bulky key. The DC to open this kind of lock with the Open Locks skill depends on the lock's quality: very simple (DC 20), average (DC 25), good (DC 30), amazingly good (DC 40).

**Manacles and Manacles, Masterwork:** These manacles can bind a Medium creature. The manacled character can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles). To break the manacles requires success at a Strength check (DC 26, or DC 28 for masterwork manacles). Manacles have a hardness of 10 and 10 hit points. Most manacles have locks; add the cost of the lock to the cost of the manacles.

For the same price, one can buy manacles for Small creatures. For Large creatures, manacles cost ten times this amount, and for Huge creatures, one hundred times this amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can only be held by specially made manacles.

**Mirror, Small Steel:** A polished circle of steel about the size of your palm.

**Oil:** A pint of oil burns for 6 hours in a lantern. Use a flask of oil as a grenade-like weapon. Use the rules for alchemist's fire, except that it takes a full-round action to prepare a flask with a fuse. Once it is thrown, there is only a 50% chance that the flask ignites successfully.

A pint of oil poured on the ground covers an area 5 feet square (provided the surface is smooth). If lit, the oil burns for 2 rounds and deals 1d3 points of damage to each creature in the area.

**Paper:** The extracted and bleached fibers of a tree that have been pressed together and dried to form a very high-quality writing surface.

**Parchment:** Paper that was not bleached in order to reduce the production costs and times. Parchment tends to be slightly more brittle, and have discolorations.

**Piton:** When a wall doesn't offer handholds and footholds, a climber can make his or her own. A piton is a steel spike with an eye through which a rope can be looped.

**Pole, 10 ft:** A wooden pole in five 2-ft long shafts, each one of which has two metal end pieces. One of the end pieces on each pole is designed to screw into the other, allowing for the segments to be quickly made into a sturdy pole. If three sections are screwed together, it can be used as a quarterstaff, and each section can be used as a club.

**Ram, Portable:** This iron-shod wooden beam is the perfect tool for battering down doors. Not only does it provide a +2 circumstance bonus on a Strength check to break open a door, but it allows a second person to help without having to roll, adding another +2 to the check.

**Rope, Hemp:** This rope has 2 hit points and can be burst with a successful Strength check (DC 23).

**Rope, Silk:** This rope has 4 hit points and can be burst with a successful Strength check (DC 24). It is so supple that it adds a +2 circumstance bonus to Use Rope checks.

**Signet Ring:** A ring with a thick plate attached that has some sort of insignia either etched or molded into it.

**Sledge:** A wooden mallet head on a 3-ft wooden pole, used to drive in tent stakes or wedges. It can be used as a Large size improvised weapon that deals 1d8 bludgeoning damage.

**Spyglass:** Objects viewed through a spyglass are magnified to twice their size.

**Tent:** This simple tent sleeps two.

**Torch:** A wooden rod capped with twisted flax soaked in tallow or a similar item. A torch clearly illuminates a 20-foot radius and burns for 1 hour.

**Vial:** A ceramic, glass, or metal vial fitted with a tight stopper. The stoppered container usually is no more than 1 inch wide and 3 inches high. It holds 1 ounce of liquid.

**Waterskin:** A leather pouch with a stopper opening, which can hold up to 1/2 gallon of liquid. The weight given is for a full waterskin, empty waterskins weigh only 1/2 lb.

## **Buildings**

**Simple House:** This one- to three-room house is made of wood and has a thatched roof.

**Grand House:** This four- to ten-room room grand house is made of wood and has a thatched roof.

**Mansion:** This ten- to twenty-room mansion has two to three levels and is made of wood and brick. It has a slate roof.

**Tower:** This round or square, three-level tower is made of stone.

**Keep:** This fortified stone building has fifteen to twenty-five rooms.

**Castle:** The castle is a keep surrounded by a 15-foot stone wall with four towers. The wall is 10 feet thick.

**Huge Castle:** A particularly large keep with numerous associated buildings (stables, forge, granaries, etc.) and an

elaborate 20-foot-high wall creating bailey and courtyard areas. The wall has six towers and is 10 feet thick.

**Moat with Bridge:** This moat is 15 feet deep and 30 feet wide. The bridge across it may be a wooden drawbridge or a permanent stone structure.

## **Clothing**

Clothing is needed for three reasons: protection from the elements, usefulness towards certain situations, and to adhere to social conventions. This means that most provide a modifier to some skills or in some situations, detailed in the descriptions of each outfit. Clothing is also needed if the character is wearing a suit of armor, without clothing the cinches and plates of the armor will tear apart the skin of the character (takes 1 hit point of damage every hour). A character with at least +1 natural armor or any damage reduction does not take this damage.

**Artisan's Outfit:** A shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. This outfit may include a belt or a leather or cloth apron for carrying tools. Choose a specific Craft skill that the artisan's outfit was designed for, and the clothing provides a +2 competence bonus to that skill.

**Cleric's Vestments:** Ecclesiastical clothes for performing priestly functions, not for adventuring. While wearing vestments appropriate to a patron deity the outfit provides a +1 morale bonus to the Turn/Rebuke Undead checks for the wearer.

**Cold Weather Outfit:** A wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. When wearing a cold weather outfit, add a +5 circumstance bonus to Fortitude saving throws against exposure to cold weather.

**Courtier's Outfit:** Fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it. Without jewelry (costing at least an additional 50 gp), the character will look like an out-of-place commoner. The wearer of the outfit has a +1 competence bonus to all Profession checks, or +2 with the jewelry.

**Entertainer's Outfit:** A set of flashy, perhaps even gaudy, clothes for entertaining. While the outfit looks whimsical, its practical design lets a character tumble, dance, walk a tightrope, or just run (if the audience turns ugly). Wearing this outfit confers a +2 competence bonus to all Perform checks.

**Explorer's Outfit:** This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather over-tunic may be worn instead over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items a character might need, such as a scarf or a wide-brimmed hat. Wearing this outfit confers a +2 competence bonus to Survival checks.

**Monk's Outfit:** This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. Though it looks casual, the outfit is designed to give a character maximum mobility, and it's made of high-quality fabric. A monk can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes. Depending on the monk's style, the outfit may be decorated with designs that indicate lineage or philosophical outlook. Wearing this outfit confers a +2 competence bonus to Tumble checks.

**Noble's Outfit:** This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring (see Adventuring Gear above) and jewelry (worth at least 100 gp, or at least appearing to be worth that much). And it would be advisable to not show up to a ball in

the same noble's outfit twice. Wearing this outfit confers a +2 competence bonus to Diplomacy checks.

**Peasant's Outfit:** A loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes. Wearing this outfit confers a –2 competence penalty to Diplomacy and Profession checks.

**Royal Outfit:** This is just the clothes, not the royal scepter, crown, ring, and other accoutrements. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance. Wearing this outfit confers a +2 competence bonus to Diplomacy and Intimidate checks.

**Scholar's Outfit:** A robe, a belt, a cap, soft shoes, and possibly a cloak. Wearing this outfit confers a +2 competence bonus to Concentration checks.

**Traveler's Outfit:** Boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood. This outfit gives no modifiers to any skills or situations.

### Containers

**Backpack:** A thick bag, often with several small outside pockets, attached to two adjustable leather straps that allow it to be carried comfortably on the back. Those made for Small size characters weigh and can hold half as much, while those for Large size characters weight, cost, and can hold twice as much.

**Barrel:** A cask for holding liquids made by banding together wet wooden planks into a cylinder, then drying and sealing them.

**Basket:** A carrying box made from woven branches that has a handle sculpted into it.

**Bucket:** A smaller version of a barrel, often made from the hollowed-out stump of a piece of wood, that has a metal or twine handle.

**Chest:** A metal-reinforced wooden box with a hinged lid, which is often clasped shut by a locked latch. You must buy the lock separately.

**Pouch, Belt:** A small leather or cloth bag with an opening that can be drawn tight by strings, which are then typically tied to the user's belt.

**Sack:** A big bag made from burlap or another cheap cloth, which has its one opening bound with twine or string.

**Saddlebags:** A pair of large leather pouches that are closed by tying a flap over them. The two pouches are held together by a pair of leather bands that are long enough to allow them to be hung over the back of a horse, and end up sitting one on either of the animal's flanks.

### Food, Drink, and Lodging

**Inn:** Poor accommodations at an inn amount to a place on the floor near the hearth, plus the use of a blanket. Common accommodations are a place on a raised, heated floor, the use of a blanket and a pillow, and the presence of a higher class of company. Good accommodations are a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

**Meals:** Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew (easy on the chicken), carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

**Rations, Trail:** A small waxed cloth cover that holds enough dried fruits and smoked and dried meat to feed one Medium size creature for one day.

### Mounts and Related Gear

**Barding, Medium Creature and Large Creature:** Barding is simply some type of armor covering the head, neck, chest, body, and possibly legs of a horse. Heavier types provide better protection at the expense of lower speed. Barding comes in most of the types found on Table 7-5: Armor. As with any nonhumanoid Large creature, a horse's armor costs four times what a human's (a humanoid Medium creature's) armor costs and also weighs twice as much as the armor found on Table: Armor. (If the barding is for a pony, which is Medium, the cost is only double, and the weight is the same.)

Medium or heavy barding slows mounts:

#### Barding (40 ft.) (50 ft.) (60 ft.)

Medium 30 ft. 35 ft. 40 ft.

Heavy 30 ft.\* 35 ft.\* 40 ft.\*

\*A mount wearing heavy armor moves at only triple normal rate when running instead of quadruple.

Flying mounts can't fly in medium or heavy barding.

Barded animals require special attention. Care must be taken to prevent chafing and sores caused by the armor. The armor must be removed at night and ideally should not be put on the mount except to prepare for a battle. Removing and fitting barding takes five times as long as the figures given on Table: Donning Armor. Barded animals cannot be used to carry any load other than the rider and normal saddlebags. Because of this, a mounted warrior often leads a second mount for carrying gear and supplies.

**Cart:** A two-wheeled vehicle drawn by a single horse (or other beast of burden). It comes with a harness.

**Dog, Riding:** This Medium dog is specially trained to carry a Small humanoid rider (and not a dwarf). It is brave in combat like a warhorse. No damage is taken when falling from a riding dog.

**Donkey or Mule:** The best pack animal around, a donkey or mule is stolid in the face of danger, hardy, sure-footed, and capable of carrying heavy loads over vast distances. Unlike horses, they're willing (though not eager) to enter dungeons and other strange or threatening places.

**Feed:** Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them (such as oats) is much better because it provides a more concentrated form of energy, especially if the animal is exerting itself. Riding dogs must be fed some meat, which may cost more or less than the given amount.

**Saddle, Exotic:** An exotic saddle is like a normal saddle of the same type except that it is designed for an unusual mount, such as a pegasus. Exotic saddles come in military, pack, and riding styles.

**Saddle, Military:** A military saddle braces the rider, adding a +2 circumstance bonus to Ride checks related to staying in the saddle. If a character is knocked unconscious while in a military saddle, he or she has a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

**Saddle, Pack:** A pack saddle holds gear and supplies, not a rider. A pack saddle holds as much gear as the mount can carry.

**Saddle, Riding:** The standard riding saddle supports a rider.

**Sled:** This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. It comes with the harness needed to pull it.

**Stabling:** Includes a stable, feed, and grooming.

**Wagon:** This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. It comes with the harness needed to pull it.

### Special and Superior Items

**Acid:** Throw a flask of acid as a grenade-like weapon.

**Alchemist's Fire:** Alchemist's fire is a sticky, adhesive substance that ignites when exposed to air. Throw a flask of alchemist's fire as a grenade-like weapon.

On the round following a direct hit, the target takes an additional 1d6 points of damage. The target can take a full-round action to attempt to extinguish the flames before taking this additional damage. It takes a successful Reflex saving throw (DC 15) to extinguish the flames. Rolling on the ground allows the character a +2 bonus. Leaping into a lake or magically extinguishing the flames automatically smothers the flames.

**Antitoxin:** After drinking antitoxin, a character gets a +5 alchemical bonus on all Fortitude saving throws against poison for 1 hour.

**Armor or Shield, Masterwork:** These well-made items function like the normal versions except that their armor check penalties are reduced by 1.

**Arrow, Bolt, or Bullet, Masterwork:** A masterwork projectile functions like a normal projectile of the same type except that it is so aerodynamically sound that a +1 bonus on attack rolls is added when using it. This bonus stacks with any bonus a character might get by using a masterwork bow, crossbow, or sling. The projectile is damaged (effectively destroyed) when it is used.

**Arrow, Bolt, or Bullet, Silvered:** A silvered projectile functions like a normal projectile, except that some creatures that resist damage from normal weapons can be hurt by silvered weapons.

**Arrow, Bolt, or Bullet +1:** A masterwork projectile that has been magically enchanted so that it has a +1 enhancement bonus to attack and damage rolls. Since this is an enhancement bonus, it does not stack with the enhancement bonus to hit from being masterwork.

**Ballista:** The ballista is essentially a very large crossbow. It makes attacks with a straight attack roll (1d20) with no modifications (no character base attack bonuses, ability modifiers, etc.) except for range. Loading and cocking a ballista is 3 full-round actions.

**Catapult, Heavy:** A heavy catapult is a large engine capable of throwing rocks or heavy objects with great force. When fired, one of the crew makes a Profession (siege engineer) check (DC 20). If successful, where the object actually lands is determined by rolling 1d12 and consulting the Deviation (10 Ft. to 16 Ft.) Diagram on page 68. The center is the desired target. If the check is failed, the DM secretly rolls and consults the same deviation diagram. The result is now where the catapult is actually aimed. This new result is used as the center to determine the actual deviation of the attack. For example, a catapult is used to attack a stone tower. The Profession (siege engineer) check fails, so the DM rolls 1d12 and gets an 11. By consulting the diagram, she determines that the actual target is 10 feet from the desired target, behind and to the left. Now, a crew member rolls 1d12 and gets an 8. After consulting the Deviation (10 ft. to 16 ft.) Diagram on page 68 to see where the object goes, the DM ascertains that it falls 10 feet short and to the left of the actual target, which is 20 feet to the left of the desired target.

Loading the catapult and preparing it to fire takes the full crew 8 full rounds. Initially aiming (or re-aiming) takes 10 minutes in addition to loading and preparation time. Three to four crew members can operate the device in three times this time. Fewer than three crew members cannot operate the device.

**Catapult, Light:** This is a smaller, lighter version of the heavy catapult (see that entry for how to operate it). Two crew members can load and prepare this device in 5 full rounds and aim (or re-aim) in 5 minutes. One person can crew the engine, but it takes three times the time to aim and prepare.

**Dagger, Silvered:** A silvered dagger functions as a normal dagger, except that some creatures that resist damage from normal weapons can be hurt by silvered weapons.

**Everburning Torch:** This otherwise normal torch has a *continual flame* spell cast upon it. An everburning torch clearly illuminates a 20-foot radius and provides shadowy illumination out to a 40-foot radius.

**Healing Salve:** This flask is filled with a mixture of substances that alleviate pain and promote healing. It restores 1 hp per HD, and one point of ability score damage, an hour after it is applied to an injured living creature. A creature can only benefit from using healing salve once per day.

**Holy Water:** Holy water damages undead and evil outsiders almost as if it were acid. Typically, a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider on a direct hit or 1 point of damage if it splashes such a creature. Also, holy water is considered blessed, which means it has special effects on certain creatures. A flask of holy water can be thrown as a grenade-like weapon. A flask breaks if thrown against the body of a corporeal creature, but against an incorporeal creature, the flask must be opened and the holy water poured out onto it. Thus, a character can only douse an incorporeal creature with holy water if he or she is adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.

Temples to good deities sell holy water at cost (making no profit) because they are happy to supply people with what they need to battle evil.

**Potion of Cure Light Wounds:** This magical item is a small flask filled with magically charged liquid. When drunken or administered to an injured creature it instantly restores 1d8+1 hit points magically. Using this item is a standard action that provokes an attack of opportunity, and a move action must usually be used to ready it.

**Ram:** This heavy pole is suspended from a movable scaffold that allows the crew to swing it back and forth against construction. Make an unmodified attack roll against the AC of the construction, with failed attempts dealing no significant damage. The ram can be used to make an attack every 3 rounds if fully crewed. With five to nine people, it can be used every 6 rounds. Fewer than five people cannot operate it.

**Siege Tower:** This is a large wooden tower on wheels or rollers that can be rolled up against a wall to allow attackers to scale the tower and thus to get to the top of the wall with cover. The wooden walls are usually 1 foot thick.

**Smokestick:** This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot cube. The stick is consumed after 1 round, and the smoke dissipates naturally.

**Sunrod:** This 1-foot-long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates a 30-foot radius and glows for 6 hours, after which the gold tip is burned out and worthless.

**Tanglefoot Bag:** Throw this round leather bag full of alchemical goo as a grenade-like weapon. When the bag is thrown against a creature (as a ranged touch attack), the bag comes apart and the goo bursts out, entangling the target and then becoming tough and resilient on exposure to air. An entangled creature suffers a –2 penalty to attack rolls and a –4 penalty to effective Dexterity. The entangled character must make a Reflex save (DC 15) or be glued to the floor, unable to move. Even with a successful save, it can only move at half speed.

A character that is glued to the floor can break free with a successful Strength check (DC 27) or by dealing 15 points of damage to the goo with a slashing weapon. A character trying to scrape goo off himself, or another character assisting, does not need to make an attack roll; hitting the goo is automatic, after which the character who hit makes a damage roll to see how much of the goo he happened to scrape off. Once free, a character can move at half speed. A character capable of spellcasting who is

bound by the goo must make a Concentration check (DC 15) to cast a spell. The goo becomes brittle and fragile after 10 minutes.

**Thunderstone:** Throw this stone as a grenade-like weapon. When it strikes a hard surface (or is struck hard), it creates a deafening bang (a sonic attack). Creatures within a 10-foot radius must make Fortitude saves (DC 15) or be deafened. Deaf creatures, in addition to the obvious effects, suffer a -4 penalty on initiative and a 20% chance to miscast and lose any spell with a verbal (V) component that they try to cast.

**Tindertwig:** The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a standard action (rather than a full-round action), and lighting any other fire with one takes at least a standard action.

**Used Wand of Cure Light Wounds:** This eight-inch long bone wand is bound in a thick band of leather, and etched over with prayers of benediction. When a character that has the *cure light wounds* spell on their spell list uses the wand as a standard action, it casts the *cure light wounds* spell for them as a 1st-level caster. Using the wand does not provoke an attack of opportunity. Wands typically have 50 charges when created, but this one has been used frequently before being resold.

**Used Wand of Magic Missile:** This eight-inch long wooden wand is bound in several bands of metal, and etched over with arcane runes. When a character that has the *magic missile* spell on their spell list uses the wand as a standard action, it casts the *magic missile* spell for them as a 1st-level caster. Using the wand does not provoke an attack of opportunity. Wands typically have 50 charges when created, but this one has been used frequently before being resold.

### Spellcasting and Services

**Assessor's Judgment:** Every town of any measurable size has somebody who serves as the town's designated neutral party in financial disputes. They are asked for their opinion on the value of items, and to identify magical or psionic items. In essence, they are a person who is Lawful Neutral, has +10 to Alchemy and Appraise, and either access to *identify* spells or +10 to Psicraft. They will attempt to appraise the value of mundane items such as art and gems, or identify potions, for only 2 gp per item. They will *identify* magical items, or assense psionic items, for 125 gp since it takes several hours and is a rarely called upon service. After that they record their findings in a ledger, and will give their word on the item's value or nature to anybody who asks, which helps solve financial disputes.

**Draegoman:** This is somebody who is very familiar with the area, and can serve as either a translator or be asked to locate somebody to buy or sell a particular item. They charge according to the difficulty of locating a buyer/seller, or the rarity of the language they must translate into the local tongue. Locating a buyer/seller has a DC of 10 + 1 per 1,000gp of the item's market value, and each check can only be made once by a person. This requires a Knowledge (local) check to just know immediately, or a Gather Information check (and an additional 1d6gp) to spend the entire day hunting down a buyer/seller should the Knowledge (local) check fail. Draegomen have a +10 skill check total in each skill. Translation services are considered to be DC 5 for common PC languages (common, dwarven, elven, halfling), DC 10 for uncommon PC languages (orcish, sylvan, undercommon), and DC 20 for all other languages except secret ones.

**Healer's Services:** Often, especially at low levels, characters will not be able to heal their own wounds and sicknesses with magic. At such times they can place themselves in the care of a professional healer, who uses mundane skill and expertise to

improve recovery rates and survival chances. Every day spent under the care of such a person they are on a pallet in the healer's house, being tended either by the physician himself or by an apprentice. This counts as a poor inn room, since they share the same space with several other people, but each day of being under the ministrations lets them use the healer's +10 Heal skill check to accelerate their hit point healing rate and replace failed Fortitude saves against disease or poison.

**Hireling, Trained:** The amount given is the typical daily wage for mercenary warriors, masons, craftsmen, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; many such hirelings require significantly higher pay.

**Hireling, Untrained:** The amount shown is the typical daily wage for laborers, porters, cooks, maids, and other menial workers.

**Man-at-Arms:** This is a hired guard, who brings their own gear. The value of the hireling is based on their Warrior level, and is restricted by the highest level Warrior in the area. If the hireling does not provide their own arms and armor, then they can be hired at half price but only if you provide them. You are responsible for their medical treatment, and if they die while under your employ you must return any gear they own to their families, as well as 10 times their daily pay as a death-price.

**Manifester, Knack:** This entry indicates paying somebody with the desired knack feat for their time and expertise, to get them to manifest that knack for you. This only applies for having them manifest the knack immediately. It is restricted by the highest-level manifester in the area.

**Manifester, Power:** This entry represents getting a particular non-knack power's owner to manifest that power for you. This only applies for having them manifest the power immediately. It is restricted by the highest-level manifester in the area. If manifesting the power costs XP, then the cost is increased by 5gp for each point of the XP cost.

**Messenger:** This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway (a crew member on a ship, for example) may ask for half the listed amount.

**Spell:** This is how much it costs to get a spellcaster to cast a spell for hire. This cost assumes that a character can go to the spellcaster and have the spell cast at her convenience.

The cost listed is for a spell with no cost for a material component or focus component and no XP cost. If the spell includes a material component, add the cost of the component to the cost of the spell. If the spell requires a focus component (other than a divine focus), add 1/10 the cost of the focus to the cost of the spell. If the spell requires an XP cost, add 5 gp per XP lost.

### Tools and Skill Kits

**Alchemist's Lab:** This includes beakers, bottles, mixing and measuring equipment and a miscellany of chemicals and substances. This is the perfect tool for the job and so adds a +2 circumstance bonus to Alchemy checks, but it has no bearing on the costs related to the Alchemy skill. Without this lab, a character with the Alchemy skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

**Arcane Spell Formula:** Unlike a spell scroll, which contains only the information needed to release the spell stored in it, this is a detailed step-by-step guide on how to prepare and cast a particular spell. It cannot be used to cast the spell it details, but can be inserted directly into a wizard's spell book for later use in preparing the spell. This requires one page per level of the spell be torn out of the book, and replaced with the arcane spell formula. While it is not inside a spellbook's protective coverings, this item is no more resilient than loose (and highly flammable) paper, so even though it can be used without inclusion into a spellbook it is

not recommended. A *read magic* spell is required to comprehend the spell in the arcane spell formula, or a successful DC 15 + spell level Spellcraft check, a process which takes half a day (6 hours) no matter the level of the spell. 0th-level spells cost only 150gp, but still take up 1 page each.

**Arcane Spell Materials:** This is the special inks and pens needed to copy a number of spell levels from one spellbook to another, or onto blank paper pages. Each spell level takes one page of space, including 0th-level spells. Copying a spell takes one day of work (12 hours) no matter the spell level, and requires that the copyist comprehend the spell in question. Comprehension requires either a *read magic* spell or successful DC 15 + spell level Spellcraft check. This is a much cheaper alternative to an arcane spell formula, but the extra effort required to find the spell in question and time required leads to the popularity of arcane spell formulas.

**Artisan's Tools:** This is the set of special tools needed for any craft. Without these tools, a character has to use improvised tools (-2 penalty on the Craft check) if the job can be done at all.

**Artisan's Tools, Masterwork:** As artisan's tools, but these are the perfect tools for the job, so the character gets a +2 circumstance bonus on the Craft check.

**Climber's Kit:** Special pitons, boot tips, gloves, and a harness that aids in all sorts of climbing. This is the perfect tool for climbing and provides a +2 circumstance bonus to Climb checks.

**Disguise Kit:** A bag containing cosmetics, hair dye, and small physical props. This is the perfect tool for disguise and adds a +2 circumstance bonus to Disguise checks. It's exhausted after ten uses.

**Healer's Kit:** This kit is full of herbs, salves, bandages and other useful materials. It is the perfect tool for anyone attempting a Heal check. It adds a +2 circumstance bonus to the check. It's exhausted after ten uses.

**Holly and Mistletoe:** Sprigs of holly and mistletoe are used by druids as the default divine focus for druid spells. Holly and mistletoe plants are easily found in wooded areas by druids, and sprigs from them are harvested essentially for free.

**Holy Symbol, Silver or Wooden:** A holy symbol focuses positive energy. Clerics use them as the focuses for their spells and as tools for turning undead. Each religion has its own holy symbol, and a sun symbol is the default holy symbol for clerics not associated with any particular religion.

A silver holy symbol works no better than a wooden one, but it serves as a mark of status for the wielder.

**Unholy Symbols:** An unholy symbol is like a holy symbol except that it focuses negative energy and is used by evil clerics (or by neutral clerics who want to cast evil spells or command undead). A skull is the default unholy symbol for clerics not associated with any particular religion.

**Magnifying Glass:** This simple lens allows a closer look at small objects. It is useful as a substitute for flint, steel, and tinder when starting fires (though it takes light as bright as direct sunlight to focus, tinder to light, and at least a full-round action to light a fire with a magnifying glass). It grants a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem.

**Musical Instrument, Common or Masterwork:** Popular instruments include fifes, recorders, lutes, mandolins, and shalms. A masterwork instrument is of superior make. It adds a +2 circumstance bonus to Perform checks and serves as a mark of status.

**Scale, Merchant's:** This scale includes a small balance and pans and a suitable assortment of weights. A scale grants a +2 circumstance bonus to Appraise checks involving items that are valued by weight, including anything made of precious metals.

**Spell Component Pouch:** A small, watertight leather belt pouch with many small compartments. A spellcaster with a spell component pouch is assumed to have all the material components and focuses she needs except those that have a listed cost, divine focuses, or focuses that wouldn't fit in a pouch (such as the natural pool that a druid needs to look into to cast scrying).

**Spellbook, Wizard's (Blank):** A large, leather-bound book that serves as a wizard's reference. A spellbook has 100 pages of parchment, and each spell takes up two pages per level (one page for 0-level spells).

**Thieves' Tools:** These are the tools needed to use the Disable Device and Open Lock skills. The kit includes one or more skeleton keys, long metal picks and pries, a long-nosed clamp, a small hand saw, and a small wedge and hammer. Without these tools, a character will have to improvise tools, and suffer a -2 circumstance penalty on Disable Device and Open Locks checks.

**Thieves' Tools, Masterwork:** This kit contains extra tools and tools of better make, granting a +2 circumstance bonus on Disable Device and Open Lock checks.

**Tool, Masterwork:** This well-made item is the perfect tool for the job and adds a +2 circumstance bonus to a related skill check (if any). Bonuses provided by multiple masterwork items used toward the same skill check do not stack.

**Water Clock:** This large, bulky contrivance gives the time accurate to within half an hour per day since it was last set. It requires a source of water, and it must be kept still because it marks time by the regulated flow of droplets of water. It is primarily an amusement for the wealthy and a tool for the student of arcane lore. Most people have no way to tell exact time, and there's little point in knowing that it is 2:30 P.M. if nobody else does.

## Transport

**Brig:** This larger, more seaworthy version of the cutter is 75 to 95 feet long (plus up to 30 ft of forward spar) and 20 feet wide. It has a crew of 12 to 16. It can carry cargo up to 100 tons or 250 soldiers. It has square sails on its two masts and can make long sea voyages. As a light war craft it can carry from 10 to 16 siege engines, including two on top of the foredeck as bow-chasers. It moves about 12 miles per hour.

**Cutter:** A single-masted ship that is sloop-rigged (sails fore and aft), as well as equipped for rowing. It is 25 to 40 feet long, 10 ft wide, and requires a crew of one to four. A small low-set forward cabin allows it to carry up to 2 tons of cargo or 5 additional people. It is a mid-capability ship that can make long sea voyages as well as sail shallow rivers. It moves about 10 miles per hour under sail, or 1 rowed.

**Galleon:** A three-masted ship with an additional bowsprit sail, and a total crew of 200 (only 20 of which are needed to sail). This ship is 90 feet long, plus 30 ft for the bowsprit deck, and 25 feet wide. It can carry up to 150 tons of cargo or 300 soldiers. The gun-deck can be used to store an additional 100 people in cramped quarters, or be refitted to fire siege engines out the sides from under the cover of shutters. For 4,000 gp more, it can be fitted with a ram and a forecastle with a firing platform able to load two more siege engines on movable bases. It moves about 15 miles per hour when under sail.

**Keelboat:** A 50- to 75-foot-long ship that is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen, and can carry either 10 tons of cargo or 25 soldiers as well. It has a side-facing forward emplacement port and starboard for siege engines, as well as an elevated bow-caster emplacement above the armory. It can make sea voyages as well as sail down rivers. (It has a flat bottom.) It moves about 10 miles per hour under sail, 5 if rowed, or 12 if both rowing and under sail.



**Longboat:** A 15 to 18-foot-long ship for one to four people, essentially a stretched rowboat with room for a second rower. It moves about 4 miles per hour.

**Longship:** A 60 to 75-foot-long and 10 ft wide ship with up to 40 oars and a total crew of 15 to 50. It has a single mast and a square sail. It can carry 50 tons of cargo or 125 soldiers counting the crew. A longship can make sea voyages. It moves about 10 miles per hour when rowed or under sail, and up to 15 if doing both.

**Rowboat:** An 8 to 12-foot-long boat for one or three people. It moves about 3 miles per hour.

**Ship-of-the-Line:** This 100-foot-long watercraft has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers, and can hold 10 tons of cargo. This ship can carry up to 160 soldiers, but not for long distances, since there isn't room for supplies for that many. The ship-of-the-line is not used for cargo. It moves about 10 miles per hour when under sail.

**Whaleboat:** This is a fat rowboat intended to be crewed by 4 rowers (minimum 2), one per oar. It is 20 ft long and 10 ft wide. In addition to the rowers it can carry either 1 ton of cargo or two passengers. It moves about 2 miles per hour with two rowers, or 5 miles per hour with four.

**Ship's Passage:** Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo.

**Coach Cab:** The price listed is for a ride in a coach that transports people (and light cargo) between towns. For a ride in a cab that transports passengers within a city, 1 cp usually takes a character anywhere they need to go.

**Teleportation:** The cost to be teleported is based on caster or manifester level, although the customer will have to pay double because the caster/manifester will need to teleport herself back. Further, some people will charge as much as double to teleport into a dangerous area.

**Road or Gate Toll:** A toll is sometimes charged to cross a well-trodden, well-kept, and well-guarded road to pay for patrols on it and its upkeep. Occasionally, large, walled cities charge a toll to enter or exit the city (sometimes just to enter the city).

### Siege Engines

Using a siege engine requires both a crew and a master engineer. The crew must be a Medium-size humanoid, with Small-size creatures counting as half a crewman, and every 4 points of Strength above 12 allowing a crewman to replace another crewman of the same size. The master engineer must have the Exotic Weapon Proficiency (siege engines) feat, and at least 1 rank in Knowledge (architecture & engineering) or suffer a -4 non-proficiency with all d20 rolls involved in the use of the siege engine. A crewman cannot count as the master engineer of the siege engine he is crewing, but a master engineer can command up to two siege engines at once.

It takes two full round actions by all crew members to prepare a siege engine for use, followed by a full action by the master engineer to actually use it. Siege weapons with crews twice as large as required can be used after only one full round action by all crewmembers. This means that a regularly crewed siege weapon can be used every other combat round.

Most siege engines that can deal damage have a minimum range at which they can be used on a target, targets within this range cannot be fired upon. Siege weapons can be enchanted as normal weapons. Due to the raw power of their damage, all attacks by siege weapons are considered touch attacks. Siege weapons can be enchanted like other weapons.

**Ballista:** This is a giant crossbow on a wheeled base, cranked back by means of a pegged wheel that pulls the bow taut. When it is being ready to use, chocks are placed beneath the wheels to

prevent recoil. A hinged lift system with pegs allows its trajectory to be adjusted for range. If a creature is dealt damage by the bolt at that is greater than the creature's Strength + Hit Dice, then the bolt "blows through" the target at tries to strike the next target behind it in a straight line. This attack is made as if the attacker had a to-hit total of +0 plus range modifiers, and each time it blows through a target it loses one die of damage (so it can blow through at most two times). It fires javelins. The master engineer makes a rolls BAB + Wisdom as their to-hit roll.

**Catapult:** This is a huge arm on a wheeled frame, with a spoon-like cup or gigantic sling at the end. It is powered by wound rope that puts tension on the arm for light versions, or a sack of counterweight rocks for heavy versions. It throws boulders two feet across by flinging them in an overhead arc towards the target. This arcing flight permits it to pass over obstacles between itself and the target by adjusting the stop on the crosspiece that halts the movement of the arm. By adding the height of the obstacle to the distance of the target, the total range of the target can be taken **without** having to worry about impacting whatever is providing cover to the target. Shrapnel from the impact of the boulder deals one die less damage within a 5 ft radius of the stone's impact, with a Reflex DC 15 save for half damage. The master engineer makes a rolls BAB + Wisdom as their to-hit roll.

**Onager:** This is a smaller version of a light catapult designed for formation and anti-scaling combat. It is either wheeled or permanently affixed to a rotating platform. The crosspiece is movable across a pair of half-circle arches, allowing the weapon to fire as close as 20 ft. The weapon uses a sling to throw the stone, even though it is a light catapult, in order to give the stone spin. When it impacts, the spin causes the stone to bounce 1d6 squares in a random direction, requiring a Reflex DC 15 save for all targets in its path to negate the damage. The stone loses one die of damage each time it bounces, so it stops on the fourth bounce. The master engineer makes a rolls BAB + Wisdom as their to-hit roll.

**Ram:** This is a log in a rope-suspended cradle, with a cap of some sort on the head, and a covering over the cradle. The covering provides the crew with full cover from attacks. It can be moved by the crew at half their average Speed, or the crew can attack a target within 5 ft of the front of the siege weapon under the direction of the master engineer, by swinging the log back and then thrusting it towards the target. The master engineer makes a rolls BAB + Wisdom as their to-hit roll.

**Siege Tower:** This is a 40 to 50 ft tall tower that is open at the top front and bottom rear, with a ladder going from one to the other. The crew pushes it forward, receiving half cover from the tower as they do so, under the direction of the master engineer who either rides up top or directs it from the front. The master engineer must pass a DC 10 Wisdom check in order to get it to move safely, with a failed check resulting in the tower toppling if they failed on a natural 1, or otherwise one of the crew taking 2d6 damage from the crushing weight of the tower as it rocks backwards. When the tower moves, it moves 30 ft forward, or turns up to 90 degrees.



# CHAPTER EIGHT: COMBAT

## HOW COMBAT WORKS

Combat is cyclical; everybody acts in turn in a regular cycle of rounds. Combat follows this sequence:

1. Each combatant starts out flat-footed. Once a combatant acts, he or she is no longer flat-footed.
2. Determine which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds of combat begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one action (either a standard action or a move action) during the surprise round. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.
3. Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round of combat.
4. Combatants act in initiative order (highest to lowest).
5. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

### Combat Statistics

This section summarizes the statistics that determine success in combat, and then details how to use

#### Attack Roll

An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll a d20 and add your attack bonus. (Other modifiers may also apply to this roll.) If your result equals or beats the target's Armor Class, you hit and deal damage.

**Automatic Misses and Hits:** A natural 1 (the d20 comes up 1) on an attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit.

#### Attack Bonus

Your attack bonus with a melee weapon is:

**Base attack bonus + Strength modifier + size modifier**

With a ranged weapon, your attack bonus is:

**Base attack bonus + Dexterity modifier + size modifier + range penalty**

TABLE 8-1: SIZE MODIFIERS

Size	Size Modifier	Size	Size Modifier
Colossal	-8	Small	+1
Gargantuan	-4	Tiny	+2
Huge	-2	Diminutive	+4
Large	-1	Fine	+8
Medium	+0		

#### Damage

When your attack succeeds, you deal damage. The type of weapon used determines the amount of damage you deal. Effects that modify weapon damage apply to unarmed strikes and the natural physical attack forms of creatures.

Damage reduces a target's current hit points.

**Minimum Damage:** If penalties reduce the damage result to less than 1, a hit still deals 1 point of damage.

**Strength Bonus:** When you hit with a melee or thrown weapon, including a sling, add your Strength modifier to the damage result. A Strength penalty, but not a bonus, applies on attacks made with a bow that is not a composite bow.

\* **Off-Hand Weapon:** When you deal damage with a weapon in your off hand, you add only 1/2 your Strength bonus.

\* **Wielding a Weapon Two-Handed:** When you deal damage with a weapon that you are wielding two-handed, you add 1-1/2 times your Strength bonus (or x2 with Power Attack). However, you don't get this higher Strength bonus when using a light weapon with two hands.

**Multiplying Damage:** Sometimes you multiply damage by some factor, such as on a critical hit. Roll the damage (with all modifiers) multiple times and total the results.

\* **Note:** When you multiply damage more than once, each multiplier works off the original, unmultiplied damage.

\* **Exception:** Extra damage dice over and above a weapon's normal damage are never multiplied.

**Ability Damage:** Certain creatures and magical effects can cause temporary ability damage (a reduction to an ability score).

### Armor Class

Your Armor Class (AC) represents how hard it is for opponents to land a solid, damaging blow on you. It's the attack roll result that an opponent needs to achieve to hit you. Your AC is equal to the following:

**10 + armor bonus + shield bonus + Dexterity modifier + size modifier**

Note that armor limits your Dexterity bonus, so if you're wearing armor, you might not be able to apply your whole Dexterity bonus to your AC.

Sometimes you can't use your Dexterity bonus (if you have one). If you can't react to a blow, you can't use your Dexterity bonus to AC. (If you don't have a Dexterity bonus, nothing happens.)

**Other Modifiers:** Many other factors modify your AC.

**Enhancement Bonuses:** Enhancement effects make your armor better.

\* **Deflection Bonus:** Magical deflection effects ward off attacks and improve your AC.

\* **Natural Armor:** Natural armor improves your AC.

\* **Dodge Bonuses:** Some other AC bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies you your Dexterity bonus also denies you dodge bonuses. (Wearing armor, however, does not limit these bonuses the way it limits a Dexterity bonus to AC.) Unlike most sorts of bonuses, dodge bonuses stack with each other.

**Touch Attacks:** Some attacks disregard armor, including shields and natural armor. In these cases, the attacker makes a touch attack roll (either ranged or melee). When you are the target of a touch attack, your AC doesn't include any armor bonus, shield bonus, or natural armor bonus. All other modifiers, such as your size modifier, Dexterity modifier, and deflection bonus (if any) apply normally.

### Hit Points

When your hit point total reaches 0, you're disabled. When it reaches -1, you're dying. When it gets to -10, you're dead.

### Speed

Your speed tells you how far you can move in a round and still do something, such as attack or cast a spell. Your speed depends mostly on your race and what armor you're wearing.

Dwarves and Halflings have a speed of 20 feet (4 squares), or 15 feet (3 squares) when wearing medium or heavy armor (except for dwarves, who move 20 feet in any armor).

Elves, Humans, Half-Elves, Half-Orcs, and Kobolds have a speed of 30 feet (6 squares), or 20 feet (4 squares) in medium or heavy armor.

If you use two move actions in a round (sometimes called a “double move” action), you can move up to double your speed. If you spend the entire round to run all out, you can move up to quadruple your speed (or triple if you are in heavy armor).

### Saving Throws

Generally, when you are subject to an unusual or magical attack, you get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on your class, level, and an ability score. Your saving throw modifier is:

#### **Base save bonus + ability modifier**

**Saving Throw Types:** The three different kinds of saving throws are Fortitude, Reflex, and Will:

\* **Fortitude:** These saves measure your ability to stand up to physical punishment or attacks against your vitality and health. Apply your Constitution modifier to your Fortitude saving throws.

\* **Reflex:** These saves test your ability to dodge area attacks. Apply your Dexterity modifier to your Reflex saving throws.

\* **Will:** These saves reflect your resistance to mental influence as well as many magical effects. Apply your Wisdom modifier to your Will saving throws.

**Saving Throw Difficulty Class:** The DC for a save is determined by the attack itself.

**Automatic Failures and Successes:** A natural 1 (the d20 comes up 1) on a saving throw is always a failure (and may cause damage to exposed items; see Items Surviving after a Saving Throw). A natural 20 (the d20 comes up 20) is always a success.

## **INITIATIVE & ATTACKS OF OPPORTUNITY**

### Initiative

**Initiative Checks:** At the start of a battle, each combatant makes an initiative check. An initiative check is a Dexterity check. Each character applies their Dexterity modifier to the roll. Characters act in order, counting down from highest result to lowest. In every round that follows, the characters act in the same order (unless a character takes an action that results in their initiative changing; see Special Initiative Actions). If two or more combatants have the same initiative check result, the combatants who are tied act in order of total initiative modifier (highest first). If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.

**Flat-Footed:** At the start of a battle, before you have had a chance to act (specifically, before your first regular turn in the initiative order), you are flat-footed. You can't use your Dexterity bonus to AC (if any) while flat-footed. Barbarians and rogues have the uncanny dodge extraordinary ability, which allows them to avoid losing their Dexterity bonus to AC due to being flat-footed. A flat-footed character can't make attacks of opportunity.

**Inaction:** Even if you can't take actions, you retain your initiative score for the duration of the encounter.

### Surprise

When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised.

### **Determining Awareness**

Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them

are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware.

Determining awareness may call for Listen checks, Spot checks, or other checks.

**The Surprise Round:** If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a standard action during the surprise round. You can also take free actions during the surprise round. If no one or everyone is surprised, no surprise round occurs.

**Unaware Combatants:** Combatants who are unaware at the start of battle don't get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet, so they lose any Dexterity bonus to AC.

### Attacks of Opportunity

Sometimes a combatant in a melee lets his guard down. In this case, combatants near him can take advantage of his lapse in defense to attack him for free. These free attacks are called attacks of opportunity.

**Threatened Squares:** You threaten all squares into which you can make a melee attack, even when it is not your action. Generally, that means everything in all squares adjacent to your space (including diagonally). An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from you. If you're unarmed, you don't normally threaten any squares and thus can't make attacks of opportunity.

\* **Reach Weapons:** Most creatures of Medium or smaller size have a reach of only 5 feet. This means that they can make melee attacks only against creatures up to 5 feet (1 square) away. However, Small and Medium creatures wielding reach weapons threaten more squares than a typical creature. In addition, most creatures larger than Medium have a natural reach of 10 feet or more.

**Provoking an Attack of Opportunity:** Two kinds of actions can provoke attacks of opportunity: moving out of a threatened square and performing an action within a threatened square.

\* **Moving:** Moving out of a threatened square usually provokes an attack of opportunity from the threatening opponent. There are two common methods of avoiding such an attack—the 5-foot-step and the withdraw action (see below).

\* **Performing a Distracting Act:** Some actions, when performed in a threatened square, provoke attacks of opportunity as you divert your attention from the battle. Table 8-2: Actions in Combat notes many of the actions that provoke attacks of opportunity. Remember that even actions that normally provoke attacks of opportunity may have exceptions to this rule.

**Making an Attack of Opportunity:** An attack of opportunity is a single melee attack, and you can only make one per round. You don't have to make an attack of opportunity if you don't want to.

An experienced character gets additional regular melee attacks (by using the full attack action), but at a lower attack bonus. You make your attack of opportunity, however, at your normal attack bonus—even if you've already attacked in the round.

An attack of opportunity “interrupts” the normal flow of actions in the round. If an attack of opportunity is provoked, immediately resolve the attack of opportunity, and then continue with the next character's turn (or complete the current turn, if the attack of opportunity was provoked in the midst of a character's turn).

\* **Combat Reflexes and Additional Attacks of Opportunity:** If you have the Combat Reflexes feat you can add your Dexterity modifier to the number of attacks of opportunity you can make in a

round. This feat does not let you make more than one attack for a given opportunity, but if the same opponent provokes two attacks of opportunity from you, you could make two separate attacks of opportunity (since each one represents a different opportunity). Moving out of more than one square threatened by the same opponent in the same round doesn't count as more than one opportunity for that opponent. All these attacks are at your full normal attack bonus.

## ACTIONS IN COMBAT

### The Combat Round

Each round represents 6 seconds in the game world. A round presents an opportunity for each character involved in a combat situation to take an action.

Each round's activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character's turn comes up in the initiative sequence that character performs his entire round's worth of actions. (For exceptions, see Attacks of Opportunity and Special Initiative Actions.)

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from one round to the same initiative count in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

### Action Types

An action's type essentially tells you how long the action takes to perform (within the framework of the 6-second combat round) and how movement is treated. There are four types of actions: standard actions, move actions, full-round actions, and free actions.

In a normal round, you can perform a standard action and a move action, or you can perform a full-round action. You can also perform one or more free actions. You can always take a move action in place of a standard action.

In some situations (such as in a surprise round), you may be limited to taking only a single move action or standard action.

**Standard Action:** A standard action allows you to do something, most commonly make an attack or cast a spell. See Table 8-2: Actions in Combat for other standard actions.

**Move Action:** A move action allows you to move your speed or perform an action that takes a similar amount of time. See Table 8-2: Actions in Combat.

You can take a move action in place of a standard action. If you move no actual distance in a round (commonly because you have swapped your move for one or more equivalent actions), you can take one 5-foot step either before, during, or after the action.

**Full-Round Action:** A full-round action consumes all your effort during a round. The only movement you can take during a full-round action is a 5-foot step before, during, or after the action. You can also perform free actions (see below).

Some full-round actions do not allow you to take a 5-foot step.

Some full-round actions can be taken as standard actions, but only in situations when you are limited to performing only a standard action during your round. The descriptions of specific actions, below, detail which actions allow this option.

**Free Action:** Free actions consume a very small amount of time and effort. You can perform one or more free actions while taking another action normally. However, there are reasonable limits on what you can really do for free.

**Not an Action:** Some activities are so minor that they are not even considered free actions. They literally don't take any time at

all to do and are considered an inherent part of doing something else.

**Restricted Activity:** In some situations, you may be unable to take a full round's worth of actions. In such cases, you are restricted to taking only a single standard action or a single move action (plus free actions as normal). You can't take a full-round action (though you can start or complete a full-round action by using a standard action; see below).

**TABLE 8-2: ACTIONS IN COMBAT**

<b>Standard Action</b>	<b>Attack of Opp<sup>1</sup></b>
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Activate a magic/psionic item other than a potion or oil	No
Aid another	Maybe <sup>2</sup>
Bull rush	No
Cast a spell (1 standard action casting time)	Yes
Concentrate to maintain an active spell or power	No
Dismiss a spell or power	No
Draw a hidden weapon (see Sleight of Hand skill)	No
Drink a potion or apply an oil	Yes
Escape a grapple	No
Feint	No
Light a torch with a tindertwig	Yes
Lower spell resistance	No
Make a dying friend stable (see Heal skill)	Yes
Manifest a psionic power (regular manifesting time)	Yes
Overrun	No
Partial Charge	No <sup>3</sup>
Read a scroll	Yes
Ready (triggers a standard action)	No
Sunder a weapon (attack)	Yes
Sunder an object (attack)	Maybe <sup>4</sup>
Total defense	No
Turn or rebuke undead	No
Use extraordinary ability	No
Use skill that takes 1 action	Usually
Use spell-like ability	Yes
Use supernatural ability	No
<b>Move Action</b>	<b>Attack of Opp<sup>1</sup></b>
Move	Yes
Control a frightened mount	Yes
Direct or redirect an active spell or power	No
Draw a weapon	No
Load a hand crossbow or light crossbow	Yes
Open or close a door	No
Mount a horse or dismount	No
Move a heavy object	Yes
Total defense	No
Pick up an item	Yes
Sheathe a weapon	No
Stand up from prone	Yes
Ready or loose a shield	No
Retrieve a stored item	Yes
<b>Full-Round Action</b>	<b>Attack of Opp<sup>1</sup></b>
Full attack	No
Charge	No <sup>3</sup>
Deliver coup de grace	Yes
Escape from a net	Yes
Extinguish flames	No
Light a torch	Yes
Load a heavy or repeating crossbow	Yes
Lock or unlock weapon in locked gauntlet	Yes
Prepare to throw splash weapon	Yes
Run	Yes

Use skill that takes 1 round	Usually
Use touch spell on up to six friends	Yes
Withdraw <sup>5</sup>	No
<b>Free Action</b>	<b>Attack of Opp<sup>1</sup></b>
Cast a quickened spell	No
Cease concentration on a spell	No
Drop an item	No
Drop to the floor	No
Manifest a <i>free action</i> or <i>unfettered</i> psionic power	No
Prepare spell components to cast a spell <sup>6</sup>	No
Speak	No
<b>No Action</b>	<b>Attack of Opp<sup>1</sup></b>
Delay	No
5-foot step	No
<b>Action Type Varies</b>	<b>Attack of Opp<sup>1</sup></b>
Disarm	Yes
Grapple	Yes
Trip an opponent	No
Use feat <sup>7</sup>	Varies

**1** Regardless of the action, if you move out of a threatened square, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

**2** If you aid someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.

**3** Only the first 5 ft of reach for the creature being charged does not count towards attacks of opportunity. Creatures next to the target, or that are charged past, still get attacks of opportunity.

**4** If the object is being held, carried, or worn by a creature, yes. If not, then no.

**5** May be taken as a standard action if you are limited to taking only a single action in a round.

**6** Unless the component is an extremely large or awkward item, or you do not have a spell component pouch.

**7** The description of a feat defines its effect.

## Standard Actions

### Attack

Making an attack is a standard action.

**Melee Attacks:** With a normal melee weapon, you can strike any opponent within 5 feet. (Opponents within 5 feet are considered adjacent to you.) Some melee weapons have reach, as indicated in their descriptions. With a typical reach weapon, you can strike opponents 10 feet away, but you can't strike adjacent foes (those within 5 feet).

**Unarmed Attacks:** Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon, except for the following:

\* **Attacks of Opportunity:** Attacking unarmed provokes an attack of opportunity from the character you attack, provided he is armed. The attack of opportunity comes before your attack. An unarmed attack does not provoke attacks of opportunity from other foes nor does it provoke an attack of opportunity from an unarmed foe.

An unarmed character can't take attacks of opportunity (but see "Armed" Unarmed Attacks, below).

\* **"Armed" Unarmed Attacks:** Sometimes a character's or creature's unarmed attack counts as an armed attack. A monk, a character with the Improved Unarmed Strike feat, a spellcaster delivering a touch attack spell, and a creature with natural physical weapons all count as being armed. Note that being armed counts for both offense and defense (the character can make attacks of opportunity)

\* **Unarmed Strike Damage:** An unarmed strike from a Medium character deals 1d3 points of damage (plus your Strength modifier,

as normal). A Small character's unarmed strike deals 1d2 points of damage, while a Large character's unarmed strike deals 1d4 points of damage. All damage from unarmed strikes is nonlethal damage. Unarmed strikes count as light weapons (for purposes of two-weapon attack penalties and so on).

\* **Dealing Lethal Damage:** You can specify that your unarmed strike will deal lethal damage before you make your attack roll, but you take a -4 penalty on your attack roll. If you have the Improved Unarmed Strike feat, you can deal lethal damage with an unarmed strike without taking a penalty on the attack roll.

**Ranged Attacks:** With a ranged weapon, you can shoot or throw at any target that is within the weapon's maximum range and in line of sight. The maximum range for a thrown weapon is five range increments. For projectile weapons, it is ten range increments. Some ranged weapons have shorter maximum ranges, as specified in their descriptions.

**Attack Rolls:** An attack roll represents your attempts to strike your opponent.

Your attack roll is 1d20 + your attack bonus with the weapon you're using. If the result is at least as high as the target's AC, you hit and deal damage.

**Automatic Misses and Hits:** A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit.

**Damage Rolls:** If the attack roll result equals or exceeds the target's AC, the attack hits and you deal damage. Roll the appropriate damage for your weapon. Damage is deducted from the target's current hit points.

**Multiple Attacks:** A character that can make more than one attack per round must use the full attack action (see Full-Round Actions, below) in order to get more than one attack.

**Shooting or Throwing into a Melee:** If you shoot or throw a ranged weapon at a target engaged in melee with a friendly character, you take a -4 penalty on your attack roll. Two characters are engaged in melee if they are enemies of each other and either threatens the other. (An unconscious or otherwise immobilized character is not considered engaged unless he is actually being attacked.)

If your target (or the part of your target you're aiming at, if it's a big target) is at least 10 feet away from the nearest friendly character, you can avoid the -4 penalty, even if the creature you're aiming at is engaged in melee with a friendly character.

**Precise Shot:** If you have the Precise Shot feat you don't take this penalty.

**Fighting Defensively as a Standard Action:** You can choose to fight defensively when attacking. If you do so, you take a -4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

**Critical Hits:** When you make an attack roll and get a natural 20 (the d20 shows 20), you hit regardless of your target's Armor Class, and you have scored a threat. The hit might be a critical hit (or "crit"). To find out if it's a critical hit, you immediately make a critical roll—another attack roll with all the same modifiers as the attack roll you just made. If the critical roll also results in a hit against the target's AC, your original hit is a critical hit. (The critical roll just needs to hit to give you a crit. It doesn't need to come up 20 again.) If the critical roll is a miss, then your hit is just a regular hit.

A critical hit means that you roll your damage more than once, with all your usual bonuses, and add the rolls together. Unless otherwise specified, the threat range for a critical hit on an attack roll is 20, and the multiplier is x2.

\* **Exception:** Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit.

\* **Increased Threat Range:** Sometimes your threat range is greater than 20. That is, you can score a threat on a lower number. In such cases, a roll of lower than 20 is not an automatic hit. Any attack roll that doesn't result in a hit is not a threat.

\* **Increased Critical Multiplier:** Some weapons deal better than double damage on a critical hit.

\* **Spells and Critical Hits:** A spell that requires an attack roll can score a critical hit. A spell attack that requires no attack roll cannot score a critical hit.

### Activate Magic/Psionic Item

Many magic items don't need to be activated, but all psionic items do. However, certain magic items need to be activated, especially potions, scrolls, wands, rods, and staves. Activating a magic or psionic item is a standard action (unless the item description indicates otherwise). In addition to this activating or "attuning" a psionic item also requires a Use Psionic Device check

**Spell Completion Items:** Activating a spell completion item is the equivalent of casting a spell. It requires concentration and provokes attacks of opportunity. You lose the spell if your concentration is broken, and you can attempt to activate the item while on the defensive, as with casting a spell.

**Spell Trigger, Command Word, or Use-Activated Items:** Activating any of these kinds of items does not require concentration and does not provoke attacks of opportunity.

**Use Psionic Device:** Psionic items that must be activated in order to be used require a Use Psionic Device check as part of the standard action that activates them. Psionic items that can be activated for others or have a constant effect must be "attuned" to their intended user by means of a Use Psionic Device check, and provide no benefits until they are. Rolling a natural 1 on a Use Psionic Device check causes "brainburn", which deals the item's Manifester Level in hit points of damage to the intended user as well as using up a charge from the item or consuming its activation (if any).

### Cast a Spell

Most spells require 1 standard action to cast. You can cast such a spell either before or after you take a move action.

\* **Note:** You retain your Dexterity bonus to AC while casting.

**Spell Components:** To cast a spell with a verbal (V) component, your character must speak in a firm voice. If you're gagged or in the area of a silence spell, you can't cast such a spell. A spellcaster who has been deafened has a 20% chance to spoil any spell he tries to cast if that spell has a verbal component.

To cast a spell with a somatic (S) component, you must gesture freely with at least one hand. You can't cast a spell of this type while bound, grappling, or with both your hands full or occupied.

To cast a spell with a material (M), focus (F), or divine focus (DF) component, you have to have the proper materials, as described by the spell. Unless these materials are elaborate preparing these materials is a free action. For material components and focuses whose costs are not listed, you can assume that you have them if you have your spell component pouch.

Some spells have an experience point (XP) component and entail an experience point cost to you. No spell can restore the lost XP. You cannot spend so much XP that you lose a level, so you cannot cast the spell unless you have enough XP to spare. However, you may, on gaining enough XP to achieve a new level, immediately spend the XP on casting the spell rather than keeping it to advance a level. The XP are expended when you cast the spell, whether or not the casting succeeds.

**Concentration:** You must concentrate to cast a spell. If you can't concentrate you can't cast a spell. If you start casting a spell but something interferes with your concentration you must make a

Concentration check or lose the spell. The check's DC depends on what is threatening your concentration (see the Concentration skill). If you fail, the spell fizzles with no effect. If you prepare spells, it is lost from preparation. If you cast at will, it counts against your daily limit of spells even though you did not cast it successfully.

**Casting Time:** Most spells have a casting time of 1 standard action. A spell cast in this manner immediately takes effect.

**Attacks of Opportunity:** Generally, if you cast a spell, you provoke attacks of opportunity from threatening enemies. If you take damage from an attack of opportunity, you must make a Concentration check (DC 10 + points of damage taken + spell level) or lose the spell. Spells that require only a free action to cast don't provoke attacks of opportunity.

**Casting on the Defensive:** Casting a spell while on the defensive does not provoke an attack of opportunity. It does, however, require a Concentration check (DC 15 + spell level) to pull off. Failure means that you lose the spell.

### Concentrating to Maintain a Spell or Power

Some spells and psionic powers require continued concentration to keep them going. Concentrating to maintain a spell or power is a standard action that doesn't provoke an attack of opportunity. Anything that could break your concentration when casting a spell or manifesting a power can keep you from concentrating to maintain a spell or power. If your concentration breaks, the spell or power ends.

### Manifest a Psionic Power

Most powers require 1 standard action to manifest. You can manifest such a power either before or after you take a move action.

\* **Note:** You retain your Dexterity bonus to AC while manifesting.

**Concentration:** You must concentrate to manifest a power. If you can't concentrate you can't manifest a power. If you start manifesting a power but something interferes with your concentration you must make a Concentration check or lose the manifestation (as well as all Power Points you spent on it). The check's DC depends on what is threatening your concentration (see the Concentration skill). If you fail, the power fizzles with no effect. Manifesting knack feats does not provoke an attack of opportunity.

**Manifesting Time:** Most powers have a manifesting time of 1 standard action. A power manifested in this manner immediately takes effect.

**Attacks of Opportunity:** Generally, if you manifest a power, you provoke attacks of opportunity from threatening enemies. If you take damage from an attack of opportunity, you must make a Concentration check (DC 10 + points of damage taken + 1/2 Power Points spent) or lose the manifestation. Powers that require only a free action to manifest, can be manifested as unfettered free actions, or are knacks don't provoke attacks of opportunity.

**Manifesting on the Defensive:** Manifesting a power while on the defensive does not provoke an attack of opportunity. It does, however, require a Concentration check (DC 15 + 1/2 Power Points spent) to pull off. Failure means that you lose the manifestation.

## Partial Charge

Identical to a Charge attack, except that you can move only up to your Speed. You cannot move any other distance in the same round.

## Start/Complete Full-Round Action

The “start full-round action” standard action lets you start undertaking a full-round action, which you can complete in the following round by using another standard action. You can’t use this action to start or complete a full attack, charge, run, or withdraw.

## Total Defense

You can defend yourself as a standard action. You get a +4 dodge bonus to your AC for 1 round. Your AC improves at the start of this action. You can’t combine total defense with fighting defensively or with the benefit of the Combat Expertise feat (since both of those require you to declare an attack or full attack). You can’t make attacks of opportunity while using total defense.

## Touch Effects in Combat

Many spells have a range of touch. To use these spells, you cast the spell and then touch the subject, either in the same round or any time later. In the same round that you cast the spell, you may also touch (or attempt to touch) the target. You may take your move before casting the spell, after touching the target, or between casting the spell and touching the target. You can automatically touch one friend or use the spell on yourself, but to touch an opponent, you must succeed on an attack roll.

**Touch Attacks:** Touching an opponent with a touch spell is considered to be an armed attack and therefore does not provoke attacks of opportunity. However, the act of casting a spell does provoke an attack of opportunity. Touch attacks come in two types: melee touch attacks and ranged touch attacks. You can score critical hits with either type of attack. Your opponent’s AC against a touch attack does not include any armor bonus, shield bonus, or natural armor bonus. His size modifier, Dexterity modifier, and deflection bonus (if any) all apply normally.

**Holding the Charge:** If you don’t discharge the spell in the round when you cast the spell, you can hold the discharge of the spell (hold the charge) indefinitely. You can continue to make touch attacks round after round. You can touch one friend as a standard action or up to six friends as a full-round action. If you touch anything or anyone while holding a charge, even unintentionally, the spell discharges. If you cast another spell, the touch spell dissipates. Alternatively, you may make a normal unarmed attack (or an attack with a natural weapon) while holding a charge. In this case, you aren’t considered armed and you provoke attacks of opportunity as normal for the attack. (If your unarmed attack or natural weapon attack doesn’t provoke attacks of opportunity, neither does this attack.) If the attack hits, you deal normal damage for your unarmed attack or natural weapon and the spell discharges. If the attack misses, you are still holding the charge.

**Dismiss a Spell:** Dismissing an active spell is a standard action that doesn’t provoke attacks of opportunity.

## Use Special Ability

Using a special ability is usually a standard action, but whether it is a standard action, a full-round action, or not an action at all is defined by the ability.

**Spell-Like Abilities:** Using a spell-like ability works like casting a spell in that it requires concentration and provokes attacks of opportunity. Spell-like abilities can be disrupted. If your concentration is broken, the attempt to use the ability fails,

but the attempt counts as if you had used the ability. The casting time of a spell-like ability is 1 standard action, unless the ability description notes otherwise.

\* **Using a Spell-Like Ability on the Defensive:** You may attempt to use a spell-like ability on the defensive, just as with casting a spell. If the Concentration check (DC 15 + spell level) fails, you can’t use the ability, but the attempt counts as if you had used the ability.

**Supernatural Abilities:** Using a supernatural ability is usually a standard action (unless defined otherwise by the ability’s description). Its use cannot be disrupted, does not require concentration, and does not provoke attacks of opportunity.

**Extraordinary Abilities:** Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concentration, and do not provoke attacks of opportunity.

## Move Actions

With the exception of specific movement-related skills, most move actions don’t require a check.

## Direct or Redirect a Spell or Power

Some spells and psionic powers allow you to redirect the effect to new targets or areas after you cast the spell or manifest the power. Redirecting a spell or power requires a move action and does not provoke attacks of opportunity or require concentration.

## Draw or Sheathe a Weapon

Drawing a weapon so that you can use it in combat, or putting it away so that you have a free hand, requires a move action. This action also applies to weapon-like objects carried in easy reach, such as wands. If your weapon or weapon-like object is stored in a pack or otherwise out of easy reach, treat this action as retrieving a stored item.

If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

Drawing ammunition for use with a ranged weapon (such as arrows, bolts, sling bullets, or shuriken) is a free action.

## Partial Defense

So long as you have not made an attack roll that turn you can assume a defensive posture as if you had fought defensively, except you cannot make attacks of opportunity until your next action.

## Ready or Loose a Shield

Strapping a shield to your arm to gain its shield bonus to your AC, or un-strapping and dropping a shield so you can use your shield hand for another purpose, requires a move action. If you have a base attack bonus of +1 or higher, you can ready or loose a shield as a free action combined with a regular move.

Dropping a carried (but not worn) shield is a free action.

## Manipulate an Item

In most cases, moving or manipulating an item is a move action. This includes retrieving or putting away a stored item, picking up an item, moving a heavy object, and opening a door. Examples of this kind of action, along with whether they incur an attack of opportunity, are given in Table 8-2: Actions in Combat.

## Mount/Dismount a Steed

Mounting or dismounting from a steed requires a move action.



**Fast Mount or Dismount:** You can mount or dismount as a free action with a DC 20 Ride check (your armor check penalty, if any, applies to this check). If you fail the check, mounting or dismounting is a move action instead. (You can't attempt a fast mount or fast dismount unless you can perform the mount or dismount as a move action in the current round.)

### Move

The simplest move action is moving your speed. If you take this kind of move action during your turn, you can't also take a 5-foot step.

Many nonstandard modes of movement are covered under this category, including climbing (up to one-quarter of your speed) and swimming (up to one-quarter of your speed).

**Accelerated Climbing:** You can climb one-half your speed as a move action by accepting a -5 penalty on your Climb check.

**Crawling:** You can crawl 5 feet as a move action. Crawling incurs attacks of opportunity from any attackers who threaten you at any point of your crawl.

### Stand Up

Standing up from a prone position requires a move action and provokes attacks of opportunity.

### Full-Round Actions

A full-round action requires an entire round to complete. Thus, it can't be coupled with a standard or a move action, though if it does not involve moving any distance, you can take a 5-foot step.

### Full Attack

If you get more than one attack per round because your base attack bonus is high enough, because you fight with two weapons or a double weapon or for some special reason you must use a full-round action to get your additional attacks. You do not need to specify the targets of your attacks ahead of time. You can see how the earlier attacks turn out before assigning the later ones.

The only movement you can take during a full attack is a 5-foot step. You may take the step before, after, or between your attacks.

If you get multiple attacks because your base attack bonus is high enough, you must make the attacks in order from highest bonus to lowest. If you are using two weapons, you can strike with either weapon first. If you are using a double weapon, you can strike with either part of the weapon first.

**Deciding between an Attack or a Full Attack:** After your first attack, you can decide to take a move action instead of making your remaining attacks, depending on how the first attack turns out. If you've already taken a 5-foot step, you can't use your move action to move any distance, but you could still use a different kind of move action.

**Fighting Defensively as a Full-Round Action:** You can choose to fight defensively when taking a full attack action. If you do so, you take a -4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

**Cleave:** The extra attack granted by the Cleave feat or Great Cleave feat can be taken whenever they apply. This is an exception to the normal limit to the number of attacks you can take when not using a full attack action.

### Cast a Spell

A spell that takes 1 round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the spell. You then act normally after the spell is completed.

A spell that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a spell as a full-round action). These actions must be consecutive and uninterrupted, or the spell automatically fails.

When you begin a spell that takes 1 round or longer to cast, you must continue the invocations, gestures, and concentration from one round to just before your turn in the next round (at least). If you lose concentration after starting the spell and before it is complete, you lose the spell.

You only provoke attacks of opportunity when you begin casting a spell, even though you might continue casting for at least one full round. While casting a spell, you don't threaten any squares around you.

This action is otherwise identical to the cast a spell action described under Standard Actions.

**Casting a Metamagic Spell:** Sorcerers and bards must take more time to cast a metamagic spell (one enhanced by a metamagic feat) than a regular spell. If a spell's normal casting time is 1 standard action, casting a metamagic version of the spell is a full-round action for a sorcerer or bard. Note that this isn't the same as a spell with a 1-round casting time—the spell takes effect in the same round that you begin casting, and you aren't required to continue the invocations, gestures, and concentration until your next turn. For spells with a longer casting time, it takes an extra full-round action to cast the metamagic spell.

Clerics must take more time to spontaneously cast a metamagic version of a cure or inflict spell. Spontaneously casting a metamagic version of a spell with a casting time of 1 standard action is a full-round action, and spells with longer casting times take an extra full-round action to cast.

### Move 5 Feet through Difficult Terrain

In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (a single square). In such a case, you may spend a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and thus it provokes attacks of opportunity normally.

### Run

You can run as a full-round action. (If you do, you do not also get a 5-foot step.) When you run, you can move up to four times your speed in a straight line (or three times your speed if you're in heavy armor). You lose any Dexterity bonus to AC unless you have the Run feat.

You can run for a number of rounds equal to your Constitution score, but after that you must make a DC 10 Constitution check to continue running. You must check again each round in which you continue to run, and the DC of this check increases by 1 for each check you have made. When you fail this check, you must stop running. A character that has run to his limit must rest for 1 minute (10 rounds) before running again. During a rest period, a character can move no faster than a normal move action.

You can't run across difficult terrain or if you can't see where you're going.

A run represents a speed of about 12 miles per hour for an unencumbered human.

### Use Special Ability

Using a special ability is usually a standard action, but some may be full-round actions, as defined by the ability.

### Withdraw

Withdrawing from melee combat is a full-round action. When you withdraw, you can move up to double your speed. The square you

start out in is not considered threatened by any opponent you can see, and therefore visible enemies do not get attacks of opportunity against you when you move from that square. (Invisible enemies still get attacks of opportunity against you, and you can't withdraw from combat if you're blinded.) You can't take a 5-foot step during the same round in which you withdraw.

If, during the process of withdrawing, you move out of a threatened square (other than the one you started in), enemies get attacks of opportunity as normal.

You may not withdraw using a form of movement for which you don't have a listed speed.

Note that despite the name of this action, you don't actually have to leave combat entirely.

**Restricted Withdraw:** If you are limited to taking only a standard action each round you can withdraw as a standard action. In this case, you may move up to your speed (rather than up to double your speed).

### Free Actions

Free actions don't take any time at all, though there may be limits to the number of free actions you can perform in a turn. Free actions rarely incur attacks of opportunity. Some common free actions are described below.

#### **Drop an Item**

Dropping an item in your space or into an adjacent square is a free action.

#### **Drop Prone**

Dropping to a prone position in your space is a free action.

#### **Speak**

In general, speaking is a free action that you can perform even when it isn't your turn. Speaking more than few sentences is generally beyond the limit of a free action.

#### **Cease Concentration on Spell**

You can stop concentrating on an active spell as a free action.

#### **Cast a Quicken Spell**

You can cast a quickened spell (see the Quicken Spell feat) or any spell whose casting time is designated as a free action as a free action. Only one such spell can be cast in any round, and such spells don't count toward your normal limit of one spell per round. Casting a spell with a casting time of a free action doesn't incur an attack of opportunity.

#### **Manifest a *Free Action* or *Unfettered* Psionic Power**

You can manifest a single *free action* power, or any number of *unfettered* free action powers, as a free action. Only one *free action* power can be manifested in one round. Both types of free action powers do not provoke attacks of opportunity.

### Miscellaneous Actions

#### **Take 5-Foot Step**

You can move 5 feet in any round when you don't perform any other kind of movement. Taking this 5-foot step never provokes an attack of opportunity. You can't take more than one 5-foot step in a round, and you can't take a 5-foot step in the same round when you move any distance.

You can take a 5-foot step before, during, or after your other actions in the round.

You can only take a 5-foot-step if your movement isn't hampered by difficult terrain or darkness. Any creature with a

speed of 5 feet or less can't take a 5-foot step, since moving even 5 feet requires a move action for such a slow creature.

You may not take a 5-foot step using a form of movement for which you do not have a listed speed.

### Use Feat

Certain feats let you take special actions in combat. Other feats do not require actions themselves, but they give you a bonus when attempting something you can already do. Some feats are not meant to be used within the framework of combat. The individual feat descriptions tell you what you need to know about them.

### Use Skill

Most skill uses are standard actions, but some might be move actions, full-round actions, free actions, or something else entirely. The individual skill descriptions tell you what sorts of actions are required to perform skills.

## **INJURY AND DEATH**

Your hit points measure how hard you are to kill. No matter how many hit points you lose, your character isn't hindered in any way until your hit points drop to 0 or lower.

### Loss of Hit Points

The most common way that your character gets hurt is to take lethal damage and lose hit points

**What Hit Points Represent:** Hit points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one.

**Effects of Hit Point Damage:** Damage doesn't slow you down until your current hit points reach 0 or lower. At 0 hit points, you're disabled.

At from -1 to -9 hit points, you're dying.

At -10 or lower, you're dead.

**Massive Damage:** If you ever sustain a single attack deals 50 points of damage or more and it doesn't kill you outright, you must make a DC 15 Fortitude save. If this saving throw fails, you die regardless of your current hit points. If you take 50 points of damage or more from multiple attacks, no one of which dealt 50 or more points of damage itself, the massive damage rule does not apply. Adjust this by +/-10 for every size category above or below Medium size.

### Disabled (0 Hit Points)

When your current hit points drop to exactly 0, you're disabled. You can only take a single move or standard action each turn (but not both, nor can you take full-round actions). You can take move actions without further injuring yourself, but if you perform any standard action (or any other strenuous action) you take 1 point of damage after the completing the act. Unless your activity increased your hit points, you are now at -1 hit points, and you're dying.

Healing that raises your hit points above 0 makes you fully functional again, just as if you'd never been reduced to 0 or fewer hit points.

You can also become disabled when recovering from dying. In this case, it's a step toward recovery, and you can have less than 0 hit points (see Stable Characters and Recovery, below).

### Dying (-1 to -9 Hit Points)

When your character's current hit points drop to between -1 and -9 inclusive, he's dying.

A dying character immediately falls unconscious and can take no actions.

A dying character loses 1 hit point every round. This continues until the character dies or becomes stable (see below).

### **Dead (–10 Hit Points or Lower)**

When your character's current hit points drop to –10 or lower, or if he takes massive damage (see above), he's dead. A character can also die from taking ability damage or suffering an ability drain that reduces his Constitution to 0.

### **Stable Characters and Recovery**

On the next turn after a character is reduced to between –1 and –9 hit points and on all subsequent turns, roll d% to see whether the dying character becomes stable. He has a 10% chance of becoming stable. If he doesn't, he loses 1 hit point. (A character who's unconscious or dying can't use any special action that changes the initiative count on which his action occurs.)

If the character's hit points drop to –10 or lower, he's dead.

You can keep a dying character from losing any more hit points and make him stable with a DC 15 Heal check.

If any sort of healing cures the dying character of even 1 point of damage, he stops losing hit points and becomes stable.

Healing that raises the dying character's hit points to 0 makes him conscious and disabled. Healing that raises his hit points to 1 or more makes him fully functional again, just as if he'd never been reduced to 0 or lower. A spellcaster retains the spellcasting capability he had before dropping below 0 hit points.

A stable character who has been tended by a healer or who has been magically healed eventually regains consciousness and recovers hit points naturally. If the character has no one to tend him, however, his life is still in danger, and he may yet slip away.

**Recovering with Help:** One hour after a tended, dying character becomes stable, roll d%. He has a 10% chance of becoming conscious, at which point he is disabled (as if he had 0 hit points). If he remains unconscious, he has the same chance to revive and become disabled every hour. Even if unconscious, he recovers hit points naturally. He is back to normal when his hit points rise to 1 or higher.

**Recovering without Help:** A severely wounded character left alone usually dies. He has a small chance, however, of recovering on his own.

A character who becomes stable on his own (by making the 10% roll while dying) and who has no one to tend to him still loses hit points, just at a slower rate. He has a 10% chance each hour of becoming conscious. Each time he misses his hourly roll to become conscious, he loses 1 hit point. He also does not recover hit points through natural healing.

Even once he becomes conscious and is disabled, an unaided character still does not recover hit points naturally. Instead, each day he has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, he loses 1 hit point.

Once an unaided character starts recovering hit points naturally, he is no longer in danger of naturally losing hit points (even if his current hit point total is negative).

### **Healing**

After taking damage, you can recover hit points through natural healing or through magical healing. In any case, you can't regain hit points past your full normal hit point total.

**Natural Healing:** With a full night's rest (8 hours of sleep or more), you recover 1 hit point per character level. Any significant interruption during your rest prevents you from healing that night.

If you undergo complete bed rest for an entire day and night, you recover twice your character level in hit points.

**Magical Healing:** Various abilities and spells can restore hit points.

**Healing Limits:** You can never recover more hit points than you lost. Magical healing won't raise your current hit points higher than your full normal hit point total.

**Healing Ability Damage:** Ability damage is temporary, just as hit point damage is. Ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score.

### **Temporary Hit Points**

Certain effects give a character temporary hit points. When a character gains temporary hit points, note his current hit point total. When the temporary hit points go away the character's hit points drop to his current hit point total. If the character's hit points are below his current hit point total at that time, all the temporary hit points have already been lost and the character's hit point total does not drop further.

When temporary hit points are lost, they cannot be restored as real hit points can be, even by magic.

**Increases in Constitution Score and Current Hit Points:** An increase in a character's Constitution score, even a temporary one, can give him more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored and they are not lost first as temporary hit points are.

### **Nonlethal Damage**

**Dealing Nonlethal Damage:** Certain attacks deal nonlethal damage. Other effects, such as heat or being exhausted, also deal nonlethal damage. When you take nonlethal damage, keep a running total of how much you've accumulated. *Do not deduct the nonlethal damage number from your current hit points.* It is not "real" damage. Instead, when your nonlethal damage equals your current hit points, you're staggered, and when it exceeds your current hit points, you fall unconscious. It doesn't matter whether the nonlethal damage equals or exceeds your current hit points because the nonlethal damage has gone up or because your current hit points have gone down.

**\* Nonlethal Damage with a Weapon that Deals Lethal Damage:** You can use a melee weapon that deals lethal damage to deal nonlethal damage instead, but you take a –4 penalty on your attack roll.

**\* Lethal Damage with a Weapon that Deals Nonlethal Damage:** You can use a weapon that deals nonlethal damage, including an unarmed strike, to deal lethal damage instead, but you take a –4 penalty on your attack roll.

**Staggered and Unconscious:** When your nonlethal damage equals your current hit points, you're staggered. You can only take a standard action or a move action in each round. You cease being staggered when your current hit points once again exceed your nonlethal damage.

When your nonlethal damage exceeds your current hit points, you fall unconscious. While unconscious, you are helpless. Spellcasters who fall unconscious retain any spellcasting ability they had before going unconscious.

**Healing Nonlethal Damage:** You heal nonlethal damage at the rate of 1 hit point per hour per character level. When a spell or a magical power cures hit point damage, it also removes an equal amount of nonlethal damage.

## MOVEMENT, POSITION, AND DISTANCE

Miniatures are on the 30mm scale—a miniature figure of a six-foot-tall human is approximately 30mm tall. A square on the battle grid is 1 inch across, representing a 5-foot-by-5-foot area.

### Tactical Movement

#### How Far Can Your Character Move?

Your speed is determined by your race and your armor (see Table: Tactical Speed). Your speed while unarmored is your base land speed.

**Encumbrance:** A character encumbered by carrying a large amount of gear, treasure, or fallen comrades may move slower than normal.

**Hampered Movement:** Difficult terrain, obstacles, or poor visibility can hamper movement.

**Movement in Combat:** Generally, you can move your speed in a round and still do something (take a move action and a standard action). If you do nothing but move (that is, if you use both of your actions in a round to move your speed), you can move double your speed. If you spend the entire round running, you can move quadruple your speed. If you do something that requires a full round you can only take a 5-foot step.

**Bonuses to Speed:** A barbarian has a +10 foot bonus to his speed (unless he's wearing heavy armor). Experienced monks also have higher speed (unless they're wearing armor of any sort). In addition, many spells and magic items can affect a character's speed. Always apply any modifiers to a character's speed before adjusting the character's speed based on armor or encumbrance, and remember that multiple bonuses of the same type to a character's speed don't stack.

#### Measuring Distance

**Diagonals:** When measuring distance, the first diagonal counts as 1 square, the second counts as 2 squares, the third counts as 1, the fourth as 2, and so on.

You can't move diagonally past a corner (even by taking a 5-foot step). You can move diagonally past a creature, even an opponent. You can also move diagonally past other impassable obstacles, such as pits.

**Closest Creature:** When it's important to determine the closest square or creature to a location, if two squares or creatures are equally close, randomly determine which one counts as closest by rolling a die.

#### Moving Through a Square

**Friend:** You can move through a square occupied by a friendly character, unless you are charging. When you move through a square occupied by a friendly character, that character doesn't provide you with cover.

**Opponent:** You can't move through a square occupied by an opponent, unless the opponent is helpless. You can move through a square occupied by a helpless opponent without penalty. (Some creatures, particularly very large ones, may present an obstacle even when helpless. In such cases, each square you move through counts as 2 squares.)

**Ending Your Movement:** You can't end your movement in the same square as another creature unless it is helpless.

**Overrun:** During your movement or as part of a charge, you can attempt to move through a square occupied by an opponent.

**Tumbling:** A trained character can attempt to tumble through a square occupied by an opponent (see the Tumble skill).

**Very Small Creature:** A Fine, Diminutive, or Tiny creature can move into or through an occupied square. The creature provokes attacks of opportunity when doing so.

**Square Occupied by Creature Three Sizes Larger or Smaller:** Any creature can move through a square occupied by a creature three size categories larger than it is.

A big creature can move through a square occupied by a creature three size categories smaller than it is.

**Designated Exceptions:** Some creatures break the above rules. A creature that completely fills the squares it occupies cannot be moved past, even with the Tumble skill or similar special abilities.

#### Terrain and Obstacles

**Difficult Terrain:** Difficult terrain hampers movement. Each square of difficult terrain counts as 2 squares of movement. (Each diagonal move into a difficult terrain square counts as 3 squares.) You can't run or charge across difficult terrain.

If you occupy squares with different kinds of terrain, you can move only as fast as the most difficult terrain you occupy will allow.

Flying and incorporeal creatures are not hampered by difficult terrain.

**Obstacles:** Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but doesn't completely block it each obstructed square or obstacle between squares counts as 2 squares of movement. You must pay this cost to cross the barrier, in addition to the cost to move into the square on the other side. If you don't have sufficient movement to cross the barrier and move into the square on the other side, you can't cross the barrier. Some obstacles may also require a skill check to cross.

On the other hand, some obstacles block movement entirely. A character can't move through a blocking obstacle.

Flying and incorporeal creatures can avoid most obstacles.

**Squeezing:** In some cases, you may have to squeeze into or through an area that isn't as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space. Each move into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space you take a -4 penalty on attack rolls and a -4 penalty to AC.

When a creature which normally takes up four squares in a 10 ft cube squeezes into a space that's one square wide, the creature's miniature figure occupies two squares, centered on the line between the two squares. For a bigger creature, center the creature likewise in the area it squeezes into.

A creature can squeeze past an opponent while moving but it can't end its movement in an occupied square.

To squeeze through or into a space less than half your space's width, you must use the Escape Artist skill. You can't attack while using Escape Artist to squeeze through or into a narrow space, you take a -4 penalty to AC, and you lose any Dexterity bonus to AC.

#### Special Movement Rules

These rules cover special movement situations.

**Accidentally Ending Movement in an Illegal Space:** Sometimes a character ends its movement while moving through a space where it's not allowed to stop. When that happens, put your miniature in the last legal position you occupied, or the closest legal position, if there's a legal position that's closer.

**Double Movement Cost:** When your movement is hampered in some way, your movement usually costs double. For example, each square of movement through difficult terrain counts as 2 squares, and each diagonal move through such terrain counts as 3 squares (just as two diagonal moves normally do).

## COMBAT MODIFIERS

### Favorable and Unfavorable Conditions

If movement cost is doubled twice, then each square counts as 4 squares (or as 6 squares if moving diagonally). If movement cost is doubled three times, then each square counts as 8 squares (12 if diagonal) and so on. This is an exception to the general rule that two doublings are equivalent to a tripling.

**Minimum Movement:** Despite penalties to movement, you can take a full-round action to move 5 feet (1 square) in any direction, even diagonally. (This rule doesn't allow you to move through impassable terrain or to move when all movement is prohibited.) Such movement provokes attacks of opportunity as normal (despite the distance covered, this move isn't a 5-foot step).

### Big and Little Creatures in Combat

Creatures smaller than Small or larger than Medium have special rules relating to position.

**Tiny, Diminutive, and Fine Creatures:** Very small creatures take up less than 1 square of space. This means that more than one such creature can fit into a single square. A Tiny creature typically occupies a space only 2-1/2 feet across, so four can fit into a single square. Twenty-five Diminutive creatures or 100 Fine creatures can fit into a single square. Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack in melee. This provokes an attack of opportunity from the opponent. You can attack into your own square if you need to, so you can attack such creatures normally. Since they have no natural reach, they do not threaten the squares around them. You can move past them without provoking attacks of opportunity. They also can't flank an enemy.

**Large, Huge, Gargantuan, and Colossal Creatures:** Very large creatures take up more than 1 square.

Creatures that take up more than 1 square typically have a natural reach of 10 feet or more, meaning that they can reach targets even if they aren't in adjacent squares.

Unlike when someone uses a reach weapon, a creature with greater than normal natural reach (more than 5 feet) still threatens squares adjacent to it. A creature with greater than normal natural reach usually gets an attack of opportunity against you if you approach it, because you must enter and move within the range of its reach before you can attack it. (This attack of opportunity is not provoked if you take a 5-foot step.)

Large or larger creatures using reach weapons can strike up to double their natural reach but can't strike at their natural reach or less.

**TABLE 8-3: CREATURE SIZE AND SCALE**

Creature Size	Space <sup>1</sup>	Natural Reach <sup>1</sup>
Fine	1/2 ft.	0
Diminutive	1 ft.	0
Tiny	2-1/2 ft.	0
Small	5 ft.	5 ft.
Medium	5 ft.	5 ft.
Large (tall)	5 ft. x 5 ft.	10 ft.
Large (long)	5 ft. x 10 ft.	5 ft.
Huge (tall)	10 ft. x 10 ft.	15 ft.
Huge (long)	10 ft. x 20 ft.	10 ft.
"	15 ft. x 15 ft.	10 ft.
Gargantuan (tall)	20 ft. x 20 ft.	20 ft.
Gargantuan (long)	20 ft. x 40 ft.	10 ft.
"	30 ft. x 30 ft.	15 ft.
Colossal (tall)	40 ft. x 40 ft.	30 ft.
Colossal (long)	40 ft. x 80 ft.	20 ft.

<sup>1</sup> These values are typical for creatures of the indicated size. Some exceptions exist.

**TABLE 8-4: ATTACK ROLL MODIFIERS**

Attacker is . . .	Melee	Ranged
Dazzled	-1	-1
Entangled	-2 <sup>1</sup>	-2 <sup>1</sup>
Flanking defender	+2	—
Invisible	+2 <sup>2</sup>	+2 <sup>2</sup>
On higher ground	+2	+2
Prone	-4	-3
Shaken or frightened	-2	-2
Squeezing through a space	-4	-4
Unsteady footing	-2	-2

<sup>1</sup> An entangled character also takes a -4 penalty to Dexterity, which may affect his attack roll.

<sup>2</sup> The defender loses any Dexterity bonus to AC. This bonus doesn't apply if the target is blinded.

<sup>3</sup> Most ranged weapons can't be used while the attacker is prone, but you can use a crossbow or shuriken while prone at no penalty.

**TABLE 8-5: ARMOR CLASS MODIFIERS**

Defender is . . .	Melee	Ranged
Behind cover	+4	+4
Blinded	-2 <sup>1</sup>	-2 <sup>1</sup>
Concealed or invisible	See Concealment	
Cowering	-2 <sup>1</sup>	-2 <sup>1</sup>
Entangled	+0 <sup>2</sup>	+0 <sup>2</sup>
Flat-footed (i.e. surprised, balancing, climbing)	+0 <sup>1</sup>	+0 <sup>1</sup>
Grappling (but attacker is not)	+0 <sup>1</sup>	+0 <sup>1,3</sup>
Helpless (such as paralyzed, sleeping, or bound)	-4 <sup>4</sup>	+0 <sup>4</sup>
Kneeling or sitting	-2	+2
Pinned	-4 <sup>4</sup>	+0 <sup>4</sup>
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2 <sup>1</sup>	-2 <sup>1</sup>
Unsteady footing (rocking boat, broken ground, etc)	-2	-2

<sup>1</sup> The defender loses any Dexterity bonus to AC.

<sup>2</sup> An entangled character takes a -4 penalty to Dexterity.

<sup>3</sup> Roll randomly to see which grappling combatant you strike.

That defender loses any Dexterity bonus to AC.

<sup>4</sup> Treat the defender's Dexterity as 0 (-5 modifier). Rogues can sneak attack helpless or pinned defenders.

### Cover

To determine whether your target has cover from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that blocks line of effect or provides cover, or through a square occupied by a creature, the target has cover (+4 to AC).

When making a melee attack against an adjacent target, your target has cover if any line from your square to the target's square goes through a wall (including a low wall). When making a melee attack against a target that isn't adjacent to you (such as with a reach weapon), use the rules for determining cover from ranged attacks.

**Low Obstacles and Cover:** A low obstacle (such as a wall no higher than half your height) provides cover, but only to creatures within 30 feet (6 squares) of it. The attacker can ignore the cover if he's closer to the obstacle than his target.

**Cover and Attacks of Opportunity:** You can't execute an attack of opportunity against an opponent with cover relative to you.

**Cover and Reflex Saves:** Cover grants you a +2 bonus on Reflex saves against attacks that originate or burst out from a point

on the other side of the cover from you. Note that spread effects can extend around corners and thus negate this cover bonus.

**Cover and Hide Checks:** You can use cover to make a Hide check. Without cover, you usually need concealment (see below) to make a Hide check.

**Soft Cover:** Creatures, even your enemies, can provide you with cover against ranged attacks, giving you a +4 bonus to AC. However, such soft cover provides no bonus on Reflex saves, nor does soft cover allow you to make a Hide check.

**Big Creatures and Cover:** Any creature with a space larger than 5 feet (1 square) determines cover against melee attacks slightly differently than smaller creatures do. Such a creature can choose any square that it occupies to determine if an opponent has cover against its melee attacks. Similarly, when making a melee attack against such a creature, you can pick any of the squares it occupies to determine if it has cover against you.

**Total Cover:** If you don't have line of effect to your target he is considered to have total cover from you. You can't make an attack against a target that has total cover.

**Varying Degrees of Cover:** In some cases, cover may provide a greater bonus to AC and Reflex saves. In such situations the normal cover bonuses to AC and Reflex saves can be doubled (to +8 and +4, respectively). A creature with this improved cover effectively gains improved evasion against any attack to which the Reflex save bonus applies. Furthermore, improved cover provides a +10 bonus on Hide checks.

### Concealment

To determine whether your target has concealment from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that provides concealment, the target has concealment.

When making a melee attack against an adjacent target, your target has concealment if his space is entirely within an effect that grants concealment. When making a melee attack against a target that isn't adjacent to you use the rules for determining concealment from ranged attacks.

In addition, some magical effects provide concealment against all attacks, regardless of whether any intervening concealment exists.

**Concealment Miss Chance:** Concealment gives the subject of a successful attack a 20% chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. Multiple concealment conditions do not stack.

**Concealment and Hide Checks:** You can use concealment to make a Hide check. Without concealment, you usually need cover to make a Hide check.

**Total Concealment:** If you have line of effect to a target but not line of sight he is considered to have total concealment from you. You can't attack an opponent that has total concealment, though you can attack into a square that you think he occupies. A successful attack into a square occupied by an enemy with total concealment has a 50% miss chance (instead of the normal 20% miss chance for an opponent with concealment).

You can't execute an attack of opportunity against an opponent with total concealment, even if you know what square or squares the opponent occupies.

**Ignoring Concealment:** Concealment isn't always effective. A shadowy area or darkness doesn't provide any concealment against an opponent with darkvision. Characters with low-light vision can see clearly for a greater distance with the same light source than other characters. Although invisibility provides total concealment, sighted opponents may still make Spot checks to notice the location of an invisible character. An invisible character gains a +20 bonus on Hide checks if moving, or a +40 bonus on

Hide checks when not moving (even though opponents can't see you, they might be able to figure out where you are from other visual clues).

**Varying Degrees of Concealment:** Certain situations may provide more or less than typical concealment, and modify the miss chance accordingly.

### Flanking

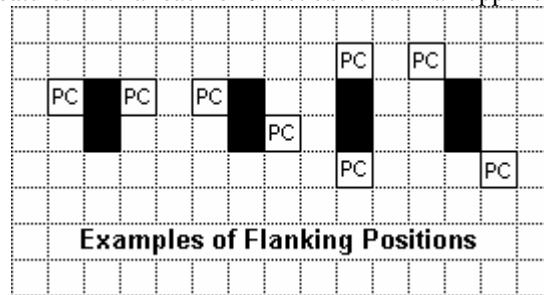
When making a melee attack, you get a +2 flanking bonus if your opponent is threatened by a character or creature friendly to you on the opponent's opposite border or opposite corner.

When in doubt about whether two friendly characters flank an opponent in the middle, trace an imaginary line between the two friendly characters' centers. If the line passes through opposite borders of the opponent's space (including corners of those borders), then the opponent is flanked.

*Exception:* If a flanker takes up more than 1 square, it gets the flanking bonus if any square it occupies counts for flanking.

Only a creature or character that threatens the defender can help an attacker get a flanking bonus.

Creatures with a reach of 0 feet can't flank an opponent.



### Helpless Defenders

A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy.

**Regular Attack:** A helpless character takes a -4 penalty to AC against melee attacks, but no penalty to AC against ranged attacks. A helpless defender can't use any Dexterity bonus to AC. In fact, his Dexterity score is treated as if it were 0 and his Dexterity modifier to AC as if it were -5 (and a rogue can sneak attack him).

**Coup de Grace:** As a full-round action, you can use a melee weapon to deliver a coup de grace to a helpless opponent. You can also use a bow or crossbow, provided you are adjacent to the target. You automatically hit and score a critical hit. If the defender survives the damage, he must make a Fortitude save (DC 10 + damage dealt) or die. A rogue also gets his extra sneak attack damage against a helpless opponent when delivering a coup de grace.

Delivering a coup de grace provokes attacks of opportunity from threatening opponents.

You can't deliver a coup de grace against a creature that is immune to critical hits. You can deliver a coup de grace against a creature with total concealment, but doing this requires two consecutive full-round actions (one to "find" the creature once you've determined what square it's in, and one to deliver the coup de grace).

## SPECIAL ATTACKS

**TABLE 8-6: SPECIAL ATTACKS**

Special Attack	Brief Description
Aid another	Grant an ally a +2 bonus on attacks or AC
Bull rush	Push an opponent back 5 feet or more
Charge	Move up to twice your speed and attack with +2 bonus to hit
Disarm	Knock a weapon from your opponent's hands
Feint	Negate your opponent's Dex bonus to AC
Grapple	Wrestle with an opponent
Overrun	Plow past or over an opponent as you move
Sunder	Strike an opponent's weapon or shield
Throw splash weapon	Throw container of liquid at target
Trip	Trip an opponent
Turn (rebuke) undead	Channel positive (or negative) energy to turn away (or awe) undead
Two-weapon fighting	Fight with a weapon in each hand

### Aid Another

In melee combat, you can help a friend attack or defend by distracting or interfering with an opponent. If you're in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can attempt to aid your friend as a standard action. You make an attack roll against AC 10. If you succeed, your friend gains either a +2 bonus on his next attack roll against that opponent or a +2 bonus to AC against that opponent's next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same friend, and similar bonuses stack.

You can also use this standard action to help a friend in other ways, such as when he is affected by a spell, or to assist another character's skill check.

### Bull Rush

You can make a bull rush as a standard action (an attack) or as part of a charge (see Charge, below). When you make a bull rush, you attempt to push an opponent straight back instead of damaging him. You can only bull rush an opponent who is one size category larger than you, the same size, or smaller.

**Initiating a Bull Rush:** First, you move into the defender's space. Doing this provokes an attack of opportunity from each opponent that threatens you, including the defender. (If you have the Improved Bull Rush feat, you don't provoke an attack of opportunity from the defender.) Any attack of opportunity made by anyone other than the defender against you during a bull rush has a 25% chance of accidentally targeting the defender instead, and any attack of opportunity by anyone other than you against the defender likewise has a 25% chance of accidentally targeting you. (When someone makes an attack of opportunity, make the attack roll and then roll to see whether the attack went astray.)

Second, you and the defender make opposed Strength checks. You each add a +4 bonus for each size category you are larger than Medium or a -4 penalty for each size category you are smaller than Medium. You get a +2 bonus if you are charging. The defender gets a +4 bonus if he has more than two legs or is otherwise exceptionally stable.

**Bull Rush Results:** If you beat the defender's Strength check result, you push him back 5 feet. If you wish to move with the defender, you can push him back an additional 5 feet for each 5 points by which your check result is greater than the defender's check result. You can't, however, exceed your normal movement limit. (Note: The defender provokes attacks of opportunity if he is moved. So do you, if you move with him. The two of you do not provoke attacks of opportunity from each other, however.)

If you fail to beat the defender's Strength check result, you move 5 feet straight back to where you were before you moved into his space. If that space is occupied, you fall prone in that space.

### Charge

Charging is a special full-round action that allows you to move up to twice your speed and attack during the action. However, it carries tight restrictions on how you can move.

**Movement During a Charge:** You must move before your attack, not after. You must move at least 10 feet (2 squares) and may move up to double your speed directly toward the designated opponent. You must have a clear path toward the opponent, and nothing can hinder your movement (such as difficult terrain or obstacles). Here's what it means to have a clear path. First, you must move to the closest space from which you can attack the opponent. (If this space is occupied or otherwise blocked, you can't charge.) Second, if any line from your starting space to the ending space passes through a square that blocks movement, slows movement, or contains a creature (even an ally), you can't charge. (Helpless creatures don't stop a charge.)

If you don't have line of sight to the opponent at the start of your turn, you can't charge that opponent.

You can't take a 5-foot step in the same round as a charge.

If you are able to take only a standard action or a move action on your turn, you can still charge, but you are only allowed to move up to your speed (instead of up to double your speed). You can't use this option unless you are restricted to taking only a standard action or move action on your turn.

**Attacking on a Charge:** After moving, you may make a single melee attack. You get a +2 bonus on the attack roll and take a -2 penalty to your AC until the start of your next turn.

A charging character gets a +2 bonus on the Strength check made to bull rush an opponent (see Bull Rush, above).

Even if you have extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, you only get to make one attack during a charge.

**Lances and Charge Attacks:** A lance deals double damage if employed by a mounted character in a charge.

**Weapons Readied against a Charge:** Spears, tridents, and certain other piercing weapons deal double damage when readied (set) and used against a charging character.

### Disarm

As a melee attack, you may attempt to disarm your opponent. If you do so with a weapon, you knock the opponent's weapon out of his hands and to the ground. If you attempt the disarm while unarmed, you end up with the weapon in your hand.

If you're attempting to disarm a melee weapon, follow the steps outlined here. If the item you are attempting to disarm isn't a melee weapon the defender may still oppose you with an attack roll, but takes a penalty and can't attempt to disarm you in return if your attempt fails.

**Step 1: Attack of Opportunity.** You provoke an attack of opportunity from the target you are trying to disarm. (If you have the Improved Disarm feat, you don't incur an attack of opportunity for making a disarm attempt.) If the defender's attack of opportunity deals any damage, your disarm attempt fails.

**Step 2: Opposed Rolls.** You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a disarm attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a -4 penalty. (An unarmed strike is considered a light weapon, so you always take a penalty when trying to disarm an opponent by using an unarmed strike.) If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category. If

the targeted item isn't a melee weapon, the defender takes a -4 penalty on the roll.

**Step Three: Consequences.** If you beat the defender, the defender is disarmed. If you attempted the disarm action unarmed, you now have the weapon. If you were armed, the defender's weapon is on the ground in the defender's square.

If you fail on the disarm attempt, the defender may immediately react and attempt to disarm you with the same sort of opposed melee attack roll. His attempt does not provoke an attack of opportunity from you. If he fails his disarm attempt, you do not subsequently get a free disarm attempt against him.

\* **Note:** A defender wearing spiked gauntlets can't be disarmed. A defender using a weapon attached to a locked gauntlet gets a +10 bonus to resist being disarmed.

### Grabbing Items

You can use a disarm action to snatch an item worn by the target. If you want to have the item in your hand, the disarm must be made as an unarmed attack. If the item is poorly secured or otherwise easy to snatch or cut away the attacker gets a +4 bonus. Unlike on a normal disarm attempt, failing the attempt doesn't allow the defender to attempt to disarm you. This otherwise functions identically to a disarm attempt, as noted above.

You can't snatch an item that is well secured unless you have pinned the wearer (see Grapple). Even then, the defender gains a +4 bonus on his roll to resist the attempt.

### Feint

Feinting is a standard action. To feint, make a Bluff check opposed by a Sense Motive check by your target. The target may add his base attack bonus to this Sense Motive check. If your Bluff check result exceeds your target's Sense Motive check result, the next melee attack you make against the target does not allow him to use his Dexterity bonus to AC (if any). This attack must be made on or before your next turn.

When feinting in this way against a non-humanoid you take a -4 penalty. Against a creature of animal Intelligence (1 or 2), you take a -8 penalty. Against a nonintelligent creature, it's impossible.

Feinting in combat does not provoke attacks of opportunity.

**Feinting as a Move Action:** With the Improved Feint feat, you can attempt a feint as a move action instead of as a standard action.

### Grapple

#### Grapple Checks

Repeatedly in a grapple, you need to make opposed grapple checks against an opponent. A grapple check is like a melee attack roll. Your attack bonus on a grapple check is:

**Base attack bonus + Strength modifier + special size modifier**

**Special Size Modifier:** The special size modifier for a grapple check is as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small -4, Tiny -8, Diminutive -12, Fine -16. Use this number in place of the normal size modifier you use when making an attack roll.

#### Starting a Grapple

To start a grapple, you need to grab and hold your target. Starting a grapple requires a successful melee attack roll. If you get multiple attacks, you can attempt to start a grapple multiple times (at successively lower base attack bonuses).

**Step 1: Attack of Opportunity.** You provoke an attack of opportunity from the target you are trying to grapple. If the attack

of opportunity deals damage, the grapple attempt fails. (Certain monsters do not provoke attacks of opportunity when they attempt to grapple, nor do characters with the Improved Grapple feat.) If the attack of opportunity misses or fails to deal damage, proceed to Step 2.

**Step 2: Grab.** You make a melee touch attack to grab the target. If you fail to hit the target, the grapple attempt fails. If you succeed, proceed to Step 3.

**Step 3: Hold.** Make an opposed grapple check as a free action. If you succeed, you and your target are now grappling, and you deal damage to the target as if with an unarmed strike.

If you lose, you fail to start the grapple. You automatically lose an attempt to hold if the target is two or more size categories larger than you are.

In case of a tie, the combatant with the higher grapple check modifier wins. If this is a tie, roll again to break the tie.

**Step 4: Maintain Grapple.** To maintain the grapple for later rounds, you must move into the target's space. (This movement is free and doesn't count as part of your movement in the round.) Moving, as normal, provokes attacks of opportunity from threatening opponents, but not from your target.

If you can't move into your target's space, you can't maintain the grapple and must immediately let go of the target. To grapple again, you must begin at Step 1.

### Grappling Consequences

While you're grappling, your ability to attack others and defend yourself is limited.

**No Threatened Squares:** You don't threaten any squares while grappling.

**No Dexterity Bonus:** You lose your Dexterity bonus to AC (if you have one) against opponents you aren't grappling. (You can still use it against opponents you are grappling.)

**No Movement:** You can't move normally while grappling. You may, however, make an opposed grapple check (see below) to move while grappling.

### If You're Grappling

When you are grappling (regardless of who started the grapple), you can perform any of the following actions. Some of these actions take the place of an attack (rather than being a standard action or a move action). If your base attack bonus allows you multiple attacks, you can attempt one of these actions in place of each of your attacks, but at successively lower base attack bonuses.

**Activate a Magic or Psionic Item:** You can activate a magic item, as long as the item doesn't require a spell completion trigger. You don't need to make a grapple check to activate the item. You can only activate psionic items if they are attuned items.

**Attack Your Opponent:** You can make an attack with an unarmed strike, natural weapon, or light weapon against another character you are grappling. You take a -4 penalty on such attacks. You can't attack with two weapons while grappling, even if both are light weapons.

**Cast a Spell:** You can attempt to cast a spell while grappling or even while pinned (see below), provided its casting time is no more than 1 standard action, it has no somatic component, and you have in hand any material components or focuses you might need. Any spell that requires precise and careful action is impossible to cast while grappling or being pinned. If the spell is one that you can cast while grappling, you must make a Concentration check (DC 20 + spell level) or lose the spell. You don't have to make a successful grapple check to cast the spell.

**Damage Your Opponent:** While grappling, you can deal damage to your opponent equivalent to an unarmed strike. Make an opposed grapple check in place of an attack. If you win, you deal nonlethal damage as normal for your unarmed strike (1d3



points for Medium attackers or 1d2 points for Small attackers, plus Strength modifiers). If you want to deal lethal damage, you take a –4 penalty on your grapple check.

**Exception:** Monks deal more damage on an unarmed strike than other characters, and the damage is lethal. However, they can choose to deal their damage as nonlethal damage when grappling without taking the usual –4 penalty for changing lethal damage to nonlethal damage.

**Draw a Light Weapon:** You can draw a light weapon as a move action with a successful grapple check.

**Escape from Grapple:** You can escape a grapple by winning an opposed grapple check in place of making an attack. You can make an Escape Artist check in place of your grapple check if you so desire, but this requires a standard action. If more than one opponent is grappling you, your grapple check result has to beat all their individual check results to escape. (Opponents don't have to try to hold you if they don't want to.) If you escape, you finish the action by moving into any space adjacent to your opponent(s).

**Manifest a Power:** You can attempt to manifest a power while grappling or even pinned (see below). Any power that requires physical movement is impossible to manifest while grappling or being pinned. If the power is one that you can manifest while grappling, you must make a Concentration check (DC 20 + 1/2 Power Points spent) or lose the manifestation. You don't have to make a successful grapple check to manifest the power.

**Move:** You can move half your speed (bringing all others engaged in the grapple with you) by winning an opposed grapple check. This requires a standard action, and you must beat all the other individual check results to move the grapple.

**Note:** You get a +4 bonus on your grapple check to move a pinned opponent, but only if no one else is involved in the grapple.

**Retrieve a Spell Component:** You can produce a spell component from your pouch while grappling by using a full-round action. Doing so does not require a successful grapple check.

**Pin Your Opponent:** You can hold your opponent immobile for 1 round by winning an opposed grapple check (made in place of an attack). Once you have an opponent pinned, you have a few options available to you (see below).

**Break Another's Pin:** If you are grappling an opponent who has another character pinned, you can make an opposed grapple check in place of an attack. If you win, you break the hold that the opponent has over the other character. The character is still grappling, but is no longer pinned.

**Use Opponent's Weapon:** If your opponent is holding a light weapon, you can use it to attack him. Make an opposed grapple check (in place of an attack). If you win, make an attack roll with the weapon with a –4 penalty (doing this doesn't require another action). You don't gain possession of the weapon by performing this action.

### If You're Pinning an Opponent

You can attempt to damage your opponent with an opposed grapple check, you can attempt to use your opponent's weapon against him, or you can attempt to move the grapple (all described above). At your option, you can prevent a pinned opponent from speaking.

You can use a disarm action to remove or grab away a well secured object worn by a pinned opponent, but he gets a +4 bonus on his roll to resist your attempt (see Disarm).

You may voluntarily release a pinned character as a free action; if you do so, you are no longer considered to be grappling that character (and vice versa).

You can't draw or use a weapon (against the pinned character or any other character), escape another's grapple, retrieve a spell

component, pin another character, or break another's pin while you are pinning an opponent.

### If You're Pinned by an Opponent

When an opponent has pinned you, you are held immobile (but not helpless) for 1 round. While you're pinned, you take a –4 penalty to your AC against opponents other than the one pinning you. At your opponent's option, you may also be unable to speak. On your turn, you can try to escape the pin by making an opposed grapple check in place of an attack. You can make an Escape Artist check in place of your grapple check if you want, but this requires a standard action. If you win, you escape the pin, but you're still grappling.

### Joining a Grapple

If your target is already grappling someone else, you can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against you, and your grab automatically succeeds. You still have to make a successful opposed grapple check to become part of the grapple.

If there are multiple opponents involved in the grapple, you pick one to make the opposed grapple check against.

### Multiple Grapplers

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one or more size categories smaller than you count for half, creatures that are one size category larger than you count double, and creatures two or more size categories larger count quadruple.

When you are grappling with multiple opponents, you choose one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to successfully escape, your grapple check must beat the check results of each opponent.

### Mounted Combat

**Horses in Combat:** Warhorses and warponies can serve readily as combat steeds. Light horses, ponies, and heavy horses, however, are frightened by combat. If you don't dismount, you must make a DC 20 Ride check each round as a move action to control such a horse. If you succeed, you can perform a standard action after the move action. If you fail, the move action becomes a full round action and you can't do anything else until your next turn.

Your mount acts on your initiative count as you direct it. You move at its speed, but the mount uses its action to move.

A horse (not a pony) is a Large creature and thus takes up a space 10 feet (2 squares) across. For simplicity, assume that you share your mount's space during combat.

**Combat while Mounted:** With a DC 5 Ride check, you can guide your mount with your knees so as to use both hands to attack or defend yourself. This is a free action.

When you attack a creature smaller than your mount that is on foot, you get the +1 bonus on melee attacks for being on higher ground. If your mount moves more than 5 feet, you can only make a single melee attack. Essentially, you have to wait until the mount gets to your enemy before attacking, so you can't make a full attack. Even at your mount's full speed, you don't take any penalty on melee attacks while mounted.

If your mount charges, you also take the AC penalty associated with a charge. If you make an attack at the end of the charge, you receive the bonus gained from the charge. When charging on horseback, you deal double damage with a lance (see Charge).

You can use ranged weapons while your mount is taking a double move, but at a –4 penalty on the attack roll. You can use ranged weapons while your mount is running (quadruple speed), at a –8 penalty. In either case, you make the attack roll when your mount has completed half its movement. You can make a full attack with a ranged weapon while your mount is moving. Likewise, you can take move actions normally.

**Casting Spells while Mounted:** You can cast a spell normally if your mount moves up to a normal move (its speed) either before or after you cast. If you have your mount move both before and after you cast a spell, then you're casting the spell while the mount is moving, and you have to make a Concentration check due to the vigorous motion (DC 10 + spell level) or lose the spell. If the mount is running (quadruple speed), you can cast a spell when your mount has moved up to twice its speed, but your Concentration check is more difficult due to the violent motion (DC 15 + spell level).

**If Your Mount Falls in Battle:** If your mount falls, you have to succeed on a DC 15 Ride check to make a soft fall and take no damage. If the check fails, you take 1d6 points of damage.

**If You Are Dropped:** If you are knocked unconscious, you have a 50% chance to stay in the saddle (or 75% if you're in a military saddle). Otherwise you fall and take 1d6 points of damage. Without you to guide it, your mount avoids combat.

### Overrun

You can attempt an overrun as a standard action taken during your move. (In general, you cannot take a standard action during a move; this is an exception.) With an overrun, you attempt to plow past or over your opponent (and move through his square) as you move. You can only overrun an opponent who is one size category larger than you, the same size, or smaller. You can make only one overrun attempt per round.

If you're attempting to overrun an opponent, follow these steps.

**Step 1: Attack of Opportunity.** Since you begin the overrun by moving into the defender's space, you provoke an attack of opportunity from the defender.

**Step 2: Opponent Avoids?** The defender has the option to simply avoid you. If he avoids you, he doesn't suffer any ill effect. If you were attempting the overrun as part of a charge, you may keep moving. (You can always move through a square occupied by someone who lets you by.) In either case, the overrun attempt doesn't count against your actions this round (except for any movement required to enter the opponent's square). If your opponent doesn't avoid you, move to Step 3.

**Step 3: Opponent Blocks?** If your opponent blocks you, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus on the check for every size category he is larger than Medium or a –4 penalty for every size category he is smaller than Medium. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you knock the defender prone. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check (including the size modifiers noted above, but no other modifiers) to try to knock you prone.

**Step 4: Consequences.** If you succeed in knocking your opponent prone, you can continue your movement as normal. If you fail and are knocked prone in turn, you have to move 5 feet back the way you came and fall prone, ending your movement there. If you fail but are not knocked prone, you have to move 5 feet back the way you came, ending your movement there. If that square is occupied, you fall prone in that square.

**Improved Overrun:** If you have the Improved Overrun feat, your target may not choose to avoid you.

**Mounted Overrun (Trample):** If you attempt an overrun while mounted, your mount makes the Strength check to determine the success or failure of the overrun attack (and applies its size modifier, rather than yours). If you have the Trample feat and attempt an overrun while mounted, your target may not choose to avoid you, and if you knock your opponent prone with the overrun, your mount may make one hoof attack against your opponent.

### Sunder

You can use a melee attack with a slashing or bludgeoning weapon to strike a weapon or shield that your opponent is holding. If you're attempting to sunder a weapon or shield, follow the steps outlined here. (Attacking held objects other than weapons or shields is covered below.)

**Step 1: Attack of Opportunity.** You provoke an attack of opportunity from the target whose weapon or shield you are trying to sunder. (If you have the Improved Sunder feat, you don't incur an attack of opportunity for making the attempt.)

**Step 2: Opposed Rolls.** You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a sunder attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a –4 penalty. If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.

**Step 3: Consequences.** If you beat the defender, roll damage and deal it to the weapon or shield. See Table 8-7: Common Armor, Weapon, and Shield Hardness and Hit Points to determine how much damage you must deal to destroy the weapon or shield.

If you fail the sunder attempt, you don't deal any damage.

**Sundering a Carried or Worn Object:** You don't use an opposed attack roll to damage a carried or worn object. Instead, just make an attack roll against the object's AC. A carried or worn object's AC is equal to 10 + its size modifier + the Dexterity modifier of the carrying or wearing character. Attacking a carried or worn object provokes an attack of opportunity just as attacking a held object does. To attempt to snatch away an item worn by a defender rather than damage it, see Disarm. You can't sunder armor worn by another character.

**TABLE 8-7: COMMON ARMOR, WEAPON, AND SHIELD HARDNESS AND HIT POINTS**

Weapon or Shield	Hardness	HP <sup>1</sup>
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	2
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor	special <sup>2</sup>	armor bonus x 5
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15
Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20

<sup>1</sup> The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.

<sup>2</sup> Varies by material.

### Throw Splash Weapon

A splash weapon is a ranged weapon that breaks on impact, splashing or scattering its contents over its target and nearby creatures or objects. To attack with a splash weapon, make a ranged touch attack against the target. Thrown weapons require no weapon proficiency, so you don't take the -4 nonproficiency penalty. A hit deals direct hit damage to the target, and splash damage to all creatures within 5 feet of the target.

You can instead target a specific grid intersection. Treat this as a ranged attack against AC 5. However, if you target a grid intersection, creatures in all adjacent squares are dealt the splash damage, and the direct hit damage is not dealt to any creature. (You can't target a grid intersection occupied by a creature, such as a Large or larger creature; in this case, you're aiming at the creature.)

If you miss the target (whether aiming at a creature or a grid intersection), roll 1d8. This determines the misdirection of the throw, with 1 being straight back at you and 2 through 8 counting clockwise around the grid intersection or target creature. Then, count a number of squares in the indicated direction equal to the range increment of the throw.

After you determine where the weapon landed, it deals splash damage to all creatures in adjacent squares.

### Trip

You can try to trip an opponent as an unarmed melee attack. You can only trip an opponent who is one size category larger than you, the same size, or smaller.

**Making a Trip Attack:** Make an unarmed melee touch attack against your target. This provokes an attack of opportunity from your target as normal for unarmed attacks.

If your attack succeeds, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus for every size category he is larger than Medium or a -4 penalty for every size category he is smaller than Medium. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you trip the defender. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check to try to trip you.

**\* Avoiding Attacks of Opportunity:** If you have the Improved Trip feat, or if you are tripping with a weapon (see below), you don't provoke an attack of opportunity for making a trip attack.

**Being Tripped (Prone):** A tripped character is prone. Standing up is a move action.

**Tripping a Mounted Opponent:** You may make a trip attack against a mounted opponent. The defender may make a Ride check in place of his Dexterity or Strength check. If you succeed, you pull the rider from his mount.

**Tripping with a Weapon:** Some weapons can be used to make trip attacks. In this case, you make a melee touch attack with the weapon instead of an unarmed melee touch attack, and you don't provoke an attack of opportunity. If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.

### Turn or Rebuke Undead

Good clerics and paladins and some neutral clerics can channel positive energy, which can halt, drive off (rout), or destroy undead. Evil clerics and some neutral clerics can channel negative energy, which can halt, awe (rebuke), control (command), or bolster undead. Regardless of the effect, the general term for the activity is "turning." When attempting to exercise their divine control over these creatures, characters make turning checks.

### Turning Checks

Turning undead is a supernatural ability that a character can perform as a standard action. It does not provoke attacks of opportunity. You must present your holy symbol to turn undead. Turning is considered an attack.

**Times per Day:** You may attempt to turn undead a number of times per day equal to 3 + your Charisma modifier. You can increase this number by taking the Extra Turning feat.

**Range:** You turn the closest turnable undead first, and you can't turn undead that are more than 60 feet away or that have total cover relative to you. You don't need line of sight to a target, but you do need line of effect.

**Turning Check:** The first thing you do is roll a turning check to see how powerful an undead creature you can turn. This is a Charisma check (1d20 + your Charisma modifier). Table 8-8: Turning Undead gives you the Hit Dice of the most powerful undead you can affect, relative to your level. On a given turning attempt, you can turn no undead creature whose Hit Dice exceed the result on this table.

**Turning Damage:** If your roll on Table 8-8: Turning Undead is high enough to let you turn at least some of the undead within 60 feet, roll 2d6 + your cleric level + your Charisma modifier for turning damage. That's how many total Hit Dice of undead you can turn.

If your Charisma score is average or low, it's possible to roll fewer Hit Dice of undead turned than indicated on Table 8-8: Turning Undead.

You may skip over already turned undead that are still within range, so that you do not waste your turning capacity on them.

**Effect and Duration of Turning:** Turned undead flee from you by the best and fastest means available to them. They flee for 10 rounds (1 minute). If they cannot flee, they cower (giving any attack rolls against them a +2 bonus). If you approach within 10 feet of them, however, they overcome being turned and act normally. (You can stand within 10 feet without breaking the turning effect—you just can't approach them.) You can attack them with ranged attacks (from at least 10 feet away), and others can attack them in any fashion, without breaking the turning effect.

**Destroying Undead:** If you have twice as many levels (or more) as the undead have Hit Dice, you destroy any that you would normally turn.

**TABLE 8-8: TURNING UNDEAD**

Turning Check Result	Most Powerful Undead Affected (Maximum Hit Dice)
0 or lower	Cleric's level - 4
1-3	Cleric's level - 3
4-6	Cleric's level - 2
7-9	Cleric's level - 1
10-12	Cleric's level
13-15	Cleric's level + 1
16-18	Cleric's level + 2
19-21	Cleric's level + 3
22 or higher	Cleric's level + 4

### Evil Clerics and Undead

Evil clerics channel negative energy to rebuke (awe) or command (control) undead rather than channeling positive energy to turn or destroy them. An evil cleric makes the equivalent of a turning check. Undead that would be turned are rebuked instead, and those that would be destroyed are commanded.

**Rebuked:** A rebuked undead creature cowers as if in awe (attack rolls against the creature get a +2 bonus). The effect lasts 10 rounds.

**Commanded:** A commanded undead creature is under the mental control of the evil cleric. The cleric must take a standard

action to give mental orders to a commanded undead. At any one time, the cleric may command any number of undead who's total Hit Dice do not exceed his level. He may voluntarily relinquish command on any commanded undead creature or creatures in order to command new ones.

**Dispelling Turning:** An evil cleric may channel negative energy to dispel a good cleric's turning effect. The evil cleric makes a turning check as if attempting to rebuke the undead. If the turning check result is equal to or greater than the turning check result that the good cleric scored when turning the undead, then the undead are no longer turned. The evil cleric rolls turning damage of 2d6 + cleric level + Charisma modifier to see how many Hit Dice worth of undead he can affect in this way (as if he were rebuking them).

**Bolstering Undead:** An evil cleric may also bolster undead creatures against turning in advance. He makes a turning check as if attempting to rebuke the undead, but the Hit Dice result on Table 8-8: Turning Undead becomes the undead creatures' effective Hit Dice as far as turning is concerned (provided the result is higher than the creatures' actual Hit Dice). The bolstering lasts 10 rounds. An evil undead cleric can bolster himself in this manner.

Neutral Clerics and Undead

A cleric of neutral alignment can either turn undead but not rebuke them, or rebuke undead but not turn them. See Turn or Rebuke Undead for more information.

Even if a cleric is neutral, channeling positive energy is a good act and channeling negative energy is evil.

Paladins and Undead

Beginning at 4th level, paladins can turn undead as if they were clerics of three levels lower than they actually are.

Turning Other Creatures

Some clerics have the ability to turn creatures other than undead. The turning check result is determined as normal.

Two-Weapon Fighting

If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. You suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand when you fight this way. You can reduce these penalties in two ways:

If your off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.)

The Two-Weapon Fighting feat lessens the primary hand penalty by 2, and the off-hand penalty by 6.

Table 8-9: Two-Weapon Fighting Penalties summarizes the interaction of all these factors.

TABLE 8-9: TWO-WEAPON FIGHTING PENALTIES

Circumstances	Primary Hand	Off Hand
Normal penalties	-6	-10
Off-hand weapon is light	-4	-8
Two-Weapon Fighting feat	-4	-4
Off-hand weapon is light and Two-Weapon Fighting feat	-2	-2

**Double Weapons:** You can use a double weapon to make an extra attack with the off-hand end of the weapon as if you were fighting with two weapons. The penalties apply as if the off-hand end of the weapon were a light weapon.

**Thrown Weapons:** The same rules apply when you throw a weapon from each hand. Treat a dart or shuriken as a light weapon

when used in this manner, and treat a bolas, javelin, net, or sling as a one-handed weapon.

SPECIAL INITIATIVE ACTIONS

Here are ways to change when you act during combat by altering your place in the initiative order.

Delay

By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act then, thus fixing your new initiative count at that point.

You never get back the time you spend waiting to see what's going to happen. You can't, however, interrupt anyone else's action (as you can with a readied action).

**Initiative Consequences of Delaying:** Your initiative result becomes the count on which you took the delayed action. If you come to your next action and have not yet performed an action, you don't get to take a delayed action (though you can delay again). If you take a delayed action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

Ready

The ready action lets you prepare to take an action later, after your turn is over but before your next one has begun. Ready is a standard action. It does not provoke an attack of opportunity (though the action that you ready might do so).

**Readying an Action:** You can ready a standard action, a move action, or a free action. To do so, specify the action you will take and the conditions under which you will take it. Then, any time before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character. Assuming he is still capable of doing so, he continues his actions once you complete your readied action. Your initiative result changes. For the rest of the encounter, your initiative result is the count on which you took the readied action, and you act immediately ahead of the character whose action triggered your readied action.

You can take a 5-foot step as part of your readied action, but only if you don't otherwise move any distance during the round.

**Initiative Consequences of Readying:** Your initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (though you can ready the same action again). If you take your readied action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

**Distracting Spellcasters:** You can ready an attack against a spellcaster with the trigger "if he starts casting a spell." If you damage the spellcaster, he may lose the spell he was trying to cast (as determined by his Concentration check result).

**Readying to Counterspell:** You may ready a counterspell against a spellcaster (often with the trigger "if he starts casting a spell"). In this case, when the spellcaster starts a spell, you get a chance to identify it with a Spellcraft check (DC 15 + spell level). If you do, and if you can cast that same spell (are able to cast it and have it prepared, if you prepare spells), you can cast the spell as a counterspell and automatically ruin the other spellcaster's spell.

Counterspelling works even if one spell is divine and the other arcane.

A spellcaster can use dispel magic to counterspell another spellcaster, but it doesn't always work.

**Readying a Weapon against a Charge:** You can ready certain piercing weapons, setting them to receive charges. A readied weapon of this type deals double damage if you score a hit with it against a charging character.

## HEROIC COMBAT

The combat system detailed in this chapter covers “fantastic combat”, and as such has very little relation to believable combat conditions as they really exist. Using the fantastic combat system it is easily possible for a mid-level fighter to be tougher than an **anvil**, and for a low-level spellcaster to die to a **house cat**!

This section covers the alterations to the system needed for using an alternative combat style called “dramatic combat”. Dramatic combat is still flashier than real-world combat, but brings at least a small amount of believability into the realm of *Edition Pi* combat. Here are the alterations needed to be made, split up by area of the combat rules.

Feel free to use only some of these alterations, but if you choose to use only some I **strongly** recommend you use them in the order they are presented! Please do not try to use the new Armor Protection rules unless you are also using the new Hit Point rules, or things could get even more ridiculous.

### Hit Points

All creatures have their hit points based on a combination of their size and Constitution score, instead of their Hit Dice. Hit Dice are still important, but now they provide *only* a flat bonus to your total hit points. Use the formula below to determine the hit points for all creatures and characters:

HP = Constitution score\* + Size mod + (HD bonuses) + other bonuses.

\* Constructs and undead use their Strength score instead. Incorporeal creatures use their Wisdom score instead, even if undead.

The size modifier is -2 for every size category below Medium, or +2 for every size category above Medium. The bonus amount for hit dice is based on the size of the hit die, and there is no modifier for the character's Constitution mod: d4 is +1 hp, d6 is +1.5 hp, d8 is +2 hp, d10 is +3 hp, and d12 is +4 hp. Other bonuses apply directly, except for the Toughness feat which now provides only +1 hit point per hit die.

**Toughness:** This feat provides a flat +3 hit points. Not bad when you consider that this is the same as getting a free d10 Hit Die!

This all totals out to having characters and creatures with more hit points at lower levels than they would normally have (so they might win a fight against a house cat), but not enough at higher level to shrug off hits from falling buildings.

### Armor Protection

Armor should absorb damage in this system, rather than deflect it. A creature's AC bonus from armor, natural armor, and shields now subtracts from the damage rolls of all physical and energy-based sources. If an attack penetrates such a layer of armor, then the armor degrades by one point. The “levels” of armor for degradation purposes is shield first, then armor, then natural armor.

**Repairing Armor and Shields:** An hour of work, materials worth 1% of the item's market price, and a successful Craft check can fix one point of degradation to armor or shield.

**Natural Armor Regenerating:** Treat degraded natural armor bonus as if it was ability score damage, so it can also be affected by the *restoration* spell and similar effects.

**Enhancement Bonuses:** Enhanced armor or shield adds their bonus directly into the armor's AC bonus for purposes of how much damage it can stop, and degrades before the item's regular AC bonus. The enhancement bonus degraded returns automatically after 24 hours has passed.

**Magical/Psionic AC Sources:** AC bonuses purely from magical or psionic sources (such as an *amulet of natural armor* or *mage armor* spell) does not degrade, period.

**Touch Attacks:** Bypass all forms of armor for protection, but does not cause degradation.

**Saving Throw Attacks:** Even if it is failed these attacks still have their damage reduced by armor, so they cause degradation.

**Automatic-Hit Effects (no save):** Do not have their damage hindered by the armor, so they do not degrade armor (example: *magic missile*).

### Initiative

The regular combat rules for initiative do not take into account things like blind luck and rapid reflexes, or “combat freeze”. These new rules take care of this lack.

If a character rolls a natural 20 on their initiative roll at the start of combat, or gets a result higher than 25, then they get a standard action at that initiative roll and must re-roll. The re-roll cannot be higher than a natural 19 or a total of 25, and should be lowered until it is if necessary. The character acts normally on this re-rolled initiative on each round. The extra action from a high roll applies only to the first round of combat.

If a character rolls a natural 1 on their initiative roll, or their total result is below 1, then they must re-roll their initiative. If this re-roll is another natural 1 or also lower than 1, raise it until it is not. If the re-roll would be high enough to qualify for an extra standard action (see above), re-roll it again. The character gets only a move action on the first round of combat, and all their actions on the first round and subsequent round occur using the re-roll total for their initiative.

### Burst Effects

Burst effects do not deal homogenous damage (i.e. a *fireball* spell does not deal equal damage in its entire area). Such effects deal their regular listed damage in the 5-ft square at their center, and one fewer die every 5 ft radius beyond this, to a minimum of 1 die. The area of effect is unchanged, no matter how many dice the effect has.

If the burst effect deals enough damage to breach a barrier such as a wall, then only the damage *remaining* after the barrier goes beyond it. Every 5 ft past this, reduce the amount of damage it deals by 1 die (which will need to be rolled and then *subtracted*).

### Spell Damage and Healing

If you want to go another step further, you can choose to limit spell-based damage and healing effects so that they keep apace with the new Hit Point system. This is done by reducing the amount of damage that damage-dealing spells deal, as well as the amount that damage-healing spells heal.

Damaging spells that deal more than one die of damage instead only deal one die of damage, plus its spell level. Damage adjustments for high casting level are still applied, but instead of maxing out the dice of damage the spell instead maxes out the bonus for caster level. (Example: 3rd-level *fireball* deals 1d6/caster level to a maximum of 10d6 normally, but in this system deals 1d6+3+caster level to a maximum of 1d6+13).

Damaging spells that produce multiple projectiles do not increase their damage by caster level, instead only increasing their number of projectiles normally (Example: 1st-level *magic missile* normally deals 1d4+1 per missile with one missile every odd caster level, and this system deals the same damage. However *scorching ray* instead deals 1d6+2 damage per projectile, instead of the normal 3d6).

Damage healing spells heal a base of 1d8 + spell level damage, plus the same bonus amount based on their casting level. This applies to all the *cure* spells, as well as the *heal* spell. The *mass cure* spells that restore lesser hit points to a wider range of targets instead heal hit points as the spell they are based on (Example: 5th-level *mass cure light wounds* heals 1d8+1+caster level instead of 1d8+5+caster level).

## PSIONIC COMBAT

Psionic combat is a means for a psionic being to assault the consciousness of another creature, or to defend his mind from others. It is primarily used by mindbenders to open the minds of psionic foes to mind-affecting powers, but is useful for all psionic beings as a way of debilitating most enemies.

A psionic attack mode is a kind of projected hallucination, which the target (if he is capable of doing so) can create a voluntary hallucination with which to protect himself. Two beings that are engaged in psionic combat are still aware of the physical world, but they see their mutual hallucinatory landscape overlaid on the real world.

Mind-affecting powers automatically fail if used on a mind, other than the manifester's, that still possesses at least 1 Power Point. Due to this phenomenon, psychic combat is a valuable ability even to mindbenders. A creature with Power Points remaining can choose to be affected by a mind-affecting ability, rather than ignore it. This rule *does not* affect magical mind-affecting abilities, only psionic ones.

### Engaging in Psionic Combat

Psionic combat is mostly handled in the same way as spell and psionic power combat. Using an attack mode is a standard action, which provokes an attack of opportunity; defense modes are unfettered free actions (they do not count towards the limit of one free action psionic power a turn). Creatures with Spell Resistance can only be affected by an attack mode on a successful Manifester Level check (and are unaware of the attack if the check failed). Targets who are surprised (not just flat-footed or denied their Dexterity bonus to AC) cannot erect a defense mode, and are at a –2 penalty to their Will save.

Where it differs is in its appearance and methodology. Psionic combat is only *visible* to the beings engaged in it, all others notice is the intense stares and pained winces of the participants. A third party does not see the hallucinatory landscape that two other psionic combatants are engaged in, unless they engage one of them in psionic combat themselves.

A successful Psicraft check will alert a non-surprised person in the immediate vicinity that a combat mode is being used, but they do not know *which* one until they feel it “echoing” off the target's mind. This is the “Sense Manifestation” check described in the Psicraft skill, with a check DC of 25 – the Power Points spent on the attack mode (and penalized by –1 per 10 ft of distance between you and either the target or the manifester).

Each combat mode can have more powerful effects by spending more than a single Power Point when they are manifested. Characters are still limited by their Manifester Level for how many Power Points they can spend when manifesting a power, even a psionic combat mode.

**Closed Mind:** A mind protected by the presence of Power Points, not necessarily the capacity to have them but their actual presence.

**Open Mind:** A mind without any remaining Power Points in reserve – whether it had the capacity to produce Power Points or not. You cannot tell just by looking at somebody if they have an open mind, you can only find out by attempting to use Telepathic powers or psionic combat attack modes on them.

**Psionic Combat Bonus:** The attacker's Charisma modifier plus 1/2 total Manifester Levels. It is added to both the saving throw DC of his attack modes, and the psionic damage those attack modes deal.

### Attack Modes

Psionic attack modes are learned methods by which a character can attempt to disrupt the mind of others. They can provoke attacks of opportunity or be disrupted. The manifester needs to overcome the target's Spell Resistance, if any, in order for a psionic attack mode to be successful. All psionic attack modes are mind-affecting psionic abilities, requiring a standard manifestation action to use.

**Saving Throw DC:** The target's DC for the Will save to resist a psionic attack mode's effects equals 1d20 + strong/weak modifier + Psionic Combat Bonus. Psionic attack modes are each “strong”, gaining a +4 modifier to their DC, against certain defense modes, or “weak”, gaining a –4 modifier to their DC, against some other defense modes. Somebody who is flat-footed or otherwise surprised is always “weak” against all attack modes. The Psionic Combat Bonus is equal to half the character's total Manifester Levels.

**Psionic Damage:** Each psionic attack mode deals its psionic damage directly to the victim's Power Point reserve, if used on a closed mind. The depletes an amount from this reserve equal to the random amount he paid for with the attack mode (see Table 8-10: Attack Modes) + Psionic Combat Bonus – defender's Mental Hardness (see Table 8-11: Defense Modes). If used on an open mind, they instead each have their own secondary effect that occurs rather than causing Power Point damage. These secondary effects are more potent the more Power Points the attacker used on the attack mode (see Table 8-10: Attack Modes).

**Range:** Psionic attack modes have a range of Close (25 ft + 5 ft/2 levels) and affect only a single individual who must be in direct line-of-sight and effect.

**Immunities:** Creatures immune to mind-affecting abilities, such as constructs and undead, are automatically immune to psionic attack modes. A creature normally immune to mind-affects that also has psionic power is still immune to most mind-affects, but no longer immune to psionic combat (although constructs and undead will suffer little from it due to other immunities such as ability score damage and stunning).

**Mind Thrust (MT):** The character sends the image of a small object, like an arrow or thrown stone, into the mind of the target. This attack is mostly annoying, but unless defended against it can eventually overwhelm your defenses. Any defense mode that provides the character with something to “shoot” at is less effective than a defense mode that hides their presence.

**Ego Whip (EW):** The character creates a frightening illusion of some fearful creature which proceeds to stalk the target, slipping through their safest securities to attack their mind on a primal fight-or-flight level. Defense modes that seem secure leave the most weaknesses for this kind of frightful being, while those that can be used as immediate barriers provide a measure of courage against the attack (much like pulling the blanket over your head as a child).

**Id Insinuation (II):** The target is assailed by funhouse-mirror imitations of themselves, each of which is formed to make fun of some physical or behavioral characteristic they have. The streams

of derision wear down their resolve and sense of self-worth. Defenses that are ponderous only provide another avenue of attack, while those that eliminate their presence make it harder to come up with characteristics to poke fun at. This attack mode does not assault the target directly as much as others do, and therefore ignores most Mental Hardness.

**Psychic Crush (PC):** Screw subtlety, just drop a hallucinatory mountain on the target, or some other seemingly large and solid force. The effect is of overwhelming mental pressure, which can often result in long-term brain damage. This attack mode is most effective against small target-like defenses, but less effective when the target is hiding from you.

**Mind Blast (MBs):** A wave or lance of pulsing and mixed up perceptions, feeling tastes, hearing colors, and such is used to assault the fabric of the target's connection to the outside world. This attack mode, unlike others, can be used to affect a large number of targets or to completely overwhelm the mind of a single unlucky individual. It is most useful against diffused defenses, or those who have no defenses at all, but less effective when they have something to move over them. This is the only psionic attack mode that can be used to affect more than one target at a time, or the same target multiple times (with only one Will save to resist).

**TABLE 8-10: ATTACK MODES**

Attack		----- Per PP -----	
Mode	Strong/Weak	Psi Dmg	Secondary Effect
MT	IF, TS, TW/EM	1d2	<i>shaken</i> 1d3 rounds
EW	TW/IF, TS	1d3	<i>stunned</i> 1d2 rounds
II	MB/EM	1d4	<i>helpless</i> 1 round
PC	IF, MB, TS/EM, TW	1d3	1 pt Wisdom damage*
MBs	EM**/MB, TS	1d2	<i>unconscious</i> 1 round
“Cone Effect***		1 pt	<i>stunned</i> 1 round

\* Damage becomes **drain** if this damage total equals the target's regular Wisdom.

\*\* Mind Blast is also Strong against open minds.

\*\*\* A *mind blast's* cone effect has a maximum range of 5 ft per Power Point spent, or the usual attack mode range, whichever is lower.

### Defense Modes

Psionic defense modes are methods that a psionic character can use to try and defend their mind from psionic attack modes, as well as forming the basis of other types of mental defense. They are mind-affecting psionic abilities, that affect the user's mind even if he would normally be immune to mind-affecting abilities (such as by being undead). When used to defend against a psionic attack mode, they have a duration based on the particular mode used (see Table 8-11: Defense Modes).

Unless otherwise noted, defense modes affect only the user. No two defense modes can be active at the same time, the latest one always counters the previous one. This includes both psionic combat uses and secondary effects.

Defense modes are manifested as an unfettered manifesting free action in response to an attack mode being used on the character or during his action, but cannot be manifested when he is flat-footed. Manifesting one outside of psionic combat for a secondary effect is a standard manifesting action.

**Secondary Effects:** Each defense mode has a secondary effect that is usable outside of psionic combat, but the effect is automatically dispelled if the user is subjected to a psionic attack mode and therefore provides no protection against the attack mode. There is no visible sign that a secondary mode is in use, although a Psicraft check used to read it reveals that it is a secondary defense mode effect. This check is the Psicraft “Sense Manifestation” check, same as for an attack mode. All secondary effects have a duration of 10 minutes/Manifester Level.

**Mental Hardness:** Automatically reduces the amount of Power Point damage they take from psionic attack modes. This value is multiplied by the amount of Power Points spent on the defense mode, but does not apply to secondary effects.

**Empty Mind (EM):** You try to hide your presence from your attacker, by hallucinating invisibility, becoming lost in the crowd, or some other method.

**Thought Shield (TS):** You erect a small targeted barrier directly in the path of the attack. This often takes the form of a 2-ft-wide oval or a small shield on your arm.

**Mental Barrier (MBr):** You visualize a blocking wall, a door that suddenly opens, even another creature that steps between you and the attack to protect you at the cost of itself.

**Intellect Fortress (IF):** You stand at the battlements of a small keep or fortress, looking on as the attack breaks against your walls.

**Tower of Iron Will (TW):** You, and possibly others, are all safely ensconced in the highest room of a gigantic, often metal, tower as the attack pounds against the outside.

**TABLE 8-11: DEFENSE MODES**

Defense Mode	Mental Hardness	Combat Duration	Secondary Effects Per Power Point Spent <sup>††</sup>
EM	0	3 rnd x PP	+1 save vs. divination & ESP*
TS	1 x PP	2 rnd x PP	+2 morale vs. <u>mind-affecting</u>
MBr	2 x PP	1 rnd x PP	+1 morale vs. Will saves
IF	5 x PP	1 att x PP <sup>†</sup>	immune to 1 negative level
TW**	1 x PP	1 att x PP <sup>†</sup>	+1 morale vs. mind-affecting

<sup>†</sup> Maximum duration of 1 round per Power Point spent.

<sup>††</sup> When manifested for a secondary effect, all defense modes have a maximum duration of 10 minutes/Manifester Level. For *intellect fortress*, this only applies until the defense mode has prevented the paid for number of negative levels.

\* If affected by an effect that normally allows no saving throw, you get a saving throw with a bonus equal only to the bonus you purchased.

\*\* Affects all allies within 10 ft who do not already have an equal or more Power Point expensive defense mode active. This is a spread effect, and moves with you.

### Threshold Alternative System

Rather than having psionic damage deplete a character's reserve power points, this alternative system can be used for a more duel-flavored psionic combat system. In the Threshold variant, psionic damage is tallied against a character when they fail their Will save, rather than depleting their power points. A character's Threshold tally is attacker-specific, so Threshold tally from one attacker is not factored into the Threshold from another attacker.

Once a character's total Threshold tally equals or exceeds their Will save bonus, they become an open mind - but only against the one attacker. The attacker can then use psionic combat attack modes for their secondary effects against them, as well as affect them with mind-affecting psionic powers.

A character's Threshold tallies automatically reduce by an amount equal to their manifest level each hour. This reduction is done separately to the Threshold tally for each attacker, much like healing ability score damage for rest. A character that gets a night's rest eliminates all their Threshold tallies, no matter how few manifest levels they have.

Since non-psionic characters do not have manifest levels, Threshold psionic combat rules have absolutely no effect on them.





# CHAPTER NINE: ADVENTURING

## CARRYING CAPACITY

Encumbrance rules determine how much a character's armor and equipment slow them down. Encumbrance comes in two parts: encumbrance by armor and encumbrance by total weight.

**Encumbrance by Armor:** A character's armor defines their maximum Dexterity bonus to AC, armor check penalty, speed, and running speed. Unless your character is weak or carrying a lot of gear, that's all you need to know. The extra gear your character carries won't slow them down any more than the armor already does.

If your character is weak or carrying a lot of gear, however, then you'll need to calculate encumbrance by weight. Doing so is most important when your character is trying to carry some heavy object.

**Weight:** If you want to determine whether your character's gear is heavy enough to slow them down more than the armor already does, total the weight of all the character's items, including armor, weapons, and gear. Compare this total to the character's Strength on Table 9-1: Carrying Capacity. Depending on how the weight compares to the character's carrying capacity, they may be carrying a light, medium, or heavy load. Like armor, a character's load affects their maximum Dexterity bonus to AC, carries a check penalty (which works like an armor check penalty), reduces the character's speed, and affects how fast the character can run, as shown on Table 9-2: Carrying Loads. A medium or heavy load counts as medium or heavy armor for the purpose of abilities or skills that are restricted by armor. Carrying a light load does not encumber a character.

If your character is wearing armor, use the worse figure (from armor or from load) for each category. Do not stack the penalties.

**Lifting and Dragging:** A character can lift as much as their maximum load over their head.

A character can lift as much as double their maximum load off the ground, but they can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to AC and can move only 5 feet per round (as a full-round action).

A character can generally push or drag along the ground as much as five times their maximum load. Favorable conditions can double these numbers, and bad circumstances can reduce them to one-half or less.

**Bigger and Smaller Creatures:** The figures on Table 9-1: Carrying Capacity is for Medium bipedal creatures. A larger bipedal creature can carry more weight depending on its size category, as follows: Large x2, Huge x4, Gargantuan x8, Colossal x16. A smaller creature can carry less weight depending on its size category, as follows: Small x3/4, Tiny x1/2, Diminutive x1/4, Fine x1/8.

Quadrupeds can carry heavier loads than characters can. Instead of the multipliers given above, multiply the value corresponding to the creature's Strength score from Table 9-1: Carrying Capacity by the appropriate modifier, as follows: Fine x1/4, Diminutive x1/2, Tiny x3/4, Small x1, Medium x1-1/2, Large x3, Huge x6, Gargantuan x12, Colossal x24.

**Tremendous Strength:** For Strength scores not shown on Table 9-1: Carrying Capacity, find the Strength score between 20 and 29 that has the same number in the "ones" digit as the creature's Strength score does and multiply the numbers in that for by 4 for every ten points the creature's strength is above the score for that row.

**Load Bearing:** Some creatures, particularly those with four or more legs, have a special trait that is often referred to as "load

bearing". These creatures have a -4 penalty to their Climb checks, but can carry twice as much as their Strength and size indicates.

**Cargo Bearing:** Some creatures, but usually only vehicles, have a special trait that is often referred to as "Cargo Bearing". They cannot make Climb checks, but can carry four times as much as their Strength and size indicates. If it is a vehicle, then it modifies the effective encumbrance of whatever creatures are moving the vehicle (the vehicle's weight counts towards the creature's encumbrance).

**Clothing and Containers:** An outfit can carry up to 5 lbs of miscellaneous items, or 10 lbs for an artisan's outfit. Containers can carry up to approximately 20 lbs of items per cubic foot.

TABLE 9-1: CARRYING CAPACITY

Strength Score	Light Load	Medium Load	Heavy Load
1	3 lb. or less	4–6 lb.	7–10 lb.
2	6 lb. or less	7–13 lb.	14–20 lb.
3	10 lb. or less	11–20 lb.	21–30 lb.
4	13 lb. or less	14–26 lb.	27–40 lb.
5	16 lb. or less	17–33 lb.	34–50 lb.
6	20 lb. or less	21–40 lb.	41–60 lb.
7	23 lb. or less	24–46 lb.	47–70 lb.
8	26 lb. or less	27–53 lb.	54–80 lb.
9	30 lb. or less	31–60 lb.	61–90 lb.
10	33 lb. or less	34–66 lb.	67–100 lb.
11	38 lb. or less	39–76 lb.	77–115 lb.
12	43 lb. or less	44–86 lb.	87–130 lb.
13	50 lb. or less	51–100 lb.	101–150 lb.
14	58 lb. or less	59–116 lb.	117–175 lb.
15	66 lb. or less	67–133 lb.	134–200 lb.
16	76 lb. or less	77–153 lb.	154–230 lb.
17	86 lb. or less	87–173 lb.	174–260 lb.
18	100 lb. or less	101–200 lb.	201–300 lb.
19	116 lb. or less	117–233 lb.	234–350 lb.
20	133 lb. or less	134–266 lb.	267–400 lb.
21	153 lb. or less	154–306 lb.	307–460 lb.
22	173 lb. or less	174–346 lb.	347–520 lb.
23	200 lb. or less	201–400 lb.	401–600 lb.
24	233 lb. or less	234–466 lb.	467–700 lb.
25	266 lb. or less	267–533 lb.	534–800 lb.
26	306 lb. or less	307–613 lb.	614–920 lb.
27	346 lb. or less	347–693 lb.	694–1,040 lb.
28	400 lb. or less	401–800 lb.	801–1,200 lb.
29	466 lb. or less	467–933 lb.	934–1,400 lb.
+10	x4	x4	x4

TABLE 9-2: CARRYING LOADS

	Max Check	Speed	Speed
Load	Dex	Penalty (30 ft.)	(20 ft.) Run
Medium	+3	-3	20 ft. 15 ft. x4
Heavy	+1	-6	20 ft. 15 ft. x3

### Armor and Encumbrance for Other Base Speeds

The table below provides reduced speed figures for all base speeds from 20 feet to 100 feet (in 10-foot increments).

TABLE 9-3: OTHER BASE SPEEDS

Base Speed	Reduced Speed	Base Speed	Reduced Speed	Base Speed	Reduced Speed
20 ft.	15 ft.	50 ft.	35 ft.	80 ft.	55 ft.
30 ft.	20 ft.	60 ft.	40 ft.	90 ft.	60 ft.
40 ft.	30 ft.	70 ft.	50 ft.	100 ft.	70 ft.

## MOVEMENT

There are three movement scales, as follows.

- \* Tactical, for combat, measured in feet (or squares) per round.
- \* Local, for exploring an area, measured in feet per minute.
- \* Overland, for getting from place to place, measured in miles per hour or miles per day.

**Modes of Movement:** While moving at the different movement scales, creatures generally walk, hustle, or run.

**Walk:** A walk represents unhurried but purposeful movement at 3 miles per hour for an unencumbered human.

**Hustle:** A hustle is a jog at about 6 miles per hour for an unencumbered human. A character moving their speed twice in a single round, or moving that speed in the same round that they performs a standard action or another move action is hustling when they moves.

**Run (x3):** Moving three times speed is a running pace for a character in heavy armor. It represents about 9 miles per hour for a human in full plate.

**Run (x4):** Moving four times speed is a running pace for a character in light, medium, or no armor. It represents about 12 miles per hour for an unencumbered human, or 8 miles per hour for a human in chainmail.

### Tactical Movement

Use tactical movement for combat. Characters generally don't walk during combat - they hustle or run. A character that moves their speed and takes some action is hustling for about half the round and doing something else the other half.

**Hampered Movement:** Difficult terrain, obstacles, or poor visibility can hamper movement. When movement is hampered, each square moved into usually counts as two squares, effectively reducing the distance that a character can cover in a move.

If more than one condition applies, multiply together all additional costs that apply. (This is a specific exception to the normal rule for doubling)

In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (1 square). In such a case, you may use a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and thus it provokes attacks of opportunity normally. (You can't take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to you.)

You can't run or charge through any square that would hamper your movement.

### Local Movement

Characters exploring an area use local movement, measured in feet per minute.

**Walk:** A character can walk without a problem on the local scale.

**Hustle:** A character can hustle without a problem on the local scale. See Overland Movement, below, for movement measured in miles per hour.

**Run:** A character with a Constitution score of 9 or higher can run for a minute without a problem. Generally, a character can run for a minute or two before having to rest for a minute

### Overland Movement

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 8 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

**Walk:** A character can walk 8 hours in a day of travel without a problem. Walking for longer than that can wear them out (see Forced March, below).

**Hustle:** A character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of nonlethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A character that takes any nonlethal damage from hustling becomes fatigued.

A fatigued character can't run or charge and takes a penalty of -2 to Strength and Dexterity. Eliminating the nonlethal damage also eliminates the fatigue.

**Run:** A character can't run for an extended period of time.

Attempts to run and rest in cycles effectively work out to a hustle.

**Terrain:** The terrain through which a character travels affects how much distance they can cover in an hour or a day (see Table 9-6: Terrain and Overland Movement). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths.

**Forced March:** In a day of normal walking, a character walks for 8 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, a Constitution check (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of nonlethal damage. A character that takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue. It's possible for a character to march into unconsciousness by pushing himself too hard.

**Mounted Movement:** A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not nonlethal damage. The creature can also be ridden in a forced march, but its Constitution checks automatically fail, and, again, the damage it takes is lethal damage. Mounts also become fatigued when they take any damage from hustling or forced marches.

See Table 9-7: Mounts and Vehicles for mounted speeds and speeds for vehicles pulled by draft animals.

**Waterborne Movement:** See Table 9-4: Mounts and Vehicles for speeds for water vehicles.

TABLE 9-4: MOVEMENT AND DISTANCE

	Speed			
	15 feet	20 feet	30 feet	40 feet
<b>One Round (Tactical)<sup>1</sup></b>				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (x4)	60 ft.	80 ft.	120 ft.	160 ft.
<b>One Minute (Local)</b>				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
<b>One Hour (Overland)</b>				
Walk	1-1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	---	---	---	---
<b>One Day (Overland)</b>				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	---	---	---	---
Run	---	---	---	---

1 Tactical movement is often measured in squares on the battle grid (1 square = 5 feet) rather than feet.

**TABLE 9-5: HAMPERED MOVEMENT**

Condition	Additional Movement Cost
Difficult terrain	x2
Obstacle <sup>1</sup>	x2
Poor visibility	x2
Impassable	---

1 May require a skill check

**TABLE 9-6: TERRAIN AND OVERLAND MOVEMENT**

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	x1	x1/2	x1/2
Forest	x1	x1	x1/2
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/4
Moor	x1	x1	x3/4
Mountains	x3/4	x3/4	x1/2
Plains	x1	x1	x3/4
Swamp	x1	x3/4	x1/2
Tundra, frozen	x1	x3/4	x3/4

**TABLE 9-7: MOUNTS AND VEHICLES**

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Light horse or light warhorse	6 miles	48 miles
Light horse (151–450 lb.) <sup>1</sup>	4 miles	32 miles
Light warhorse (231–690 lb.) <sup>1</sup>	4 miles	32 miles
Heavy horse or heavy warhorse	5 miles	40 miles
Heavy horse (201–600 lb.) <sup>1</sup>	3-1/2 miles	28 miles
Heavy warhorse (301–900 lb.) <sup>1</sup>	3-1/2 miles	28 miles
Pony or warpony	4 miles	32 miles
Pony (76–225 lb.) <sup>1</sup>	3 miles	24 miles
Warpony (101–300 lb.) <sup>1</sup>	3 miles	24 miles
Donkey or mule	3 miles	24 miles
Donkey (51–150 lb.) <sup>1</sup>	2 miles	16 miles
Mule (231–690 lb.) <sup>1</sup>	2 miles	16 miles
Dog, riding	4 miles	32 miles
Dog, riding (101–300 lb.) <sup>1</sup>	3 miles	24 miles
Cart or wagon	2 miles	16 miles

#### Ship

Raft or barge (poled or towed) <sup>2</sup>	1/2 mile	5 miles
Keelboat (rowed) <sup>2</sup>	1 mile	10 miles
Rowboat (rowed) <sup>2</sup>	1-1/2 miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2-1/2 miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles

1 Quadrupeds, such as horses, can carry heavier loads than characters can. See Carrying Capacity, above, for more information.

2 Rafts, barges, keelboats, and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

## Moving In Three Dimensions

### Tactical Aerial Movement

Once movement becomes three-dimensional and involves turning in midair and maintaining a minimum velocity to stay aloft, it gets more complicated. Most flying creatures have to slow down at least a little to make a turn, and many are limited to fairly wide turns and must maintain a minimum forward speed. Each flying creature has a maneuverability, as shown on Table 9-8: Maneuverability. The entries on the table are defined below.

**Minimum Forward Speed:** If a flying creature fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 150 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall doesn't bring the creature to the ground, it must spend its next turn recovering from the stall. It must succeed on a DC 20 Reflex save to recover. Otherwise it falls another 300 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

**Hover:** The ability to stay in one place while airborne.

**Move Backward:** The ability to move backward without turning around.

**Reverse:** A creature with good maneuverability uses up 5 feet of its speed to start flying backward.

**Turn:** How much the creature can turn after covering the stated distance.

**Turn in Place:** A creature with good or average maneuverability can use some of its speed to turn in place.

**Maximum Turn:** How much the creature can turn in any one space.

**Up Angle:** The angle at which the creature can climb.

**Up Speed:** How fast the creature can climb.

**Down Angle:** The angle at which the creature can descend.

**Down Speed:** A flying creature can fly down at twice its normal flying speed.

**Between Down and Up:** An average, poor, or clumsy flier must fly level for a minimum distance after descending and before climbing. Any flier can begin descending after a climb without an intervening distance of level flight.

**TABLE 9-8: MANEUVERABILITY**

	----- Maneuverability -----				
	Perfect	Good	Average	Poor	Clumsy
Minimum					
forward speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Move backward	Yes	Yes	No	No	No
Reverse	Free	-5 ft.	No	No	No
Turn	Any	90°/5 ft.	45°/5 ft.	45°/5 ft.	45°/10 ft.
Turn in place	Any	+90°/-5 ft.	+45°/-5 ft.	No	No
Maximum turn	Any	Any	90°	45°	45°
Up angle	Any	Any	60°	45°	45°
Up speed	Full	Half	Half	Half	Half
Down angle	Any	Any	Any	45°	45°
Down speed	Double	Double	Double	Double	Double
Between					
down and up	0	0	5 ft.	10 ft.	20 ft.

### Evasion And Pursuit

In round-by-round movement, simply counting off squares, it's impossible for a slow character to get away from a determined fast character without mitigating circumstances. Likewise, it's no problem for a fast character to get away from a slower one.

When the speeds of the two concerned characters are equal, there's a simple way to resolve a chase: If one creature is pursuing

another, both are moving at the same speed, and the chase continues for at least a few rounds, have them make opposed Dexterity checks to see who is the faster over those rounds. If the creature being chased wins, it escapes. If the pursuer wins, it catches the fleeing creature.

Sometimes a chase occurs overland and could last all day, with the two sides only occasionally getting glimpses of each other at a distance. In the case of a long chase, an opposed Constitution check made by all parties determines which can keep pace the longest. If the creature being chased rolls the highest, it gets away. If not, the chaser runs down its prey, outlasting it with stamina.

### **Moving Around In Squares**

In general, when the characters aren't engaged in round-by-round combat, they should be able to move anywhere and in any manner that you can imagine real people could. A 5-foot square, for instance, can hold several characters; they just can't all fight effectively in that small space. The rules for movement are important for combat, but outside combat they can impose unnecessary hindrances on character activities.

## **EXPLORATION**

### **Vision And Light**

Dwarves, half-orcs, and kobolds have darkvision, but everyone else needs light to see by. See Table 9-9: Light Sources and Illumination for the radius that a light source illuminates and how long it lasts.

In an area of bright light, all characters can see clearly. A creature can't hide in an area of bright light unless it is invisible or has cover.

In an area of shadowy illumination, a character can see dimly. Creatures within this area have concealment relative to that character. A creature in an area of shadowy illumination can make a Hide check to conceal itself.

In areas of darkness, creatures without darkvision are effectively blinded. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat (all opponents have total concealment), loses any Dexterity bonus to AC, takes a -2 penalty to AC, moves at half speed, and takes a -4 penalty on Search checks and most Strength and Dexterity-based skill checks.

Characters with low-light vision (elves, gnomes, and half-elves) can see objects twice as far away as the given radius. Double the effective radius of bright light and of shadowy illumination for such characters.

Characters with darkvision (dwarves and half-orcs) can see lit areas normally as well as dark areas within 60 feet. A creature can't hide within 60 feet of a character with darkvision unless it is invisible or has cover.

**TABLE 9-9: LIGHT SOURCES AND ILLUMINATION**

Object	Bright	Shadowy	Duration
Candle	n/a <sup>1</sup>	5 ft.	1 hr.
Everburning torch	20 ft.	40 ft.	Permanent
Lamp, common	15 ft.	30 ft.	6 hr./pint
Lantern, bullseye <sup>2</sup>	60-ft. cone	120-ft. cone	6 hr./pint
Lantern, hooded	30 ft.	60 ft.	6 hr./pint
Sunrod	30 ft.	60 ft.	6 hr.
Torch	20 ft.	40 ft.	1 hr.
Spell			
<i>Continual flame</i>	20 ft.	40 ft.	Permanent
<i>Dancing lights</i> (torches)	20 ft. (each)	40 ft. (each)	1 min.
<i>Daylight</i>	60 ft.	120 ft.	30 min.
<i>Light</i>	20 ft.	40 ft.	10 min.

<sup>1</sup> A candle does not provide bright illumination, only shadowy illumination.

<sup>2</sup> A bullseye lantern illuminates a cone, not a radius.

### **Breaking and Entering**

When attempting to break an object, you have two choices: smash it with a weapon or break it with sheer strength.

#### **Smashing an Object**

Smashing a weapon or shield with a slashing or bludgeoning weapon is accomplished by the sunder special attack. Smashing an object is a lot like sundering a weapon or shield, except that your attack roll is opposed by the object's AC. Generally, you can smash an object only with a bludgeoning or slashing weapon.

**Armor Class:** Objects are easier to hit than creatures because they usually don't move, but many are tough enough to shrug off some damage from each blow. An object's Armor Class is equal to 10 + its size modifier + its Dexterity modifier. An inanimate object has not only a Dexterity of 0 (-5 penalty to AC), but also an additional -2 penalty to its AC. Furthermore, if you take a full-round action to line up a shot, you get an automatic hit with a melee weapon and a +5 bonus on attack rolls with a ranged weapon.

**Hardness:** Each object has hardness - a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points (see Table 9-10: Common Armor, Weapon, and Shield Hardness and Hit Points; Table 9-11: Substance Hardness and Hit Points; and Table 9-13: Object Hardness And Hit Points).

**Hit Points:** An object's hit point total depends on what it is made of and how big it is (see Table 9-10: Common Armor, Weapon, and Shield Hardness and Hit Points; Table 9-11: Substance Hardness and Hit Points; and Table 9-13: Object Hardness And Hit Points). When an object's hit points reach 0, it's ruined.

Very large objects have separate hit point totals for different sections.

**Energy Attacks:** Acid and sonic attacks deal damage to most objects just as they do to creatures; roll damage and apply it normally after a successful hit. Electricity and fire attacks deal half damage to most objects; divide the damage dealt by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage dealt by 4 before applying the hardness.

**Ranged Weapon Damage:** Objects take half damage from ranged weapons (unless the weapon is a siege engine or something similar). Divide the damage dealt by 2 before applying the object's hardness.

**Ineffective Weapons:** Certain weapons just can't effectively deal damage to certain objects.

**Immunities:** Objects are immune to nonlethal damage and to critical hits.

Even animated objects, which are otherwise considered creatures, have these immunities because they are constructs.

**Magic Armor, Shields, and Weapons:** Each +1 of enhancement bonus adds 2 to the hardness of armor, a weapon, or a shield and +10 to the item's hit points.

**Vulnerability to Certain Attacks:** Certain attacks are especially successful against some objects. In such cases, attacks deal double their normal damage and may ignore the object's hardness.

**Damaged Objects:** A damaged object remains fully functional until the item's hit points are reduced to 0, at which point it is destroyed.

Damaged (but not destroyed) objects can be repaired with the Craft skill.

**Saving Throws:** Nonmagical, unattended items never make saving throws. They are considered to have failed their saving

throws, so they always are affected by spells. An item attended by a character (being grasped, touched, or worn) makes saving throws as the character (that is, using the character's saving throw bonus).

Magic items always get saving throws. A magic item's Fortitude, Reflex, and Will save bonuses are equal to 2 + one-half its caster level. An attended magic item either makes saving throws as its owner or uses its own saving throw bonus, whichever is better.

**Animated Objects:** Animated objects count as creatures for purposes of determining their Armor Class (do not treat them as inanimate objects).

### Breaking Items

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check (rather than an attack roll and damage roll, as with the sunder special attack) to see whether they succeed. The DC depends more on the construction of the item than on the material.

If an item has lost half or more of its hit points, the DC to break it drops by 2.

Larger and smaller creatures get size bonuses and size penalties on Strength checks to break open doors as follows: Fine –16, Diminutive –12, Tiny –8, Small –4, Large +4, Huge +8, Gargantuan +12, Colossal +16.

A crowbar or portable ram improves a character's chance of breaking open a door.

**TABLE 9-10: COMMON ARMOR, WEAPON, AND SHIELD HARDNESS AND HIT POINTS**

Weapon or Shield	Hardness	Hit Points <sup>1</sup>
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	2
Medium-size hafted weapon	5	5
Large-size hafted weapon	5	10
Projectile weapon	5	5
Armor	special <sup>2</sup>	armor bonus x 5
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15
Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20

<sup>1</sup> The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.

<sup>2</sup> Varies by material; see Table 9-11: Substance Hardness and Hit Points.

**TABLE 9-11: SUBSTANCE HARDNESS AND HIT POINTS**

Substance	Hardness	Hit Points
Paper or cloth	0	2/inch of thickness
Rope	0	2/inch of thickness
Glass	1	1/inch of thickness
Ice	0	3/inch of thickness
Leather or hide	2	5/inch of thickness
Wood	5	10/inch of thickness
Stone	8	15/inch of thickness
Iron or steel	10	30/inch of thickness
Mithral	15	30/inch of thickness
Adamantine	20	40/inch of thickness

**TABLE 9-12: SIZE AND ARMOR CLASS OF OBJECTS**

Size	AC Modifier
Colossal	–8
Gargantuan	–4
Huge	–2
Large	–1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

**TABLE 9-13: OBJECT HARDNESS AND HIT POINTS**

Object	Hardness	Hit Points	Break DC
Rope (1 inch diam.)	0	2	23
Simple wooden door	5	10	13
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron door (2 in. thick)	10	60	28

**TABLE 9-14: DCS TO BREAK OR BURST ITEMS**

Strength Check to:	DC
Break down simple door	13
Break down good door	18
Break down strong door	23
Burst rope bonds	23
Bend iron bars	24
Break down barred door	25
Burst chain bonds	26
Break down iron door	28
Condition	DC Adjustment <sup>1</sup>
Hold portal	+5
Arcane lock	+10

<sup>1</sup> If both apply, use the larger number.

## TREASURE

Treasure (often called “swag”) is usually found on the bodies of fallen foes, in their lairs, hidden away in secret compartments, or given as a reward for completing an adventure on behalf of others. It includes everything from the easy to value coin, to more subjective art and gems, to magical or psionic items. Chapter 15: Rewards in the *DMG* has more details on rewarding treasure to a party.

**Sharing the Swag:** After any encounter or adventure, whenever the party has a chance to take a bit of a break and assess what they've acquired, there is a chance to slit the money and items gained among the party members. The loot should be divided equally by value between all members of the party. While some party members will have contributed more to gaining the treasure than others, this should not be a concern when splitting it since the party members that did not “carry their weight” in one encounter could very well be the deciding factor in the next. Not trying to swipe as much loot as possible, at the cost of the other party members, also prevents bad feelings between party members.

**Items of Interest:** Some items have a definable gold-piece value, but are obviously only useful to a small part of the party or more useful in the hands of a particular party member. A premium example of this is the group that finds a masterwork greataxe in an

orc's lair, but only one member of the party is even proficient with it. If one of the party members who is best able to use such items, mundane or extraordinary, wishes to use that item then they should have first call for it. When a character takes such an item from the undivided loot, the value of the item should count towards their share of the loot. If the value of the item is more than their share, they must "pay back" the fund the difference, or give up that amount of their share in future treasure until they make up the difference. This is a matter of fairness, to prevent a lucky character from always walking off with more than their fair share of the loot.

**Adventuring Expenses:** Often an adventurer will have accumulated a notable expense in the course of an adventure, or recovering from it. The party warrior whose masterwork weapon is destroyed is the main example, but this could also be a spellcaster that has to cast a spell with a very expensive material component. When the loot is being divided such characters should have the value of their lost or expended equipment reimbursed from the total swag **before** it is divided among the characters. This prevents such characters from becoming less effective than other party members after a run of bad luck or expensive solution to a potent problem.

**Party Funds:** Items that nobody wants, or cash that nobody in the party needs at a particular time, should be kept by the most trustworthy character (and reliable player) separate from their personal loot. This pool of valuables and coins can then be used to purchase magical services for the group (such as a *raise dead* cast on a deceased party member), or adventure-specific items like holy water when hunting vampires. It is a good idea to keep this fund flush on cash for emergency situations, so it is recommended that the fund receive an equal amount of the swag when it is divided (i.e. the stuff left over after everybody has taken their preferred share).

**Locating Buyers and Sellers:** Characters in a settlement can sell their acquired items to the merchants of the settlement easily, provided it is no more expensive than the purchasing limit of the settlement. Selling items in this way allows the player to gain half the item's market value in gold pieces, since the merchant intends to re-sell it at a profit to some future customer. Buying items and services works the same way, but any item worth 1,000gp+, or that is not common to the area (psionic manifesting services in a highly magical land), requires a Knowledge (local) or Gather Information DC 15 + 1/1,000gp check to locate somebody who has it and is willing to sell it. A similar check can be used to **sell** an item for its full market value. While the Knowledge (local) check takes no time, a character can only make one such check per item. Characters who fail the Knowledge (local) check, or who did not have the skill for that area in the first place, can take **all day** to make the Gather Information check - which costs 1d6 gp even if it fails.

## OTHER REWARDS

In addition to tangible and portable loot, a party can be rewarded with less tangible means of compensation for their troubles. This covers everything from a reputation for their deeds, to followers seeking to learn or serve them for a while, to land and possibly buildings on it, or even becoming ennobled. The *DMG* covers most of these in greater detail in Chapter 15: Rewards.

**Followers:** A character that performs some spectacular deed appropriate to their class, even while doing so with a party, can often attract somebody who seeks to serve under them for a while. This kind of hero-worship does not require the Leadership feat, but is also far more restrictive than the kind of cohort or followers the feat enables a character to groom. The follower is either somebody who wants the character to teach them, or somebody who wants to

honor them. Prospective students are of no higher level than 1/4th the character's level, but have the same classes as they do, and will leave their service once their level is 1/3rd that of the character. Honoring servants are of no higher level than 1/3rd the character's level, are of an NPC class the character finds appealing (i.e. adepts for spellcasting characters), and leave their service once their level is 1/2 that of the character. While in a character's service they should be treated as a party member, including for XP awards and average party level, except that such followers only count as half a character when it comes time to split the swag. A character cannot have more of these types of followers than 1 + their Charisma modifier (if positive) at a time.

**Noble Title:** The local government grants the party leader, or the entire party, a noble title that is within their power to give. The main benefit of this is that while a character operates with an area that he has a noble title with he can ignore local taxes and minor legal troubles. The game mechanics of this is that they get a +5 nobility bonus to their Diplomacy skill checks in that area, so long as their nobility is recognized.

# CHAPTER ELEVEN: SPELL DESCRIPTIONS

An <sup>M</sup>, <sup>F</sup>, or <sup>DF</sup> appearing at the end of a spell's name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch. An <sup>XP</sup> denotes a spell with an XP component paid by the caster.

**Order of Presentation:** In the spell lists and the spell descriptions that follow them, the spells are presented in alphabetical order by name except for those belonging to certain spell chains.

When a spell's name begins with "lesser," "greater," or "mass," the spell description is alphabetized under the second word of the spell name instead.

**Hit Dice:** The term "Hit Dice" is used synonymously with "character levels" for effects that affect a number of Hit Dice of creatures. Creatures with Hit Dice only from their race, not from classes, have character levels equal to their Hit Dice.

**Caster Level:** A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell. A creature with no classes has a caster level equal to its Hit Dice unless otherwise specified. The word "level" in the spell lists that follow always refers to caster level.

**Creatures and Characters:** The words "creature" and "character" are used synonymously in the spell descriptions.

## BARD SPELLS

### 0th-Level Bard Spells (Cantrips)

**Dancing Lights (Evoc):** Creates torches or other lights. [light]  
**Daze <sup>M</sup> (Ench):** Humanoid creature of 4 HD or less loses next action. [mind-affecting]  
**Detect Magic (Div):** Detects spells and magic items within 60 ft.  
**Flare (Evoc):** *Dazzles* one creature (–1 on attack rolls). [light]  
**Ghost Sound <sup>M</sup> (Ill):** Fignment sounds.  
**Know Direction (Div):** You discern north.  
**Light <sup>M</sup> (Evoc):** Object shines like a torch. [light]  
**Lullaby (Ench):** Makes subject drowsy; –5 on Spot and Listen checks, –2 on Will saves against *sleep*. [mind-affecting]  
**Mage Hand (Tran):** 5-pound telekinesis.  
**Mending (Tran):** Makes minor repairs on an object.  
**Message <sup>F</sup> (Tran):** Whispered conversation at distance. [language-dependant]  
**Open/Close <sup>F</sup> (Tran):** Opens or closes small or light things.  
**Prestidigitation (Uni):** Performs minor tricks.  
**Read Magic <sup>F</sup> (Div):** Read scrolls and spellbooks.  
**Resistance <sup>M</sup> (Abj):** Subject gains +1 on saving throws.  
**Summon Instrument (Conj):** Summons one instrument of the caster's choice.

### 1st-Level Bard Spells

**Alarm <sup>M</sup> (Abj):** Wards an area for 2 hours/level.  
**Animate Rope (Tran):** Makes a rope move at your command.  
**Cause Fear (Nec):** One creature of 5 HD or less flees for 1d4 rounds. [fear, mind-affecting]  
**Charm Person (Ench):** Makes one person your friend. [mind-affecting]  
**Comprehend Languages <sup>M</sup> (Div):** You understand all spoken and written languages.  
**Cure Light Wounds (Conj):** Cures 1d8 damage +1/level (max +5).  
**Detect Psionics (Div):** Detects psionic manifestations and items within 60 ft.  
**Detect Secret Doors (Div):** Reveals hidden doors within 60 ft.  
**Disguise Self (Ill):** Changes your appearance.

**Erase (Tran):** Mundane or magical writing vanishes.  
**Expeditious Retreat (Tran):** Your speed increases by 30 ft.  
**Feather Fall (Tran):** Objects or creatures fall slowly.  
**Grease <sup>M</sup> (Conj):** Makes 10-ft. square or one object slippery.  
**Hideous Laughter <sup>M</sup> (Ench):** Subject loses actions for 1 round/level. [mind-affecting]  
**Hypnotism (Ench):** *Fascinates* 2d4 HD of creatures. [mind-affecting]  
**Identify <sup>M</sup> (Div):** Determines properties of magic item.  
**Lesser Confusion (Ench):** One creature is *confused* for 1 round. [mind-affecting]  
**Magic Mouth <sup>M</sup> (Ill):** Speaks once when triggered.  
**Magic Aura <sup>F</sup> (Ill):** Alters object's magic aura.  
**Obscure Object <sup>M</sup> (Abj):** Masks object against scrying.  
**Remove Fear (Abj):** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.  
**Silent Image <sup>F</sup> (Ill):** Creates minor *Illusion* of your design.  
**Sleep <sup>M</sup> (Ench):** Puts 4 HD of creatures into magical slumber. [mind-affecting]  
**Summon Monster I <sup>F</sup> (Conj):** Calls extraplanar creature to fight for you. [see text]  
**Undetectable Alignment (Abj):** Conceals alignment for 24 hours.  
**Unseen Servant (Conj):** *Invisible* force obeys your commands.  
**Ventriloquism (Ill):** Throws voice for 1 minutes/level.

### 2nd-Level Bard Spells

**Alter Self (Tran):** Assume form of a similar creature.  
**Animal Messenger <sup>M</sup> (Ench):** Sends a Tiny animal to a specific place. [mind-affecting]  
**Animal Trance (Ench):** *Fascinates* 2d6 HD of animals. [mind-affecting, sonic]  
**Animate Construct, Minor (Tran):** Animates an object up to Small size.  
**Blindness/Deafness (Nec):** Makes subject *blind* or *deaf*.  
**Blur (Ill):** Attacks miss subject 20% of the time.  
**Calm Emotions (Ench):** Calms creatures, negating emotion effects. [mind-affecting]  
**Cat's Grace <sup>M</sup> (Tran):** Subject gains +4 to Dex for 10 minutes/level.  
**Cure Moderate Wounds (Conj):** Cures 2d8 damage +1/level (max +10).  
**Darkness <sup>M</sup> (Evoc):** 20-ft. radius of supernatural darkness occludes even darkvision. [darkness]  
**Daze Monster <sup>M</sup> (Ench):** Living creature of 6 HD or less loses next action. [mind-affecting]  
**Delay Poison (Conj):** Stops poison from harming subject for 1 hour/level.  
**Detect Thoughts <sup>F</sup> (Div):** Allows "listening" to surface thoughts. [mind-affecting]  
**Eagle's Splendor <sup>M</sup> (Tran):** Subject gains +4 to Cha for 10 minutes/level.  
**Enthrall (Ench):** Captivates all within 100 ft. + 10 ft./level. [language-dependant, mind-affecting, sonic]  
**Fox's Cunning <sup>M</sup> (Tran):** Subject gains +4 to Int for 10 minutes/level.  
**Glitterdust <sup>M</sup> (Conj):** *Blinds* creatures, outlines *invisible* creatures.  
**Heroism (Ench):** Gives +2 on attack rolls, saves, skill checks. [mind-affecting]  
**Hold Person <sup>F</sup> (Ench):** *Paralyzes* one humanoid for 1 round/level. [mind-affecting]  
**Hypnotic Pattern <sup>M</sup> (Ill):** *Fascinates* (2d4 + level) HD of creatures. [mind-affecting]

**Invisibility**<sup>M</sup> (III): Subject is *invisible* for 1 minutes/level or until it attacks.

**Locate Object**<sup>F</sup> (Div): Senses direction toward object (specific or type).

**Minor Image**<sup>F</sup> (III): As *silent image*, plus some sound.

**Mirror Image** (III): Creates decoy duplicates of you (1d4 +1 per three levels, max 8).

**Misdirection** (III): Misleads divinations for one creature or object.

**Pyrotechnics**<sup>M</sup> (Tran): Turns fire into *blinding* light or choking smoke.

**Rage** (Ench): Gives +1/2 levels to Str and Con, +1/4 levels to Will, -2 AC. [mind-affecting]

**Scare**<sup>M</sup> (Nec): *Panics* creatures of less than 6 HD. [fear, mind-affecting]

**Shatter**<sup>M</sup> (Evoc): Sonic vibration damages objects or crystalline creatures. [sonic]

**Silence** (III): Negates sound in 15-ft. radius.

**Sound Burst**<sup>F</sup> (Evoc): Deals 1d8 sonic damage to subjects; may *stun* them. [sonic]

**Suggestion**<sup>M</sup> (Ench): Compels subject to follow stated course of action. [language-dependant, mind-affecting]

**Summon Monster II**<sup>F</sup> (Conj): Calls extraplanar creature to fight for you. [see text]

**Summon Swarm**<sup>M</sup> (Conj): Summons swarm of bats, rats, or spiders.

**Tongues**<sup>M</sup> (Div): Speak any language.

**Whispering Wind** (Tran): Sends a short message 1 mile/level. [air]

### 3rd-Level Bard Spells

**Blink** (Tran): You randomly vanish and reappear for 1 round/level.

**Charm Monster** (Ench): Makes monster believe it is your ally. [mind-affecting]

**Clairaudience/Clairvoyance**<sup>F</sup> (Div): Hear or see at a distance for 1 minutes/level.

**Confusion**<sup>M</sup> (Ench): Subjects behave oddly for 1 round/level. [mind-affecting]

**Crushing Despair**<sup>M</sup> (Ench): Subjects take -2 on attack rolls, damage rolls, saves, and checks. [mind-affecting]

**Cure Serious Wounds** (Conj): Cures 3d8 damage +1/level (max +15).

**Daylight** (Evoc): 60-ft. radius of bright light. [light]

**Deanimate Construct**<sup>XP</sup> (Tran): Makes a construct inanimate.

**Deep Slumber** (Ench): Puts 10 HD of creatures to *sleep*. [mind-affecting]

**Dispel Magic** (Abj): Cancels magical spells and effects.

**Displacement**<sup>M</sup> (III): Attacks miss subject 50%.

**Fear**<sup>M</sup> (Nec): Subjects within cone flee for 1 round/level. [fear, mind-affecting]

**Gaseous Form**<sup>M</sup> (Tran): Subject becomes insubstantial and can fly slowly. [air]

**Geas, Lesser** (Ench): Commands subject of 7 HD or less. [language-dependant, mind-affecting]

**Glibness** (Tran): You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.

**Good Hope** (Ench): Subjects gain +2 on attack rolls, damage rolls, saves, and checks. [mind-affecting]

**Haste**<sup>M</sup> (Tran): The subject gains +2 AC, +1 Ref saves, and +2 melee to-hit for 1 round/level.

**Illusory Script**<sup>M</sup> (III): Only intended reader can decipher. [mind-affecting]

**Invisibility Sphere**<sup>M</sup> (III): Makes everyone within 10 ft. *invisible*.

**Major Image**<sup>M</sup> (III): As *silent image*, plus sound, smell and thermal effects.

**Phantom Steed** (Conj): Magic horse appears for 1 hour/level.

**Remove Curse** (Abj): Frees object or person from curse.

**Scrying**<sup>F</sup> (Div): Spies on subject from a distance.

**Sculpt Sound** (Tran): Creates new sounds or changes existing ones.

**Secret Page**<sup>M</sup> (Tran): Changes one page to hide its real content.

**See Invisibility**<sup>M</sup> (Div): Reveals *invisible* creatures or objects.

**Sepia Snake Sigil**<sup>M</sup> (Conj): Creates text symbol that immobilizes reader. [force]

**Slow**<sup>M</sup> (Tran): One subject/level takes only one action/round, -2 to AC and attack rolls.

**Speak with Animals** (Div): You can communicate with animals.

**Summon Monster III**<sup>F</sup> (Conj): Calls extraplanar creature to fight for you. [see text]

**Tiny Hut**<sup>M</sup> (Evoc): Creates shelter for ten creatures. [force]

### 4th-Level Bard Spells

**Animate Construct, Lesser** (Tran): Animates an object up to Large size.

**Break Enchantment** (Abj): Frees subjects from *Enchantments*, alterations, curses, and *petrification*.

**Cure Critical Wounds** (Conj): Cures 4d8 damage +1/level (max +20).

**Detect Scrying**<sup>M</sup> (Div): Alerts you of magical eavesdropping.

**Dimension Door** (Conj): Teleports you short distance. [teleportation]

**Dispel Psionics** (Abj): Cancels psionic powers and effects.

**Dominate Person** (Ench): Controls humanoid telepathically. [mind-affecting]

**Freedom of Movement**<sup>M</sup> (Abj): Subject moves normally despite impediments.

**Hallucinatory Terrain**<sup>M</sup> (III): Makes one type of terrain appear like another (field into forest, or the like).

**Hold Monster**<sup>M</sup> (Ench): As *hold person*, but any creature. [mind-affecting]

**Invisibility, Greater** (III): As *invisibility*, but subject can attack and stay *invisible*.

**Legend Lore**<sup>MF</sup> (Div): Lets you learn tales about a person, place, or thing.

**Locate Creature**<sup>M</sup> (Div): Indicates direction to familiar creature.

**Modify Memory** (Ench): Changes 5 minutes of subject's memories. [mind-affecting]

**Neutralize Poison**<sup>M</sup> (Conj): Immunizes subject against poison, detoxifies venom in or on subject.

**Rainbow Pattern**<sup>MF</sup> (III): Lights *fascinate* 24 HD of creatures. [mind-affecting]

**Repel Vermin** (Abj): Insects, spiders, and other vermin stay 10 ft. away.

**Secure Shelter**<sup>MF</sup> (Conj): Creates sturdy cottage.

**Shadow Conjunction** (III): Mimics conjuring below 4th level, but only 20% real.

**Shout** (Evoc): *Deafens* all within cone and deals 5d6 sonic damage. [sonic]

**Speak with Plants** (Div): You can talk to normal plants and plant creatures.

**Summon Monster IV**<sup>F</sup> (Conj): Calls extraplanar creature to fight for you. [see text]

**Zone of Silence** (III): Keeps eavesdroppers from overhearing conversations.

### 5th-Level Bard Spells

**Cure Light Wounds, Mass** (Conj): Cures 1d8 damage +1/level for many creatures.

**Dispel Magic, Greater** (Abj): As *dispel magic*, but +20 on check.

**Dream** (III): Sends message to anyone sleeping. [mind-affecting]

**False Vision**<sup>M</sup> (III): Fools scrying with an *Illusion*.



**Heroism, Greater (Ench):** Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp. [mind-affecting]

**Mind Fog (Ench):** Subjects in fog get –10 to Wis and Will checks. [mind-affecting]

**Mirage Arcana (Ill):** As *hallucinatory terrain*, plus structures.

**Mislead (Ill):** Turns you *invisible* and creates illusory double.

**Nightmare (Ill):** Sends vision dealing 1d10 damage, *fatigue*. [evil, mind-affecting]

**Persistent Image<sup>F</sup> (Ill):** As *major image*, but no concentration required.

**Seeming (Ill):** Changes appearance of one person per two levels.

**Shadow Evocation (Ill):** Mimics evocation of lower than 5th level, but only 20% real.

**Shadow Walk (Ill):** Step into shadow to travel rapidly.

**Song of Discord (Ench):** Forces targets to attack each other. [mind-affecting, sonic]

**Suggestion, Mass<sup>M</sup> (Ench):** As *suggestion*, plus one subject/level. [language-dependant, mind-affecting]

**Summon Monster V<sup>F</sup> (Conj):** Calls extraplanar creature to fight for you. [see text]

### 6th-Level Bard Spells

**Analyze Dweomer<sup>F</sup> (Div):** Reveals magical aspects of subject.

**Animate Construct (Tran):** Animates an object up to Huge size.

**Animate Objects (Tran):** Objects attack your foes.

**Cat's Grace, Mass<sup>M</sup> (Tran):** As *cat's grace*, affects one subject/level.

**Charm Monster, Mass (Ench):** As *charm monster*, but all within 30 ft. [mind-affecting]

**Cure Moderate Wounds, Mass (Conj):** Cures 2d8 damage +1/level for many creatures.

**Dispel Psionics, Greater (Abj):** As *dispel psionics*, but +20 on check.

**Eagle's Splendor, Mass<sup>DF</sup> (Tran):** As *eagle's splendor*, affects one subject/level.

**Eyebite (Nec):** Target becomes *panicked*, *sickened*, and comatose. [evil]

**Find the Path<sup>F</sup> (Div):** Shows most direct way to a location.

**Fox's Cunning, Mass<sup>M</sup> (Tran):** As *fox's cunning*, affects one subject/level.

**Geas/Quest (Ench):** As *lesser geas*, plus it affects any creature. [language-dependant, mind-affecting]

**Heroes' Feast<sup>DF</sup> (Conj):** Food for one creature/level cures and grants combat bonuses.

**Irresistible Dance (Ench):** Forces subject to dance. [mind-affecting]

**Permanent Image<sup>F</sup> (Ill):** Includes sight, sound, and smell.

**Programmed Image<sup>M</sup> (Ill):** As *major image*, plus triggered by event.

**Project Image<sup>M</sup> (Ill):** Illusory double can talk and cast spells.

**Scrying, Greater<sup>MF</sup> (Div):** As *scrying*, but faster and longer.

**Shout, Greater<sup>F</sup> (Evoc):** Devastating yell deals 10d6 sonic damage; *stuns* creatures, damages objects. [sonic]

**Summon Monster VI<sup>F</sup> (Conj):** Calls extraplanar creature to fight for you. [see text]

**Sympathetic Vibration<sup>F</sup> (Evoc):** Deals 2d10 damage/round to freestanding structure. [sonic]

**Veil (Ill):** Changes appearance of group of creatures.

## CLERIC SPELLS

### 0th-Level Cleric Spells (Orisons)

**Create Water (Conj):** Creates 2 gallons/level of pure water. [water]

**Cure Minor Wounds (Conj):** Cures 1 point of damage.

**Detect Magic (Div):** Detects spells and magic items within 60 ft.

**Detect Poison (Div):** Detects poison in one creature or object.

**Guidance (Div):** +1 on one attack roll, saving throw, or skill check.

**Inflict Minor Wounds (Nec):** Touch attack, 1 point of damage.

**Light<sup>DF</sup> (Evoc):** Object shines like a torch. [light]

**Mending (Tran):** Makes minor repairs on an object.

**Purify Food and Drink (Tran):** Purifies 1 cu. ft./level of food or water.

**Read Magic<sup>F</sup> (Div):** Read scrolls and spellbooks.

**Resistance<sup>DF</sup> (Abj):** Subject gains +1 on saving throws.

**Virtue (Tran):** Subject gains 1 temporary hp.

### 1st-Level Cleric Spells

**Bane<sup>DF</sup> (Ench):** Enemies take –1 on attack rolls and saves against fear. [fear, mind-affecting]

**Bless<sup>DF</sup> (Ench):** Allies gain +1 on attack rolls and saves against fear. [mind-affecting]

**Bless Water<sup>M</sup> (Tran):** Makes holy water. [good]

**Cause Fear (Nec):** One creature of 5 HD or less flees for 1d4 rounds. [fear, mind-affecting]

**Command (Ench):** One subject obeys selected *command* for 1 round. [language-dependant, mind-affecting]

**Comprehend Languages<sup>DF</sup> (Div):** You understand all spoken and written languages.

**Cure Light Wounds (Conj):** Cures 1d8 damage +1/level (max +5).

**Curse Water<sup>M</sup> (Nec):** Makes unholy water. [evil]

**Deathwatch (Nec):** Reveals how near death subjects within 30 ft are.

**Detect Chaos/evil/Good/Law (Div):** Reveals creatures, spells, or objects of selected alignment.

**Detect Psionics (Div):** Detects psionic manifestations and items within 60 ft.

**Detect Undead<sup>DF</sup> (Div):** Reveals undead within 60 ft.

**Divine Favor<sup>DF</sup> (Evoc):** You gain +1 per three levels on attack and damage rolls.

**Doom<sup>DF</sup> (Nec):** One subject takes –2 on attack rolls, damage rolls, saves, and checks. [fear, mind-affecting]

**Endure Elements (Abj):** Ignores 5 damage/round from one energy type. [see text]

**Entropic Shield (Abj):** Ranged attacks against you have 20% miss chance.

**Hide from Undead<sup>DF</sup> (Abj):** Undead can't perceive one subject/level.

**Inflict Light Wounds (Nec):** Touch deals 1d8 damage +1/level (max +5).

**Magic Stone<sup>DF</sup> (Tran):** Three stones gain +1 on attack, deal 1d6 +1 damage. [earth]

**Magic Weapon<sup>DF</sup> (Tran):** Weapon gains +1 bonus.

**Obscuring Mist (Conj):** Fog surrounds you. [air, water]

**Protection from Chaos/evil/Good/Law (Abj):** +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [see text]

**Remove Fear (Abj):** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

**Sanctuary<sup>DF</sup> (Abj):** Opponents can't attack you, and you can't attack.

**Shield of Faith<sup>M</sup> (Abj):** Aura grants +2 or higher deflection bonus.

**Summon Monster I<sup>DF</sup> (Conj):** Calls extraplanar creature to fight for you. [see text]

### 2nd-Level Cleric Spells

**Aid<sup>DF</sup> (Ench):** +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10). [mind-affecting]

**Align Weapon**<sup>DF</sup> (Tran): Weapon becomes good, evil, lawful, or chaotic. [see text]  
**Augury**<sup>MF</sup> (Div): Learns whether an action will be good or bad.  
**Bear's Endurance**<sup>DF</sup> (Tran): Subject gains +4 to Con for 10 minutes/level.  
**Bull's Strength**<sup>DF</sup> (Tran): Subject gains +4 to Str for 10 minutes/level.  
**Calm Emotions**<sup>DF</sup> (Ench): Calms creatures, negating emotion effects. [mind-affecting]  
**Consecrate**<sup>M</sup> (Evoc): Fills area with positive energy, making undead weaker. [good]  
**Cure Moderate Wounds (Conj)**: Cures 2d8 damage +1/level (max +10).  
**Darkness**<sup>DF</sup> (Evoc): 20-ft. radius of supernatural darkness occludes even darkvision. [darkness]  
**Death Knell (Nec)**: Kills *dying* creature; you gain 1d8 temporary hp, +2 to Str, and +1 level. [death, evil]  
**Delay Poison (Conj)**: Stops poison from harming subject for 1 hour/level.  
**Desecrate**<sup>M</sup> (Evoc): Fills area with negative energy, making undead stronger. [evil]  
**Eagle's Splendor**<sup>DF</sup> (Tran): Subject gains +4 to Cha for 10 minutes/level.  
**Enthrall (Ench)**: Captivates all within 100 ft. + 10 ft./level. [language-dependant, mind-affecting, sonic]  
**Find Traps (Div)**: Notice traps as a rogue does.  
**Gentle Repose**<sup>DF</sup> (Nec): Preserves one corpse.  
**Hold Person**<sup>DF</sup> (Ench): *Paralyzes* one humanoid for 1 round/level. [mind-affecting]  
**Inflict Moderate Wounds (Nec)**: Touch attack, 2d8 damage +1/level (max +10).  
**Make Whole (Tran)**: Repairs an object.  
**Owl's Wisdom**<sup>DF</sup> (Tran): Subject gains +4 to Wis for 10 minutes/level.  
**Remove Paralysis (Conj)**: Frees one or more creatures from paralysis or *slow* effect.  
**Resist Energy**<sup>DF</sup> (Abj): Ignores 10 (or more) points of damage/attack from specified energy type. [see text]  
**Restoration, Lesser (Conj)**: Dispel magical ability penalty or repairs 1d4 ability damage.  
**Shatter**<sup>DF</sup> (Evoc): Sonic vibration damages objects or crystalline creatures. [sonic]  
**Shield Other**<sup>F</sup> (Abj): You take half of subject's damage.  
**Silence (III)**: Negates sound in 15-ft. radius.  
**Sound Burst**<sup>DF</sup> (Evoc): Deals 1d8 sonic damage to subjects; may *stun* them. [sonic]  
**Spiritual Weapon**<sup>DF</sup> (Evoc): Created weapon attacks on its own. [force]  
**Status (Div)**: Monitors condition, position of allies.  
**Summon Monster II**<sup>DF</sup> (Conj): Calls extraplanar creature to fight for you. [see text]  
**Undetectable Alignment (Abj)**: Conceals alignment for 24 hours.  
**Zone of Truth**<sup>DF</sup> (Ench): Subjects within range cannot lie. [mind-affecting]

### 3rd-Level Cleric Spells

**Animate Dead**<sup>M</sup> (Nec): Creates undead skeletons and zombies. [evil]  
**Bestow Curse (Nec)**: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.  
**Blindness/Deafness (Nec)**: Makes subject *blinded* or *deafened*.  
**Contagion (Nec)**: Infects subject with chosen disease. [evil]  
**Continual Flame**<sup>M</sup> (Evoc): Makes a permanent, heatless torch. [light]  
**Create Food and Water (Conj)**: Feeds three humans (or one horse)/level. [water]

**Cure Serious Wounds (Conj)**: Cures 3d8 damage +1/level (max +15).  
**Daylight (Evoc)**: 60-ft. radius of bright light. [light]  
**Deeper Darkness**<sup>DF</sup> (Evoc): Object sheds supernatural darkness, occludes even darkvision, in 60-ft. radius. [darkness]  
**Dispel Magic (Abj)**: Cancels spells and magical effects.  
**Glyph of Warding**<sup>M</sup> (Abj): Inscription harms those who pass it.  
**Helping Hand**<sup>DF</sup> (Evoc): Ghostly hand leads subject to you.  
**Inflict Serious Wounds (Nec)**: Touch attack, 3d8 damage +1/level (max +15).  
**Invisibility Purge (Evoc)**: Dispel *invisibility* within 5 ft./level.  
**Locate Object**<sup>DF</sup> (Div): Senses direction toward object (specific or type).  
**Magic Circle against Chaos/Evil/Good/Law (Abj)**: As protection spells, but 10-ft. radius and 10 minutes/level. [see text]  
**Magic Vestment**<sup>DF</sup> (Tran): Armor or shield gains +1 enhancement per four levels.  
**Meld into Stone**<sup>DF</sup> (Tran): You and your gear merge with stone. [earth]  
**Obscure Object**<sup>DF</sup> (Abj): Masks object against *scrying*.  
**Prayer**<sup>DF</sup> (Ench): Allies +1 bonus on most rolls, enemies -1 penalty. [mind-affecting]  
**Protection from Energy**<sup>DF</sup> (Abj): Absorb 12 points/level of damage from one kind of energy. [see text]  
**Remove Blindness/Deafness (Conj)**: Cures normal or magical conditions.  
**Remove Curse (Abj)**: Frees object or person from curse.  
**Remove Disease (Conj)**: Cures all diseases affecting subject.  
**Searing Light (Evoc)**: Ray deals 1d8/two levels damage, more against undead.  
**Speak with Dead**<sup>DF</sup> (Nec): Corpse answers one question/two levels. [language-dependant]  
**Stone Shape**<sup>DF</sup> (Tran): Sculpts stone into any shape. [earth]  
**Summon Monster III**<sup>DF</sup> (Conj): Calls extraplanar creature to fight for you. [see text]  
**Water Breathing**<sup>DF</sup> (Tran): Subjects can breathe underwater. [water]  
**Water Walk**<sup>DF</sup> (Tran): Subject treads on water as if solid. [water]  
**Wind Wall**<sup>DF</sup> (Evoc): Deflects arrows, smaller creatures, and gases. [air]

### 4th-Level Cleric Spells

**Air Walk**<sup>DF</sup> (Tran): Subject treads on air as if solid (climb at 45-degree angle). [air]  
**Control Water**<sup>DF</sup> (Tran): Raises or lowers bodies of water. [water]  
**Cure Critical Wounds (Conj)**: Cures 4d8 damage +1/level (max +20).  
**Death Ward**<sup>DF</sup> (Nec): Grants immunity to death spells and negative energy effects.  
**Dimensional Anchor (Abj)**: Bars extradimensional movement.  
**Discern Lies**<sup>DF</sup> (Div): Reveals deliberate falsehoods.  
**Dismissal**<sup>DF</sup> (Abj): Forces a creature to return to native plane.  
**Dispel Psionics (Abj)**: Cancels psionic powers and effects.  
**Divination**<sup>M</sup> (Div): Provides useful advice for specific proposed actions.  
**Divine Power**<sup>DF</sup> (Evoc): You gain attack bonus, +6 to Str, and 1 hp/level.  
**Freedom of Movement**<sup>M DF</sup> (Abj): Subject moves normally despite impediments.  
**Giant Vermin**<sup>DF</sup> (Tran): Turns centipedes, scorpions, or spiders into giant vermin.  
**Imbue with Spell Ability**<sup>DF</sup> (Evoc): Transfer spells to subject.  
**Inflict Critical Wounds (Nec)**: Touch attack, 4d8 damage +1/level (max +20).

**Magic Weapon, Greater** <sup>DF</sup> (Tran): +1 bonus/four levels (max +5).

**Neutralize Poison** <sup>DF</sup> (Conj): Immunizes subject against poison, detoxifies venom in or on subject.

**Planar Ally, Lesser** <sup>XP</sup> (Conj): Exchange services with a CR 6 extraplanar creature. [see text]

**Poison** <sup>DF</sup> (Nec): Touch deals 1d10 Con damage, repeats in 1 min.

**Repel Vermin** <sup>DF</sup> (Abj): Insects, spiders, and other vermin stay 10 ft. away.

**Restoration** <sup>M</sup> (Conj): Restores level and ability score drains.

**Sending** <sup>DF</sup> (Evoc): Delivers short message anywhere, instantly.

**Spell Immunity** <sup>DF</sup> (Abj): Subject is immune to one spell per four levels.

**Summon Monster IV** <sup>DF</sup> (Conj): Calls extraplanar creature to fight for you. [see text]

**Tongues** <sup>DF</sup> (Div): Speak any language.

### 5th-Level Cleric Spells

**Atonement** <sup>M F DF XP</sup> (Abj): Removes burden of misdeeds from subject.

**Break Enchantment** (Abj): Frees subjects from *Enchantments*, alterations, curses, and *petrification*.

**Command, Greater** (Ench): As *command*, but affects one subject/level. [language-dependant, mind-affecting]

**Commune** <sup>XP</sup> (Div): Deity answers one yes-or-no question/level.

**Cure Light Wounds, Mass** (Conj): Cures 1d8 damage +1/level for many creatures.

**Dispel Chaos/evil/Good/Law** (Abj): +4 bonus against attacks. [see text]

**Disrupting Weapon** (Tran): Melee weapon destroys undead.

**Flame Strike** <sup>DF</sup> (Evoc): Smite foes with divine fire (1d6/level damage). [fire]

**Hallow** <sup>M</sup> (Evoc): Designates location as holy. [good]

**Inflict Light Wounds, Mass** (Nec): Deals 1d8 damage +1/level to many creatures.

**Insect Plague** <sup>DF</sup> (Conj): Locust swarms attack creatures.

**Mark of Justice** <sup>DF</sup> (Nec): Designates action that will trigger curse on subject.

**Plane Shift** <sup>F</sup> (Conj): As many as eight subjects travel to another plane.

**Raise Dead** <sup>M DF</sup> (Conj): Restores life to subject who died as long as one day/level ago.

**Righteous Might** <sup>DF</sup> (Tran): Your size increases, and you gain combat bonuses.

**Scrying** <sup>F</sup> (Div): Spies on subject from a distance.

**Slay Living** (Nec): Touch attack kills subject. [death]

**Spell Resistance** <sup>DF</sup> (Abj): Subject gains SR 12 + level.

**Summon Monster V** <sup>DF</sup> (Conj): Calls extraplanar creature to fight for you. [see text]

**Symbol of Pain** <sup>M</sup> (Nec): Triggered rune wracks nearby creatures with pain. [evil]

**Symbol of Sleep** <sup>M</sup> (Ench): Triggered rune puts nearby creatures into catatonic slumber. [mind-affecting]

**True Seeing** <sup>M</sup> (Div): Lets you see all things as they really are.

**Unhallow** <sup>M</sup> (Evoc): Designates location as unholy. [evil]

**Wall of Stone** (Conj): Creates a stone wall that can be shaped. [earth]

### 6th-Level Cleric Spells

**Animate Objects** (Tran): Objects attack your foes.

**Antilife Shell** <sup>DF</sup> (Abj): 10-ft. field hedges out living creatures.

**Banishment** <sup>F</sup> (Abj): Banishes 2 HD/level of extraplanar creatures.

**Bear's Endurance, Mass** <sup>DF</sup> (Tran): As *bear's endurance*, affects one subject/level.

**Blade Barrier** (Evoc): Wall of blades deals 1d6/level damage. [force]

**Bull's Strength, Mass** <sup>DF</sup> (Tran): As *bull's strength*, affects one subject/level.

**Create Undead** <sup>M</sup> (Nec): Create ghouls, ghosts, mummies, or mohrgs. [evil]

**Cure Moderate Wounds, Mass** (Conj): Cures 2d8 damage +1/level for many creatures.

**Dispel Magic, Greater** (Abj): As *dispel magic*, but up to +20 on check.

**Eagle's Splendor, Mass** <sup>DF</sup> (Tran): As *eagle's splendor*, affects one subject/level.

**Find the Path** <sup>F</sup> (Div): Shows most direct way to a location.

**Forbiddance** <sup>M</sup> (Abj): Blocks planar travel, damages creatures of different alignment.

**Geas/Quest** (Ench): As *lesser geas*, plus it affects any creature. [language-dependant, mind-affecting]

**Glyph of Warding, Greater** <sup>M</sup> (Abj): As *glyph of warding*, but up to 10d8 damage or 6th-level spell.

**Harm** (Nec): Deals 10 points/level damage to target.

**Heal** (Conj): Cures 10 points/level of damage, all diseases and mental conditions.

**Heroes' Feast** <sup>DF</sup> (Conj): Food for one creature/level cures and grants combat bonuses.

**Inflict Moderate Wounds, Mass** (Nec): Deals 2d8 damage +1/level to many creatures.

**Owl's Wisdom, Mass** <sup>DF</sup> (Tran): As *owl's wisdom*, affects one subject/level.

**Planar Ally** <sup>XP</sup> (Conj): As *lesser planar ally*, but up to CR 10. [see text]

**Summon Monster VI** <sup>DF</sup> (Conj): Calls extraplanar creature to fight for you. [see text]

**Symbol of Fear** <sup>M</sup> (Nec): Triggered rune panics nearby creatures. [fear, mind-affecting]

**Symbol of Persuasion** <sup>M</sup> (Ench): Triggered rune charms nearby creatures. [mind-affecting]

**Undeath to Death** <sup>M</sup> (Nec): Destroys 1d4 HD/level undead (max 20d4).

**Wind Walk** <sup>DF</sup> (Tran): You and your allies turn vaporous and travel fast. [air]

**Word of Recall** (Conj): *Teleports* you back to designated place.

### 7th-Level Cleric Spells

**Blasphemy** (Evoc): Kills, *paralyzes*, weakens, or *dazes* non-evil subjects. [evil, sonic]

**Control Weather** (Tran): Changes weather in local area. [air]

**Cure Serious Wounds, Mass** (Conj): Cures 3d8 damage +1/level for many creatures.

**Destruction** <sup>F</sup> (Nec): Kills subject and destroys remains. [death]

**Dictum** (Evoc): Kills, *paralyzes*, *slows*, or *deafens* non-lawful subjects. [lawful, sonic]

**Dispel Psionics, Greater** (Abj): As *dispel psionics*, but +20 on check.

**Ethereal Jaunt** (Tran): You become ethereal for 1 round/level.

**Holy Word** <sup>F</sup> (Evoc): Kills, *paralyzes*, *blinds*, or *deafens* non-good subjects. [good, sonic]

**Inflict Serious Wounds, Mass** (Nec): Deals 3d8 damage +1/level to many creatures.

**Refuge** <sup>M</sup> (Conj): Alters item to transport its possessor to you. [teleportation]

**Regenerate** <sup>DF</sup> (Conj): Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

**Repulsion** <sup>DF</sup> (Abj): Creatures can't approach you.

**Restoration, Greater** <sup>XP</sup> (Conj): As *restoration*, plus restores all levels and ability scores.

**Resurrection** <sup>M DF</sup> (Conj): Fully restore dead subject.

**Scrying, Greater** <sup>DF</sup> (Div): As *scrying*, but faster and longer.

**Summon Monster VII** <sup>DF</sup> (Conj): Calls extraplanar creature to fight for you. [see text]

**Symbol of Stunning** <sup>M</sup> (Ench): Triggered rune *stuns* nearby creatures. [mind-affecting]

**Symbol of Weakness** <sup>M</sup> (Nec): Triggered rune weakens nearby creatures.

**Word of Chaos (Evoc):** Kills, *confuses*, *stuns*, or *deafens* non-chaotic subjects. [chaos, conic]

### 8th-Level Cleric Spells

**Antimagic Field** <sup>DF</sup> (Abj): Negates magic within 10 ft.

**Cloak of Chaos** <sup>F</sup> (Abj): +4 to AC, +4 resistance, and SR 25 against lawful spells. [chaos]

**Create Greater Undead** <sup>M</sup> (Nec): Create shadows, wraiths, spectres, or devourers. [evil]

**Cure Critical Wounds, Mass** (Conj): Cures 4d8 damage +1/level for many creatures.

**Dimensional Lock** (Abj): Teleportation and extraplanar travel blocked for one day/level.

**Discern Location** <sup>DF</sup> (Div): Reveals exact location of creature or object.

**Earthquake** <sup>DF</sup> (Evoc): Intense tremor shakes 5-ft./level radius. [earth]

**Fire Storm** (Evoc): Deals 1d6/level fire damage. [fire]

**Holy Aura** <sup>F</sup> (Abj): +4 to AC, +4 resistance, and SR 25 against evil spells. [good]

**Planar Ally, Greater** <sup>XP</sup> (Conj): As *lesser planar ally*, but up to CR 14. [see text]

**Inflict Critical Wounds, Mass** (Nec): Deals 4d8 damage +1/level to many creatures.

**Shield of Law** <sup>F</sup> (Abj): +4 to AC, +4 resistance, and SR 25 against chaotic spells. [lawful]

**Spell Immunity, Greater** <sup>DF</sup> (Abj): As *spell immunity*, but up to 8th-level spells.

**Summon Monster VIII** <sup>DF</sup> (Conj): Calls extraplanar creature to fight for you. [see text]

**Symbol of Death** <sup>M</sup> (Nec): Triggered rune slays nearby creatures. [death]

**Symbol of Insanity** <sup>M</sup> (Ench): Triggered rune renders nearby creatures insane. [mind-affecting]

**Unholy Aura** <sup>F</sup> (Abj): +4 to AC, +4 resistance, and SR 25 against good spells. [evil]

### 9th-Level Cleric Spells

**Astral Projection** <sup>M</sup> (Nec): Projects you and companions onto Astral Plane.

**Energy Drain** (Nec): Subject gains 2d4 negative levels.

**Etherealness** (Tran): Travel to Ethereal Plane with companions.

**Gate** <sup>XP</sup> (Conj): Connects two planes for travel or summoning.

**Heal, Mass** (Conj): As *heal*, but with several subjects.

**Implosion** (Evoc): Kills one creature/round.

**Miracle** <sup>XP</sup> (Evoc): Requests a deity's intercession.

**Soul Bind** <sup>F</sup> (Nec): Traps newly dead soul to prevent *resurrection*.

**Storm of Vengeance** (Conj): Storm rains acid, lightning, and hail.

**Summon Monster IX** <sup>DF</sup> (Conj): Calls extraplanar creature to fight for you. [see text]

**True Resurrection** <sup>M</sup> <sup>DF</sup> (Conj): As *resurrection*, plus remains aren't needed.

## CLERIC DOMAINS

### Air Domain

**Granted Powers:** Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command, or bolster air creatures as an evil cleric rebukes undead. Use these abilities a total number of

times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

**Alternate:** Characters can choose to replace the regular granted power with one that grants the ability to *fly* a limited amount of time per day. This granted power is a supernatural ability and can be activated or deactivated as a free action. The character can *fly* for a total of one round per cleric level each day, but this time need not be consecutive.

### Air Domain Spells

**1 Obscuring Mist** (Conj): Fog surrounds you. [air, water]

**2 Wind Wall** <sup>DF</sup> (Evoc): Deflects arrows, smaller creatures, and gases. [air]

**3 Gaseous Form** <sup>DF</sup> (Tran): Subject becomes insubstantial and can fly slowly. [air]

**4 Air Walk** <sup>DF</sup> (Tran): Subject treads on air as if solid (climb at 45-degree angle). [air]

**5 Control Winds** (Tran): Change wind direction and speed. [air]

**6 Chain Lightning** <sup>F</sup> (Evoc): 1d6/level damage; 1 secondary bolt/level each deals half damage. [electricity]

**7 Control Weather** (Tran): Changes weather in local area. [air]

**8 Whirlwind** <sup>DF</sup> (Evoc): Cyclone deals damage and can pick up creatures. [air]

**9 Elemental Swarm\*** (Conj): Summons multiple elementals. [air]  
\* Cast as an air spell only.

### Animal Domain

**Granted Powers:** You can use speak with animals once per day as a spell-like ability.

Add Handle Animal to your list of cleric class skills.

### Animal Domain Spells

**1 Calm Animals** (Ench): Calms (2d4 + level) HD of animals. [mind-affecting]

**2 Hold Animal** (Ench): *Paralyzes* one animal for 1 round/level. [mind-affecting]

**3 Dominate Animal** (Ench): Subject animal obeys silent mental commands. [mind-affecting]

**4 Summon Nature's Ally IV\*** (Conj): Calls creature to fight. [see text]

**5 Commune with Nature** (Div): Learn about terrain for 1 mile/level.

**6 Antilife Shell** <sup>DF</sup> (Abj): 10-ft. field hedges out living creatures.

**7 Animal Shapes** <sup>DF</sup> (Tran): One ally/level *polymorphs* into chosen animal.

**8 Summon Nature's Ally VIII\*** (Conj): Calls creature to fight. [see text]

**9 Shapechange** <sup>F</sup> (Tran): Transforms you into any creature, and change forms once per round.

\* Can only summon animals.

### Chaos Domain

**Granted Power:** You cast chaos spells at +1 caster level.

### Chaos Domain Spells

**1 Protection from Law** (Abj): +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [chaos]

**2 Shatter** <sup>DF</sup> (Evoc): Sonic vibration damages objects or crystalline creatures. [sonic]

**3 Magic Circle against Law** <sup>DF</sup> (Abj): As protection spells, but 10-ft. radius and 10 minutes/level. [chaos]

**4 Chaos Hammer** (Evoc): Damages and *staggers* lawful creatures. [chaos]

**5 Dispel Law** <sup>DF</sup> (Abj): +4 bonus against attacks by lawful creatures. [chaos]

**6 Animate Objects** (Tran): Objects attack your foes.

**7 Word of Chaos** (Evoc): Kills, *confuses*, *stuns*, or *deafens* non-chaotic subjects. [chaos, sonic]

**8 Cloak of Chaos<sup>F</sup> (Abj):** +4 to AC, +4 resistance, SR 25 against lawful spells. [chaos]

**9 Summon Monster IX\* (Conj):** Calls extraplanar creature to fight for you.

\* Cast as a chaos spell only.

### Darkness Domain

**Granted Power:** You gain the Blind-Fight feat as a bonus feat. If you already have Blind-Fight, or take it normally, then you get to add your cleric level to your Hide, Listen, and Spot checks, but only when in areas of shadowy illumination or darkness.

#### **Darkness Domain Spells**

**1 Shadows<sup>DF</sup> (Evoc):** 20-ft. radius of supernatural shadow. [darkness]

**2 Darkness<sup>DF</sup> (Evoc):** 20-ft. radius of supernatural darkness occludes even darkvision. [darkness]

**3 Deeper Darkness<sup>DF</sup> (Evoc):** Object sheds supernatural darkness, occludes even darkvision, in 60-ft. radius. [darkness]

**4 Black Tentacles<sup>M</sup> (Conj):** Tentacles grapple all within 20 ft. spread.

**5 Shadow Conjunction<sup>DF</sup> (Ill):** Mimics conjuring below 4th level, but only 20% real. [darkness]

**6 Shadow Walk<sup>DF</sup> (Ill):** Step into shadow to travel rapidly. [darkness]

**7 Shadow Conjunction, Greater<sup>DF</sup> (Ill):** As *shadow conjunction*, but up to 6th level and 60% real. [darkness]

**8 Shadow Evocation<sup>DF</sup> (Ill):** Mimics evocation of lower than 5th level, but only 20% real. [darkness]

**9 Shades<sup>DF</sup> (Ill):** As *shadow conjunction*, but up to 8th level and 80% real. [darkness]

### Death Domain

**Granted Power:** You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).

#### **Death Domain Spells**

**1 Cause Fear (Nec):** One creature of 5 HD or less flees for 1d4 rounds. [fear, mind-affecting]

**2 Death Knell (Nec):** Kill *dying* creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level. [death, evil]

**3 Scare<sup>M</sup> (Nec):** *Panics* creatures of less than 6 HD. [fear, mind-affecting]

**4 Death Ward<sup>DF</sup> (Nec):** Grants immunity to death spells and negative energy effects.

**5 Slay Living (Nec):** Touch attack kills subject. [death]

**6 Circle of Death<sup>M</sup> (Nec):** Kills 1d4/level HD of creatures. [death]

**7 Destruction<sup>F</sup> (Nec):** Kills subject and destroys remains. [death]

**8 Symbol of Death<sup>M</sup> (Nec):** Triggered rune slays nearby creatures. [death]

**9 Wail of the Banshee (Nec):** Kills one creature/level. [death, sonic]

### Destruction Domain

**Granted Power:** You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.

#### **Destruction Domain Spells**

**1 Inflict Light Wounds (Nec):** Touch attack, 1d8 damage +1/level (max +5).

**2 Shatter<sup>DF</sup> (Evoc):** Sonic vibration damages objects or crystalline creatures. [sonic]

**3 Contagion (Nec):** Infects subject with chosen disease. [evil]

**4 Inflict Critical Wounds (Nec):** Touch attack, 4d8 damage +1/level (max +20).

**5 Inflict Light Wounds, Mass (Nec):** Deals 1d8 damage +1/level to any creatures.

**6 Harm (Nec):** Deals 10 points/level damage to target.

**7 Disintegrate<sup>DF</sup> (Tran):** Makes one creature or object vanish.

**8 Earthquake<sup>DF</sup> (Evoc):** Intense tremor shakes 5-ft./level radius. [earth]

**9 Implosion (Evoc):** Kills one creature/round.

### Earth Domain

**Granted Power:** Turn or destroy air creatures as a good cleric turns undead. Rebuke, command, or bolster earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

**Alternate:** Characters can choose to replace the regular granted power with one that grants temporary damage reduction of 2/adamantine. This granted power is a supernatural ability, and can be activated or deactivated as a free action. The character has the damage reduction for a total of one round per cleric level each day, but this time need not be consecutive.

#### **Earth Domain Spells**

**1 Magic Stone<sup>DF</sup> (Tran):** Three stones become +1 projectiles, 1d6 +1 damage. [earth]

**2 Soften Earth and Stone<sup>DF</sup> (Tran):** Turns stone to clay or dirt to sand or mud. [earth]

**3 Stone Shape<sup>DF</sup> (Tran):** Sculpts stone into any shape. [earth]

**4 Spike Stones<sup>DF</sup> (Tran):** Creatures in area take 1d8 damage, may be lowed. [earth]

**5 Wall of Stone (Conj):** Creates a stone wall that can be shaped. [earth]

**6 Stoneskin<sup>M</sup> (Abj):** Ignore 10 points of damage per attack.

**7 Earthquake<sup>DF</sup> (Evoc):** Intense tremor shakes 5-ft./level radius. [earth]

**8 Iron Body<sup>DF</sup> (Tran):** Your body becomes living iron.

**9 Elemental Swarm\* (Conj):** Summons multiple elementals. [earth]

\* Cast as an earth spell only.

### Evil Domain

**Granted Power:** You cast evil spells at +1 caster level.

#### **Evil Domain Spells**

**1 Protection from Good<sup>DF</sup> (Abj):** +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [evil]

**2 Desecrate<sup>M</sup> (Evoc):** Fills area with negative energy, making undead stronger. [evil]

**3 Magic Circle against Good<sup>DF</sup> (Abj):** As protection spells, but 10-ft. radius and 10 minutes/level. [evil]

**4 Unholy Blight (Evoc):** Damages and *sickens* good creatures. [evil]

**5 Dispel Good<sup>DF</sup> (Abj):** +4 bonus against attacks by good creatures. [evil]

**6 Create Undead<sup>M</sup> (Nec):** Create ghouls, ghosts, mummies, or mohrgs. [evil]

**7 Blasphemy (Evoc):** Kills, *paralyzes*, weakens, or *dazes* non-evil subjects. [evil, sonic]

**8 Unholy Aura<sup>F</sup> (Abj):** +4 to AC, +4 resistance, SR 25 against good spells. [evil]

**9 Summon Monster IX\* (Conj):** Calls extraplanar creature to fight for you.

\* Cast as an evil spell only.

## Fire Domain

**Granted Power:** Turn or destroy water creatures as a good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

**Alternate:** Characters can choose to replace the regular granted power with one that grants temporary fire resistance of 5. This granted power is a supernatural ability, and can be activated or deactivated as a free action. The character has the fire resistance for a total of one round per cleric level each day, but this time need not be consecutive.

### Fire Domain Spells

**1 Burning Hands (Evoc):** 1d4/level fire damage (max 5d4). [fire]

**2 Produce Flame (Evoc):** 1d6 damage +1/level, touch or thrown. [fire]

**3 Resist Energy\* (Abj):** Ignores 10 (or more) points of damage/attack from specified energy type. [see text]

**4 Wall of Fire<sup>DF</sup> (Evoc):** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level. [fire]

**5 Fire Shield<sup>DF</sup> (Evoc):** Creatures attacking you take fire damage; you're protected from heat or cold. [cold or fire]

**6 Fire Seeds<sup>M</sup> (Conj):** Acorns and berries become grenades and bombs. [fire]

**7 Fire Storm (Evoc):** Deals 1d6/level fire damage. [fire]

**8 Incendiary Cloud (Conj):** Cloud deals 4d6 fire damage/round. [fire]

**9 Elemental Swarm\*\* (Conj):** Summons multiple elementals. [fire]

\* Resist cold or fire only.

\*\* Cast as a fire spell only.

## Good Domain

**Granted Power:** You cast good spells at +1 caster level.

### Good Domain Spells

**1 Protection from Evil<sup>DF</sup> (Abj):** +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [good]

**2 Aid<sup>DF</sup> (Ench):** +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10). [mind-affecting]

**3 Magic Circle against Evil<sup>DF</sup> (Abj):** As protection spells, but 10-ft. radius and 10 minutes/level. [good]

**4 Holy Smite (Evoc):** Damages and *blinds* evil creatures. [good]

**5 Dispel Evil<sup>DF</sup> (Abj):** +4 bonus against attacks by evil creatures. [good]

**6 Blade Barrier (Evoc):** Wall of blades deals 1d6/level damage. [force]

**7 Holy Word<sup>F</sup> (Evoc):** Kills, *paralyzes*, *slows*, or *deafens* non-good subjects. [good, sonic]

**8 Holy Aura<sup>F</sup> (Abj):** +4 to AC, +4 resistance, and SR 25 against evil spells. [good]

**9 Summon Monster IX\* (Conj):** Calls extraplanar creature to fight for you.

\* Cast as a good spell only.

## Healing Domain

**Granted Power:** You can *lay on hands* as a paladin, but using Wisdom instead of Charisma. Your level with this ability is equal to your cleric level. This stacks with your existing *lay on hands* ability, if any.

### Healing Domain Spells

**1 Cure Light Wounds (Conj):** Cures 1d8 damage +1/level (max +5).

**2 Cure Moderate Wounds (Conj):** Cures 2d8 damage +1/level (max +10).

**3 Cure Serious Wounds (Conj):** Cures 3d8 damage +1/level (max +15).

**4 Cure Critical Wounds (Conj):** Cures 4d8 damage +1/level (max +20).

**5 Cure Light Wounds, Mass (Conj):** Cures 1d8 damage +1/level (max +25) for many creatures.

**6 Heal (Conj):** Cures 10 points/level of damage, all diseases and mental conditions.

**7 Regenerate<sup>DF</sup> (Conj):** Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

**8 Cure Critical Wounds, Mass (Conj):** Cures 4d8 damage +1/level (max +40) for many creatures.

**9 Heal, Mass (Conj):** As *heal*, but with several subjects.

## Knowledge Domain

**Granted Power:** Add all Knowledge skills to your list of cleric class skills.

You cast Divination spells at +1 caster level.

### Knowledge Domain Spells

**1 Detect Secret Doors (Div):** Reveals hidden doors within 60 ft.

**2 Detect Thoughts<sup>DF</sup> (Div):** Allows "listening" to surface thoughts. [mind-affecting]

**3 Clairaudience/Clairvoyance<sup>DF</sup> (Div):** Hear or see at a distance for 1 minutes/level.

**4 Divination<sup>M</sup> (Div):** Provides useful advice for specific proposed actions.

**5 True Seeing<sup>M</sup> (Div):** Lets you see all things as they really are.

**6 Find the Path<sup>F</sup> (Div):** Shows most direct way to a location.

**7 Legend Lore<sup>M F</sup> (Div):** Lets you learn tales about a person, place, or thing.

**8 Discern Location<sup>DF</sup> (Div):** Reveals exact location of creature or object.

**9 Foresight<sup>DF</sup> (Div):** "Sixth sense" warns of impending danger.

## Law Domain

**Granted Power:** You cast law spells at +1 caster level.

### Law Domain Spells

**1 Protection from Chaos<sup>DF</sup> (Abj):** +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [lawful]

**2 Calm Emotions<sup>DF</sup> (Ench):** Calms creatures, negating emotion effects. [mind-affecting]

**3 Magic Circle against Chaos<sup>DF</sup> (Abj):** As protection spells, but 10-ft. radius and 10 minutes/level. [lawful]

**4 Order's Wrath (Evoc):** Damages and *dazes* chaotic creatures. [lawful]

**5 Dispel Chaos<sup>DF</sup> (Abj):** +4 bonus against attacks by chaotic creatures. [lawful]

**6 Hold Monster<sup>DF</sup> (Ench):** As *hold person*, but any creature. [mind-affecting]

**7 Dictum (Evoc):** Kills, *paralyzes*, *slows*, or *deafens* non-lawful subjects. [lawful, sonic]

**8 Shield of Law<sup>F</sup> (Abj):** +4 to AC, +4 resistance, and SR 25 against chaotic spells. [lawful]

**9 Summon Monster IX\* (Conj):** Calls extraplanar creature to fight for you.

\* Cast as a law spell only.

## Luck Domain

**Granted Power:** The cleric has a floating bonus to their d20 rolls each day equal to their cleric level. This bonus can be used all at once, or divided into parts, as the cleric sees fit. As a free action the bonus from this pool can be applied to any d20 roll the cleric makes, *before* the roll is made. This is a supernatural ability.

## Luck Domain Spells

- 1 Entropic Shield (Abj):** Ranged attacks against you have 20% miss chance.
- 2 Aid<sup>DF</sup> (Ench):** +1 on attack rolls, +1 against fear, 1d8 temporary hp +1/level (max +10). [mind-affecting]
- 3 Protection from Energy<sup>DF</sup> (Abj):** Absorb 12 points/level of damage from one kind of energy. [see text]
- 4 Freedom of Movement<sup>M DF</sup> (Abj):** Subject moves normally despite impediments.
- 5 Break Enchantment (Abj):** Frees subjects from *Enchantments*, alterations, curses, and *petrification*.
- 6 Mislead:** Turns you *invisible* and creates illusory double.
- 7 Spell Turning<sup>DF</sup> (Abj):** Reflect 1d4+6 spell levels back at caster.
- 8 Moment of Prescience (Div):** You gain insight bonus on single attack roll, check, or save.
- 9 Miracle<sup>XP</sup> (Evoc):** Requests a deity's intercession.

## Magic Domain

**Granted Power:** Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.

### Magic Domain Spells

- 1 Magic Aura<sup>F</sup> (Ill):** Alters object's magic aura.
- 2 Identify<sup>DF</sup> (Div):** Determines properties of magic item.
- 3 Dispel Magic (Abj):** Cancels magical spells and effects.
- 4 Imbue with Spell Ability<sup>DF</sup> (Evoc):** Transfer spells to subject.
- 5 Spell Resistance<sup>DF</sup> (Abj):** Subject gains SR 12 + level.
- 6 Antimagic Field<sup>DF</sup> (Abj):** Negates magic within 10 ft.
- 7 Spell Turning<sup>DF</sup> (Abj):** Reflect 1d4+6 spell levels back at caster.
- 8 Protection from Spells<sup>M F</sup> (Abj):** Confers +8 resistance bonus.
- 9 Mage's Disjunction (Abj):** Dispels magic, disenchant magic items.

## Mentalism Domain

**Granted Power:** The character gets to add half their cleric level to all their saving throws against psionic effects. By touch you can tell if an item is psionic, but not what its powers are.

**Special:** Can replace Knowledge domain, cannot have both.

**Note:** Characters with this domain cannot have psionic powers of their own, or willingly use psionic items or be affected by psionic powers.

### Mentalism Domain Spells

- 1 Detect Psionics (Div):** Detects psionic manifestations and items within 60 ft.
- 2 Suppression<sup>DF</sup> (Abj):** Subject cannot manifest powers for 1 rd/level.
- 3 Psi Curse (Nec):** Psionic target must pass Will save to use powers.
- 4 Dispel Psionics (Abj):** Cancels psionic powers and effects.
- 5 Suppression Field<sup>DF</sup> (Abj):** *Suppression* in 20-ft-radius.
- 6 Dispel Psionics, Greater (Abj):** As *dispel psionics*, but +20 on check.
- 7 Feeblemind<sup>M</sup> (Ench):** Subject's Int and Cha drop to 1. [mind-affecting]
- 8 Dimensional Lock (Abj):** Teleportation and extraplanar travel blocked for one day/level.
- 9 Power Word Kill (Ench):** Kills creature with 100 hp or less.\* [death, mind-affecting]

\* Only affects creatures with at least one Manifester Level. If it targets a creature that has non-e, then it bounces to the nearest eligible target to that creature who is still within range.

## Plant Domain

**Granted Powers:** Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Add Knowledge (nature) to your list of cleric class skills.

### Plant Domain Spells

- 1 Entangle<sup>DF</sup> (Tran):** Plants *entangle* everyone in 40-ft.-radius.
- 2 Barkskin<sup>DF</sup> (Tran):** Grants +2 (or higher) enhancement to natural armor.
- 3 Plant Growth<sup>DF</sup> (Tran):** Grows vegetation, improves crops.
- 4 Command Plants (Tran):** Sway the actions of one or more plant creatures.
- 5 Wall of Thorns (Conj):** Thorns damage anyone who tries to pass.
- 6 Repel Wood (Tran):** Pushes away wooden objects.
- 7 Animate Plants (Tran):** One or more trees animate and fight for you.
- 8 Control Plants<sup>DF</sup> (Tran):** Control actions of one or more plant creatures.
- 9 Shambler (Conj):** Summons 1d4+2 shambling mounds to fight for you.

## Protection Domain

**Granted Power:** You can generate a protective ward as a supernatural ability, granting someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.

### Protection Domain Spells

- 1 Sanctuary<sup>DF</sup> (Abj):** Opponents can't attack you, and you can't attack.
- 2 Shield Other<sup>F</sup> (Abj):** You take half of subject's damage.
- 3 Protection from Energy<sup>DF</sup> (Abj):** Absorb 12 points/level of damage from one kind of energy. [see text]
- 4 Spell Immunity<sup>DF</sup> (Abj):** Subject is immune to one spell per four levels.
- 5 Spell Resistance<sup>DF</sup> (Abj):** Subject gains SR 12 + level.
- 6 Antimagic Field<sup>DF</sup> (Abj):** Negates magic within 10 ft.
- 7 Repulsion<sup>DF</sup> (Abj):** Creatures can't approach you.
- 8 Mind Blank (Abj):** Subject is immune to mental/emotional magic and scrying.
- 9 Prismatic Sphere (Abj):** As *prismatic wall*, but surrounds on all sides.

## Strength Domain

**Granted Power:** You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

### Strength Domain Spells

- 1 Enlarge Person<sup>M</sup> (Tran):** Humanoid creature doubles in size.
- 2 Bull's Strength<sup>DF</sup> (Tran):** Subject gains +4 to Str for 10 minutes/level.
- 3 Magic Vestment<sup>DF</sup> (Tran):** Armor or shield gains +1 enhancement per four levels.
- 4 Spell Immunity<sup>DF</sup> (Abj):** Subject is immune to one spell per four levels.
- 5 Righteous Might<sup>DF</sup> (Tran):** Your size increases, and you gain combat bonuses.
- 6 Stoneskin<sup>M</sup> (Abj):** Ignore 10 points of damage per attack.
- 7 Grasping Hand<sup>DF</sup> (Evoc):** Large hand provides cover, pushes, or grapples. [force]



**8 Clenched Fist** <sup>DF</sup> (Evoc): Large hand provides cover, pushes, or attacks your foes. [force]

**9 Crushing Hand** <sup>M DF</sup> (Evoc): Large hand provides cover, pushes, or crushes your foes. [force]

### Sun Domain

**Granted Power:** Once per day, you can perform a greater turning against undead in place of a regular turning. The greater turning is like a normal turning except that the undead creatures that would be *turned* are destroyed instead.

#### **Sun Domain Spells**

**1 Endure Elements** (Abj): Ignores 5 damage/round from one energy type. [see text]

**2 Daylight** (Evoc): 60-ft. radius of bright light. [light]

**3 Searing Light** (Evoc): Ray deals 1d8/two levels, more against undead.

**4 Fire Shield** <sup>DF</sup> (Evoc): Creatures attacking you take fire damage; you're protected from heat or cold. [cold or fire]

**5 Flame Strike** <sup>DF</sup> (Evoc): Smite foes with divine fire (1d6/level damage). [fire]

**6 Fire Seeds** <sup>M</sup> (Conj): Acorns and berries become grenades and bombs. [fire]

**7 Sunbeam** <sup>DF</sup> (Evoc): Beam *blinds* and deals 4d6 damage. [light]

**8 Sunburst** <sup>DF</sup> (Evoc): *Blinds* all within 10 ft., deals 6d6 damage. [light]

**9 Prismatic Sphere** (Abj): As *prismatic wall*, but surrounds on all sides.

### Travel Domain

**Granted Powers:** For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds).

This granted power is a supernatural ability.

Add Survival to your list of cleric class skills.

#### **Travel Domain Spells**

**1 Longstrider** <sup>M</sup> (Tran): Increases your speed.

**2 Locate Object** <sup>DF</sup> (Div): Senses direction toward object (specific or type).

**3 Fly** <sup>DF</sup> (Tran): Subject flies at speed of 60 ft.

**4 Dimension Door** (Conj): Teleports you short distance. [teleportation]

**5 Teleport** (Conj): Instantly transports you as far as 100 miles/level. [teleportation]

**6 Find the Path** <sup>F</sup> (Div): Shows most direct way to a location.

**7 Teleport, Greater** (Conj): As *teleport*, but no range limit and no off-target arrival. [teleportation]

**8 Phase Door** (Conj): Creates an *invisible* passage through wood or stone.

**9 Astral Projection** <sup>M</sup> (Nec): Projects you and companions onto Astral Plane.

### Trickery Domain

**Granted Power:** Add Bluff, Disguise, and Hide to your list of cleric class skills.

#### **Trickery Domain Spells**

**1 Disguise Self** (Ill): Disguise own appearance.

**2 Invisibility** <sup>DF</sup> (Ill): Subject *invisible* 1 minutes/level or until it attacks.

**3 Nondetection** <sup>M</sup> (Abj): Hides subject from divination, scrying.

**4 Confusion** <sup>DF</sup> (Ench): Subjects behave oddly for 1 round/level. [mind-affecting]

**5 False Vision** <sup>M</sup> (Ill): Fools scrying with an *Illusion*.

**6 Mislead** (Ill): Turns you *invisible* and creates illusory double.

**7 Screen** (Ill): *Illusion* hides area from vision, scrying.

**8 Polymorph Any Object** <sup>DF</sup> (Tran): Changes any subject into anything else.

**9 Time Stop** (Tran): You act freely for 1d4+1 rounds.

### Undead Domain

**Granted Power:** You have a +2 competence bonus to your Rebuke Undead DC, and a +2 bonus to your saving throws against all undead abilities (spell-like, supernatural, and racial psionics).

#### **Undead Domain Spells**

**1 Inflict Light Wounds** (Nec): Touch deals 1d8 damage +1/level (max +5).

**2 Desecrate** <sup>M</sup> (Evoc): Fills area with negative energy, making undead stronger. [evil]

**3 Animate Dead** <sup>M</sup> (Nec): Creates undead skeletons and zombies. [evil]

**4 Enervation** (Nec): Subject gains 1d4 negative levels.

**5 Unhallow** <sup>M</sup> (Evoc): Designates location as unholy. [evil]

**6 Create Undead** <sup>M</sup> (Nec): Create ghouls, ghosts, mummies, or mohrgs. [evil]

**7 Magic Jar** <sup>F</sup> (Nec): Enables possession of another creature.

**8 Create Greater Undead** <sup>M</sup> (Nec): Create shadows, wraiths, spectres, or devourers. [evil]

**9 Energy Drain** (Nec): Subject gains 2d4 negative levels.

### War Domain

**Granted Power:** Free proficiency with deity's favored weapon (if necessary). Weapon Focus with the deity's favored weapon if Simple or Martial. +1 damage bonus if it is Simple. If it is unarmed, then you get Improved Unarmed Strike, +1 damage, and Weapon Focus (Unarmed). Use those listed below if the character has no deity, or if the favored weapon of their deity is unknown, choose only one weapon.

**Chaos:** Battleaxe

**Evil:** Light flail

**Good:** Warhammer

**Law:** Longsword

**True Neutral:** Trident

#### **War Domain Spells**

**1 Magic Weapon** <sup>DF</sup> (Tran): Weapon gains +1 bonus.

**2 Spiritual Weapon** <sup>DF</sup> (Evoc): Created weapon attacks on its own. [force]

**3 Magic Vestment** <sup>DF</sup> (Tran): Armor or shield gains +1 enhancement per four levels.

**4 Divine Power** <sup>DF</sup> (Evoc): You gain attack bonus, +6 to Str, and 1 hp/level.

**5 Flame Strike** <sup>DF</sup> (Evoc): Smite foes with divine fire (1d6/level damage). [fire]

**6 Blade Barrier** (Evoc): Wall of blades deals 1d6/level damage. [force]

**7 Power Word Blind** (Ench): *Blinds* creature with 200 hp or less. [mind-affecting]

**8 Power Word Stun** (Ench): *Stuns* creature with 150 hp or less. [mind-affecting]

**9 Power Word Kill** (Ench): Kills creature with 100 hp or less. [death, mind-affecting]

### Water Domain

**Granted Power:** Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.



**Alternate:** Characters can choose to replace the regular granted power with one that grants temporary cold resistance of 5. This granted power is a supernatural ability, and can be activated or deactivated as a free action. The character has the cold resistance for a total of one round per cleric level each day, but this time need not be consecutive.

### Water Domain Spells

- 1 Obscuring Mist (Conj):** Fog surrounds you. [air, water]
  - 2 Fog Cloud (Conj):** Fog obscures vision. [water]
  - 3 Water Breathing <sup>DF</sup> (Tran):** Subjects can breathe underwater. [water]
  - 4 Control Water <sup>DF</sup> (Tran):** Raises or lowers bodies of water. [water]
  - 5 Ice Storm <sup>DF</sup> (Evoc):** Hail deals 5d6 damage in cylinder 40 ft. across. [cold]
  - 6 Cone of Cold <sup>DF</sup> (Evoc):** 1d6/level cold damage. [cold]
  - 7 Acid Fog <sup>DF</sup> (Conj):** Fog deals acid damage. [acid]
  - 8 Horrid Wilting <sup>DF</sup> (Nec):** Deals 1d6/level damage within 30 ft. [water]
  - 9 Elemental Swarm\* (Conj):** Summons multiple elementals. [water]
- \* Cast as a water spell only.

## DRUID SPELLS

### 0th-Level Druid Spells (Orisons)

- Create Water (Conj):** Creates 2 gallons/level of pure water. [water]
- Cure Minor Wounds (Conj):** Cures 1 point of damage.
- Detect Magic (Div):** Detects spells and magic items within 60 ft.
- Detect Poison (Div):** Detects poison in one creature or object.
- Flare (Evoc):** *Dazzles* one creature (–1 penalty on attack rolls). [light]
- Guidance (Div):** +1 on one attack roll, saving throw, or skill check.
- Know Direction (Div):** You discern north.
- Light <sup>DF</sup> (Evoc):** Object shines like a torch. [light]
- Mending (Tran):** Makes minor repairs on an object.
- Purify Food and Drink (Tran):** Purifies 1 cu. ft./level of food or water.
- Read Magic <sup>F</sup> (Div):** Read scrolls and spellbooks.
- Resistance <sup>DF</sup> (Abj):** Subject gains +1 bonus on saving throws.
- Virtue (Tran):** Subject gains 1 temporary hp.

### 1st-Level Druid Spells

- Calm Animals (Ench):** Calms (2d4 + level) HD of animals. [mind-affecting]
- Charm Animal (Ench):** Makes one animal your friend. [mind-affecting]
- Cure Light Wounds (Conj):** Cures 1d8 damage +1/level (max +5).
- Detect Animals or Plants (Div):** Detects kinds of animals or plants.
- Detect Psionics (Div):** Detects psionic manifestations and items within 60 ft.
- Detect Snares and Pits (Div):** Reveals natural or primitive traps.
- Endure Elements (Abj):** Ignores 5 damage/round from one energy type. [see text]
- Entangle <sup>DF</sup> (Tran):** Plants *entangle* everyone in 40-ft.-radius.
- Faerie Fire <sup>DF</sup> (Evoc):** Outlines subjects with light, canceling *blur*, *concealment*, and the like. [light]
- Goodberry <sup>DF</sup> (Tran):** 2d4 berries each cure 1 hp (max 8 hp/24 hours).
- Hide from Animals <sup>DF</sup> (Abj):** Animals can't perceive one subject/level.
- Jump <sup>M</sup> (Tran):** Subject gets bonus on Jump checks.

**Longstrider <sup>M</sup> (Tran):** Your speed increases by 10 ft.

**Magic Fang <sup>DF</sup> (Tran):** One natural weapon of subject creature gets +1 on attack and damage rolls.

**Magic Stone <sup>DF</sup> (Tran):** Three stones gain +1 on attack rolls, deal 1d6+1 damage. [earth]

**Obscuring Mist (Conj):** Fog surrounds you. [air, water]

**Pass without Trace <sup>DF</sup> (Tran):** One subject/level leaves no tracks.

**Produce Flame (Evoc):** 1d6 damage +1/level, touch or thrown. [fire]

**Shillelagh <sup>DF</sup> (Tran):** Cudgel or quarterstaff becomes +1 weapon (+2 size category damage) for 1 minutes/level.

**Speak with Animals (Div):** You can communicate with animals.

**Spider Climb <sup>M</sup> (Tran):** Grants ability to walk on walls and ceilings.

**Summon Nature's Ally I <sup>DF</sup> (Conj):** Calls creature to fight. [see text]

### 2nd-Level Druid Spells

**Animal Messenger <sup>M</sup> (Ench):** Sends a Tiny animal to a specific place. [mind-affecting]

**Animal Trance (Ench):** *Fascinates* 2d6 HD of animals. [mind-affecting, sonic]

**Barkskin <sup>DF</sup> (Tran):** Grants +2 (or higher) enhancement to natural armor.

**Bear's Endurance <sup>DF</sup> (Tran):** Subject gains +4 to Con for 10 minutes/level.

**Bull's Strength <sup>DF</sup> (Tran):** Subject gains +4 to Str for 10 minutes/level.

**Cat's Grace <sup>M</sup> (Tran):** Subject gains +4 to Dex for 10 minutes/level.

**Chill Metal <sup>DF</sup> (Tran):** Cold metal damages those who touch it. [cold]

**Delay Poison <sup>DF</sup> (Conj):** Stops poison from harming subject for 1 hour/level.

**Fire Trap <sup>M</sup> (Abj):** Opened object deals 1d4 +1/level damage. [fire]

**Flame Blade <sup>DF</sup> (Evoc):** Touch attack deals 1d8 +1/two levels damage, acts like a scimitar. [fire]

**Flaming Sphere <sup>DF</sup> (Evoc):** Creates rolling ball of fire, 2d6 damage, lasts 1 round/level. [fire]

**Fog Cloud (Conj):** Fog obscures vision. [water]

**Gust of Wind (Evoc):** Blows away or knocks down smaller creatures. [air]

**Heat Metal <sup>DF</sup> (Tran):** Make metal so hot it damages those who touch it. [fire]

**Hold Animal (Ench):** *Paralyzes* one animal for 1 round/level. [mind-affecting]

**Owl's Wisdom <sup>DF</sup> (Tran):** Subject gains +4 to Wis for 10 minutes/level.

**Reduce Animal (Tran):** Shrinks one willing animal.

**Resist Energy <sup>DF</sup> (Abj):** Ignores 10 (or more) points of damage/attack from specified energy type. [see text]

**Restoration, Lesser (Conj):** Dispels magical ability penalty or repairs 1d4 ability damage.

**Soften Earth and Stone <sup>DF</sup> (Tran):** Turns stone to clay or dirt to sand or mud. [earth]

**Summon Nature's Ally II <sup>DF</sup> (Conj):** Calls creature to fight. [see text]

**Summon Swarm <sup>DF</sup> (Conj):** Summons swarm of bats, rats, or spiders.

**Tree Shape <sup>DF</sup> (Tran):** You look exactly like a tree for 1 hour/level.

**Warp Wood (Tran):** Bends wood (shaft, handle, door, plank).

**Wood Shape <sup>DF</sup> (Tran):** Rearranges wooden objects to suit you.

### 3rd-Level Druid Spells

**Call Lightning (Evoc):** Calls down lightning bolts (3d6 per bolt) from sky. [electricity]  
**Contagion (Nec):** Infects subject with chosen disease. [evil]  
**Cure Moderate Wounds (Conj):** Cures 2d8 damage +1/level (max +10).  
**Daylight (Evoc):** 60-ft. radius of bright light. [light]  
**Diminish Plants**<sup>DF</sup> (Tran): Reduces size or blights growth of normal plants.  
**Dominate Animal (Ench):** Subject animal obeys silent mental commands. [mind-affecting]  
**Magic Fang, Greater**<sup>DF</sup> (Tran): One natural weapon of subject creature gets +1/four levels on attack and damage rolls (max +5).  
**Meld into Stone**<sup>DF</sup> (Tran): You and your gear merge with stone. [earth]  
**Neutralize Poison**<sup>DF</sup> (Conj): Immunizes subject against poison, detoxifies venom in or on subject.  
**Plant Growth**<sup>DF</sup> (Tran): Grows vegetation, improves crops.  
**Poison**<sup>DF</sup> (Nec): Touch deals 1d10 Con damage, repeats in 1 min.  
**Protection from Energy**<sup>DF</sup> (Abj): Absorb 12 points/level of damage from one kind of energy. [see text]  
**Quench**<sup>DF</sup> (Tran): Extinguishes nonmagical fires or one magic item.  
**Remove Disease (Conj):** Cures all diseases affecting subject.  
**Sleet Storm**<sup>DF</sup> (Conj): Hampers vision and movement. [cold]  
**Snare**<sup>DF</sup> (Tran): Creates a magic booby trap.  
**Speak with Plants (Div):** You can talk to normal plants and plant creatures.  
**Spike Growth**<sup>DF</sup> (Tran): Creatures in area take 1d4 damage, may be slowed.  
**Stone Shape**<sup>DF</sup> (Tran): Sculpts stone into any shape. [earth]  
**Summon Nature's Ally III**<sup>DF</sup> (Conj): Calls creature to fight. [see text]  
**Water Breathing**<sup>DF</sup> (Tran): Subjects can breathe underwater. [water]  
**Wind Wall**<sup>DF</sup> (Evoc): Deflects arrows, smaller creatures, and gases. [air]

### 4th-Level Druid Spells

**Air Walk**<sup>DF</sup> (Tran): Subject treads on air as if solid (climb at 45-degree angle). [air]  
**Antiplant Shell**<sup>DF</sup> (Abj): Keeps animated plants at bay.  
**Blight**<sup>DF</sup> (Nec): Withers one plant or deals 1d6/level damage to plant creature.  
**Command Plants (Tran):** Sway the actions of one or more plant creatures.  
**Control Water**<sup>DF</sup> (Tran): Raises or lowers bodies of water. [water]  
**Cure Serious Wounds (Conj):** Cures 3d8 damage +1/level (max +15).  
**Dispel Magic (Abj):** Cancels spells and magical effects.  
**Flame Strike**<sup>DF</sup> (Evoc): Smite foes with divine fire (1d6/level damage). [fire]  
**Freedom of Movement**<sup>M DF</sup> (Abj): Subject moves normally despite impediments.  
**Giant Vermin**<sup>DF</sup> (Tran): Turns centipedes, scorpions, or spiders into giant vermin.  
**Ice Storm**<sup>DF</sup> (Evoc): Hail deals 5d6 damage in cylinder 40 ft. across. [cold]  
**Reincarnate**<sup>M DF</sup> (Tran): Brings dead subject back in a random body.  
**Repel Vermin**<sup>DF</sup> (Abj): Insects, spiders, and other vermin stay 10 ft. away.  
**Rusting Grasp**<sup>DF</sup> (Tran): Your touch corrodes iron and alloys.  
**Scrying**<sup>F</sup> (Div): Spies on subject from a distance.

**Spike Stones**<sup>DF</sup> (Tran): Creatures in area take 1d8 damage, may be slowed. [earth]  
**Summon Nature's Ally IV**<sup>DF</sup> (Conj): Calls creature to fight. [see text]

### 5th-Level Druid Spells

**Animal Growth (Tran):** One animal/two levels doubles in size.  
**Atonement**<sup>M F DF XP</sup> (Abj): Removes burden of misdeeds from subject.  
**Awaken**<sup>XP</sup> (Tran): Animal or tree gains human intellect.  
**Baleful Polymorph (Tran):** Transforms subject into harmless animal.  
**Call Lightning Storm (Evoc):** As *call lightning*, but 5d6 damage per bolt. [electricity]  
**Commune with Nature (Div):** Learn about terrain for 1 mile/level.  
**Control Winds (Tran):** Change wind direction and speed. [air]  
**Cure Critical Wounds (Conj):** Cures 4d8 damage +1/level (max +20).  
**Death Ward**<sup>DF</sup> (Nec): Grants immunity to all death spells and negative energy effects.  
**Dispel Psionics (Abj):** Cancels psionic powers and effects.  
**Hallow**<sup>M</sup> (Evoc): Designates location as holy. [good]  
**Insect Plague**<sup>DF</sup> (Conj): Locust swarms attack creatures.  
**Stoneskin**<sup>M</sup> (Abj): Ignore 10 points of damage per attack.  
**Summon Nature's Ally V**<sup>DF</sup> (Conj): Calls creature to fight. [see text]  
**Transmute Mud to Rock**<sup>DF</sup> (Tran): Transforms two 10-ft. cubes per level. [earth]  
**Transmute Rock to Mud**<sup>DF</sup> (Tran): Transforms two 10-ft. cubes per level. [earth]  
**Tree Stride**<sup>DF</sup> (Conj): Step from one tree to another far away.  
**Unhallow**<sup>M</sup> (Evoc): Designates location as unholy. [evil]  
**Wall of Fire**<sup>DF</sup> (Evoc): Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level. [fire]  
**Wall of Thorns (Conj):** Thorns damage anyone who tries to pass.

### 6th-Level Druid Spells

**Antilife Shell**<sup>DF</sup> (Abj): 10-ft.-radius field hedges out living creatures.  
**Bear's Endurance, Mass**<sup>DF</sup> (Tran): As *bear's endurance*, affects one subject/level.  
**Bull's Strength, Mass**<sup>DF</sup> (Tran): As *bull's strength*, affects one subject/level.  
**Cat's Grace, Mass**<sup>M</sup> (Tran): As *cat's grace*, affects one subject/level.  
**Cure Light Wounds, Mass (Conj):** Cures 1d8 damage +1/level for many creatures.  
**Dispel Magic, Greater (Abj):** As *dispel magic*, but +20 on check.  
**Find the Path**<sup>F</sup> (Div): Shows most direct way to a location.  
**Fire Seeds**<sup>M</sup> (Conj): Acorns and berries become grenades and bombs. [fire]  
**Ironwood**<sup>M</sup> (Tran): Magic wood is strong as steel.  
**Liveoak (Tran):** Oak becomes treant guardian.  
**Move Earth**<sup>M</sup> (Tran): Digs trenches and builds hills. [earth]  
**Owl's Wisdom, Mass**<sup>DF</sup> (Tran): As *owl's wisdom*, affects one subject/level.  
**Repel Wood (Tran):** Pushes away wooden objects.  
**Spellstaff**<sup>F</sup> (Tran): Stores one spell in wooden quarterstaff.  
**Stone Tell**<sup>DF</sup> (Div): Talk to natural or worked stone.  
**Summon Nature's Ally VI**<sup>DF</sup> (Conj): Calls creature to fight. [see text]  
**Transport via Plants (Conj):** Move instantly from one plant to another of the same kind.

**Wall of Stone (Conj):** Creates a stone wall that can be shaped. [earth]

## PALADIN SPELLS

### 7th-Level Druid Spells

**Animate Plants (Tran):** One or more plants animate and fight for you.

**Changestaff<sup>F</sup> (Tran):** Your staff becomes a treant on command.

**Control Weather (Tran):** Changes weather in local area. [air]

**Creeping Doom (Conj):** Swarms of centipedes attack at your command.

**Cure Moderate Wounds, Mass (Conj):** Cures 2d8 damage +1/level for many creatures.

**Dispel Psionics, Greater (Abj):** As *dispel psionics*, but +20 on check.

**Fire Storm (Evoc):** Deals 1d6/level fire damage. [fire]

**Heal (Conj):** Cures 10 points/level of damage, all diseases and mental conditions.

**Scrying, Greater<sup>DF F</sup> (Div):** As *scrying*, but faster and longer.

**Summon Nature's Ally VII<sup>DF</sup> (Conj):** Calls creature to fight. [see text]

**Sunbeam<sup>DF</sup> (Evoc):** Beam *blinds* and deals 4d6 damage. [light]

**Transmute Metal to Wood<sup>DF</sup> (Tran):** Metal within 40 ft. becomes wood.

**True Seeing<sup>M</sup> (Div):** Lets you see all things as they really are.

**Wind Walk<sup>DF</sup> (Tran):** You and your allies turn vaporous and travel fast. [air]

### 8th-Level Druid Spells

**Animal Shapes<sup>DF</sup> (Tran):** One ally/level *polymorphs* into chosen animal.

**Control Plants<sup>DF</sup> (Tran):** Control actions of one or more plant creatures.

**Cure Serious Wounds, Mass (Conj):** Cures 3d8 damage +1/level for many creatures.

**Earthquake<sup>DF</sup> (Evoc):** Intense tremor shakes 5-ft./level radius. [earth]

**Finger of Death (Nec):** Kills one subject. [death]

**Repel Metal or Stone (Abj):** Pushes away metal and stone. [earth]

**Reverse Gravity<sup>DF</sup> (Tran):** Objects and creatures fall upward.

**Summon Nature's Ally VIII<sup>DF</sup> (Conj):** Calls creature to fight. [see text]

**Sunburst<sup>DF</sup> (Evoc):** *Blinds* all within 10 ft., deals 6d6 damage. [light]

**Whirlwind<sup>DF</sup> (Evoc):** Cyclone deals damage and can pick up creatures. [air]

**Word of Recall (Conj):** *Teleports* you back to designated place.

### 9th-Level Druid Spells

**Antipathy<sup>DF</sup> (Ench):** Object or location affected by spell repels certain creatures. [mind-affecting]

**Cure Critical Wounds, Mass (Conj):** Cures 4d8 damage +1/level for many creatures.

**Elemental Swarm (Conj):** Summons multiple elementals. [see text]

**Foresight<sup>DF</sup> (Div):** "Sixth sense" warns of impending danger.

**Regenerate<sup>DF</sup> (Conj):** Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

**Shambler (Conj):** Summons 1d4+2 shambling mounds to fight for you.

**Shapechange<sup>F</sup> (Tran):** Transforms you into any creature, and change forms once per round.

**Storm of Vengeance (Conj):** Storm rains acid, lightning, and hail.

**Summon Nature's Ally IX<sup>DF</sup> (Conj):** Calls creature to fight. [see text]

**Sympathy<sup>M</sup> (Ench):** Object or location attracts certain creatures. [mind-affecting]

### 1st-Level Paladin Spells

**Bless<sup>DF</sup> (Ench):** Allies gain +1 on attack rolls and +1 on saves against fear. [mind-affecting]

**Bless Water<sup>M</sup> (Tran):** Makes holy water. [good]

**Bless Weapon (Tran):** Weapon strikes true against evil foes.

**Create Water (Conj):** Creates 2 gallons/level of pure water. [water]

**Cure Light Wounds (Conj):** Cures 1d8 damage +1/level (max +5).

**Detect Poison (Div):** Detects poison in one creature or small object.

**Detect Undead<sup>DF</sup> (Div):** Reveals undead within 60 ft.

**Divine Favor<sup>DF</sup> (Evoc):** You gain +1 per three levels on attack and damage rolls.

**Endure Elements (Abj):** Ignores 5 damage/round from one energy type. [see text]

**Magic Weapon<sup>DF</sup> (Tran):** Weapon gains +1 bonus.

**Protection from Chaos/Evil (Abj):** +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [good or lawful]

**Read Magic<sup>F</sup> (Div):** Read scrolls and spellbooks.

**Resistance<sup>DF</sup> (Abj):** Subject gains +1 on saving throws.

**Restoration, Lesser (Conj):** Dispel magical ability penalty or repairs 1d4 ability damage.

**Virtue (Tran):** Subject gains 1 temporary hp.

### 2nd-Level Paladin Spells

**Bull's Strength<sup>DF</sup> (Tran):** Subject gains +4 to Str for 10 minutes/level.

**Delay Poison<sup>DF</sup> (Conj):** Stops poison from harming subject for 1 hour/level.

**Eagle's Splendor<sup>DF</sup> (Tran):** Subject gains +4 to Cha for 10 minutes/level.

**Owl's Wisdom<sup>DF</sup> (Tran):** Subject gains +4 to Wis for 10 minutes/level.

**Remove Paralysis (Conj):** Frees one or more creatures from paralysis or *slow* effect.

**Resist Energy<sup>DF</sup> (Abj):** Ignores 10 (or more) points of damage/attack from specified energy type. [see text]

**Shield Other<sup>F</sup> (Abj):** You take half of subject's damage.

**Undetectable Alignment (Abj):** Conceals alignment for 24 hours.

**Zone of Truth<sup>DF</sup> (Ench):** Subjects within range cannot lie. [mind-affecting]

### 3rd-Level Paladin Spells

**Cure Moderate Wounds (Conj):** Cures 2d8 damage +1/level (max +10).

**Daylight (Evoc):** 60-ft. radius of bright light. [light]

**Discern Lies<sup>DF</sup> (Div):** Reveals deliberate falsehoods.

**Dispel Magic (Abj):** Cancels spells and magical effects.

**Heal Mount (Conj):** As *heal* on warhorse or other special mount.

**Magic Circle against Chaos<sup>DF</sup> (Abj):** As *protection from chaos*, but 10-ft. radius and 10 minutes/level. [lawful]

**Magic Circle against Evil<sup>DF</sup> (Abj):** As *protection from evil*, but 10-ft. radius and 10 minutes/level. [good]

**Magic Weapon, Greater<sup>DF</sup> (Tran):** +1 bonus/four levels (max +5).

**Prayer<sup>DF</sup> (Ench):** Allies +1 bonus on most rolls, enemies -1 penalty. [mind-affecting]

**Remove Blindness/Deafness (Conj):** Cures normal or magical conditions.

**Remove Curse (Abj):** Frees object or person from curse.

### 4th-Level Paladin Spells

**Break Enchantment (Abj):** Frees subjects from *Enchantments*, alterations, curses, and *petrification*.

**Cure Serious Wounds (Conj):** Cures 3d8 damage +1/level (max +15).

**Death Ward**<sup>DF</sup> (Nec): Grants immunity to death spells and negative energy effects.

**Dispel Chaos**<sup>DF</sup> (Abj): +4 bonus against attacks by chaotic creatures. [lawful]

**Dispel Evil**<sup>DF</sup> (Abj): +4 bonus against attacks by evil creatures. [good]

**Dispel Psionics (Abj):** Cancels psionic powers and effects.

**Holy Sword (Evoc):** Weapon becomes +5, deals +2d6 damage against evil. [good]

**Mark of Justice**<sup>DF</sup> (Nec): Designates action that will trigger curse on subject.

**Neutralize Poison**<sup>DF</sup> (Conj): Immunizes subject against poison, detoxifies venom in or on subject.

**Restoration**<sup>M</sup> (Conj): Restores level and ability score drains.

## RANGER SPELLS

### 1st-Level Ranger Spells

**Alarm**<sup>DF</sup> (Abj): Wards an area for 2 hours/level.

**Animal Messenger**<sup>M</sup> (Ench): Sends a Tiny animal to a specific place. [mind-affecting]

**Calm Animals (Ench):** Calms (2d4 + level) HD of animals. [mind-affecting]

**Charm Animal (Ench):** Makes one animal your friend. [mind-affecting]

**Delay Poison**<sup>DF</sup> (Conj): Stops poison from harming subject for 1 hour/level.

**Detect Animals or Plants (Div):** Detects kinds of animals or plants.

**Detect Poison (Div):** Detects poison in one creature or object.

**Detect Snares and Pits (Div):** Reveals natural or primitive traps.

**Endure Elements (Abj):** Ignores 5 damage/round from one energy type. [see text]

**Entangle**<sup>DF</sup> (Tran): Plants *entangle* everyone in 40-ft.-radius circle.

**Hide from Animals**<sup>DF</sup> (Abj): Animals can't perceive one subject/level.

**Jump**<sup>M</sup> (Tran): Subject gets bonus on Jump checks.

**Longstrider**<sup>M</sup> (Tran): Increases your speed.

**Magic Fang**<sup>DF</sup> (Tran): One natural weapon of subject creature gets +1 on attack and damage rolls.

**Pass without Trace**<sup>DF</sup> (Tran): One subject/level leaves no tracks.

**Read Magic**<sup>F</sup> (Div): Read scrolls and spellbooks.

**Resist Energy**<sup>DF</sup> (Abj): Ignores 10 (or more) points of damage/attack from specified energy type. [see text]

**Speak with Animals (Div):** You can communicate with animals.

**Summon Nature's Ally I**<sup>DF</sup> (Conj): Calls animal to fight for you. [see text]

### 2nd-Level Ranger Spells

**Barkskin**<sup>DF</sup> (Tran): Grants +2 (or higher) enhancement to natural armor.

**Bear's Endurance**<sup>DF</sup> (Tran): Subject gains +4 to Con for 10 minutes/level.

**Cat's Grace**<sup>M</sup> (Tran): Subject gains +4 to Dex for 10 minutes/level.

**Cure Light Wounds (Conj):** Cures 1d8 damage +1/level (max +5).

**Hold Animal (Ench):** *Paralyzes* one animal for 1 round/level. [mind-affecting]

**Owl's Wisdom**<sup>DF</sup> (Tran): Subject gains +4 to Wis for 10 minutes/level.

**Protection from Energy**<sup>DF</sup> (Abj): Absorb 12 points/level of damage from one kind of energy. [see text]

**Snare**<sup>DF</sup> (Tran): Creates a magic booby trap.

**Speak with Plants (Div):** You can talk to normal plants and plant creatures.

**Spike Growth**<sup>DF</sup> (Tran): Creatures in area take 1d4 damage, may be slowed.

**Summon Nature's Ally II**<sup>DF</sup> (Conj): Calls animal to fight for you. [see text]

**Wind Wall**<sup>DF</sup> (Evoc): Deflects arrows, smaller creatures, and gases. [air]

### 3rd-Level Ranger Spells

**Command Plants (Tran):** Sway the actions of one or more plant creatures.

**Cure Moderate Wounds (Conj):** Cures 2d8 damage +1/level (max +10).

**Darkvision**<sup>M</sup> (Tran): See 60 ft. in total darkness.

**Diminish Plants**<sup>DF</sup> (Tran): Reduces size or blights growth of normal plants.

**Magic Fang, Greater**<sup>DF</sup> (Tran): One natural weapon of subject creature gets +1/four caster levels on attack and damage rolls (max +5).

**Neutralize Poison**<sup>DF</sup> (Conj): Immunizes subject against poison, detoxifies venom in or on subject.

**Plant Growth**<sup>DF</sup> (Tran): Grows vegetation, improves crops.

**Reduce Animal (Tran):** Shrinks one willing animal.

**Remove Disease (Conj):** Cures all diseases affecting subject.

**Repel Vermin**<sup>DF</sup> (Abj): Insects, spiders, and other vermin stay 10 ft. away.

**Summon Nature's Ally III**<sup>DF</sup> (Conj): Calls animal to fight for you. [see text]

**Tree Shape**<sup>DF</sup> (Tran): You look exactly like a tree for 1 hour/level.

**Water Walk**<sup>DF</sup> (Tran): Subject treads on water as if solid. [water]

### 4th-Level Ranger Spells

**Animal Growth (Tran):** One animal/two levels doubles in size.

**Commune with Nature (Div):** Learn about terrain for 1 mile/level.

**Cure Serious Wounds (Conj):** Cures 3d8 damage +1/level (max +15).

**Freedom of Movement**<sup>M DF</sup> (Abj): Subject moves normally despite impediments.

**Nondetection**<sup>M</sup> (Abj): Hides subject from *Enchantment*, scrying.

**Summon Nature's Ally IV**<sup>DF</sup> (Conj): Calls animal to fight for you. [see text]

**Tree Stride**<sup>DF</sup> (Conj): Step from one tree to another far away.

## SORCERER/WIZARD SPELLS

### 0th-Level Sorcerer/Wizard Spells (Cantrips)

#### *Abjuration*

**Resistance**<sup>M</sup>: Subject gains +1 on saving throws.

#### *Conjuration*

**Acid Splash:** Orb deals 1d3 acid damage. [acid]

#### *Divination*

**Detect Poison:** Detects poison in one creature or small object.

**Detect Magic:** Detects spells and magic items within 60 ft.

**Read Magic**<sup>F</sup>: Read scrolls and spellbooks.

#### *Enchantment* [all are Mind-Affecting]

**Daze**<sup>M</sup>: Humanoid creature of 4 HD or less loses next action.

#### *Evocation*

**Dancing Lights:** Creates torches or other lights. [light]

**Flare:** *Dazzles* one creature (–1 on attack rolls). [light]

**Light**<sup>M</sup>: Object shines like a torch. [light]

**Ray of Frost:** Ray deals 1d3 cold damage. [cold]

*Illusion*

**Ghost Sound**<sup>M</sup>: Figment sounds.

*Necromancy*

**Disrupt Undead:** Deals 1d6 damage to one undead.

**Touch of Fatigue**<sup>M</sup>: Touch attack *fatigues* target.

*Transmutation*

**Mage Hand:** 5-pound telekinesis.

**Mending:** Makes minor repairs on an object.

**Message**<sup>F</sup>: Whispered conversation at distance. [language-dependant]

**Open/Close**<sup>F</sup>: Opens or closes small or light things.

*Universal*

**Arcane Mark:** Inscribes a personal rune (visible or *invisible*).

**Prestidigitation:** Performs minor tricks.

### 1st-Level Sorcerer/Wizard Spells

*Abjuration*

**Alarm**<sup>M</sup>: Wards an area for 2 hours/level.

**Endure Elements:** Ignores 5 damage/round from one energy type. [see text]

**Hold Portal:** Holds door shut.

**Protection from Chaos/evil/good/Law:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [see text]

**Shield:** *Invisible* disc gives +4 to AC, blocks *magic missiles*. [force]

*Conjuration*

**Grease**<sup>M</sup>: Makes 10-ft. square or one object slippery.

**Mage Armor**<sup>F</sup>: Gives subject +4 armor bonus. [force]

**Mount**<sup>M</sup>: Summons riding horse for 2 hours/level.

**Obscuring Mist:** Fog surrounds you. [air, water]

**Summon Monster I**<sup>F</sup>: Calls extraplanar creature to fight for you.

**Unseen Servant:** *Invisible* force obeys your commands.

*Divination*

**Comprehend Languages**<sup>M</sup>: You understand all spoken and written languages.

**Detect Psionics:** Detects psionic manifestations and items within 60 ft.

**Detect Secret Doors:** Reveals hidden doors within 60 ft.

**Detect Undead**<sup>M</sup>: Reveals undead within 60 ft.

**Identify**<sup>M</sup>: Determines properties of magic item.

**True Strike:** +20 on your next attack roll.

*Enchantment* [all are Mind-Affecting]

**Charm Person:** Makes one person your friend.

**Hypnotism:** *Fascinates* 2d4 HD of creatures.

**Sleep**<sup>M</sup>: Puts 4 HD of creatures into magical slumber.

*Evocation*

**Burning Hands:** 1d4/level fire damage (max 5d4). [fire]

**Floating Disk**<sup>M</sup>: Creates 3-ft.-diameter horizontal disk that holds 100 lb./level. [force]

**Magic Missile:** 1d4+1 damage; +1 missile per two levels above 1st (max 5). [force]

**Shadows**<sup>M</sup>: 20-ft. radius of supernatural shadow. [darkness]

**Shocking Grasp:** Touch delivers 1d6/level electricity damage (max 5d6). [electricity]

*Illusion*

**Color Spray**<sup>M</sup>: Knocks *unconscious*, *blinds*, and/or *stuns* 1d6 weak creatures. [mind-affecting]

**Disguise Self:** Changes your appearance.

**Magic Aura**<sup>F</sup>: Alters object's magic aura.

**Silent Image**<sup>F</sup>: Creates minor *Illusion* of your design.

**Ventriloquism:** Throws voice for 1 minutes/level.

*Necromancy*

**Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds. [fear, mind-affecting]

**Chill Touch:** One touch/level deals 1d6 damage and possibly 1 Str damage.

**Ray of Enfeeblement:** Ray deals 1d6 +1 per two levels Str damage.

*Transmutation*

**Animate Rope:** Makes a rope move at your command.

**Enlarge Person**<sup>M</sup>: Humanoid creature doubles in size.

**Erase:** Mundane or magical writing vanishes.

**Expeditious Retreat:** Your speed increases by 30 ft.

**Feather Fall:** Objects or creatures fall slowly.

**Jump**<sup>M</sup>: Subject gets bonus on Jump checks.

**Magic Weapon:** Weapon gains +1 bonus.

**Reduce Person**<sup>M</sup>: Humanoid creature halves in size.

**Spider Climb**<sup>M</sup>: Grants ability to walk on walls and ceilings.

### 2nd-Level Sorcerer/Wizard Spells

*Abjuration*

**Arcane Lock**<sup>M</sup>: Magically locks a portal or chest.

**Obscure Object**<sup>M</sup>: Masks object against scrying.

**Protection from Arrows**<sup>F</sup>: Subject immune to most ranged attacks.

**Resist Energy:** Ignores first 10 (or more) points of damage/attack from specified energy type. [see text]

**Suppression**<sup>F</sup>: Subject cannot manifest powers for 1 rd/level.

*Conjuration*

**Acid Arrow:** Ranged touch attack; 2d4 damage for 1 round +1 round/three levels. [acid]

**Fog Cloud:** Fog obscures vision. [water]

**Glitterdust**<sup>M</sup>: *Blinds* creatures, outlines *invisible* creatures.

**Summon Monster II**<sup>F</sup>: Calls extraplanar creature to fight for you.

**Summon Swarm**<sup>M</sup>: Summons swarm of bats, rats, or spiders.

**Web**<sup>M</sup>: Fills 20-ft.-radius spread with sticky spiderwebs.

*Divination*

**Detect Thoughts**<sup>F</sup>: Allows “listening” to surface thoughts.

**Locate Object**<sup>F</sup>: Senses direction toward object (specific or type).

**See Invisibility**<sup>M</sup>: Reveals *invisible* creatures or objects.

*Enchantment* [all are Mind-Affecting]

**Daze Monster**<sup>M</sup>: Living creature of 6 HD or less loses next action.

**Hideous Laughter**<sup>M</sup>: Subject loses actions for 1 round/level.

**Touch of Idiocy:** Subject takes 1d6 points of Int, Wis, and Cha damage.

*Evocation*

**Continual Flame**<sup>M</sup>: Makes a permanent, heatless torch. [light]

**Darkness**<sup>M</sup>: 20-ft. radius of supernatural darkness occludes even darkvision. [darkness]

**Flaming Sphere**<sup>M</sup>: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level. [fire]

**Gust of Wind:** Blows away or knocks down smaller creatures. [air]

**Scorching Ray:** Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3). [fire]

**Shatter**<sup>M</sup>: Sonic vibration damages objects or crystalline creatures. [sonic]

*Illusion*

**Blur:** Attacks miss subject 20% of the time.

**Hypnotic Pattern**<sup>M</sup>: *Fascinates* (2d4 + level) HD of creatures.

**Invisibility**<sup>M</sup>: Subject is *invisible* for 1 minutes/level or until it attacks.

**Magic Mouth**<sup>M</sup>: Speaks once when triggered.

**Minor Image**<sup>F</sup>: As *silent image*, plus some sound.

**Mirror Image:** Creates decoy duplicates of you (1d4 +1 per three levels, max 8).

**Misdirection:** Misleads divinations for one creature or object.

**Phantom Trap**<sup>M</sup>: Makes item seem trapped.

#### *Necromancy*

**Blindness/Deafness:** Makes subject *blinded* or *deafened*.

**Command Undead**<sup>M</sup>: Undead creature obeys your commands.

**False Life**<sup>M</sup>: Gain 1d10 temporary hp +1/level (max +10).

**Ghoul Touch**<sup>M</sup>: *Paralyzes* one subject, which exudes stench that makes those nearby *sickened*.

**Scare**<sup>M</sup>: *Panics* creatures of less than 6 HD. [fear, mind-affecting]

**Spectral Hand:** Creates disembodied glowing hand to deliver touch attacks.

#### *Transmutation*

**Alter Self:** Assume form of a similar creature.

**Animate Construct, Minor:** Animates an object up to Small size.

**Bear's Endurance:** Subject gains +4 to Con for 10 minutes/level.

**Bull's Strength**<sup>M</sup>: Subject gains +4 to Str for 10 minutes/level.

**Cat's Grace**<sup>M</sup>: Subject gains +4 to Dex for 10 minutes/level.

**Darkvision**<sup>M</sup>: See 60 ft. in total darkness.

**Eagle's Splendor**<sup>M</sup>: Subject gains +4 to Cha for 10 minutes/level.

**Fox's Cunning**<sup>M</sup>: Subject gains +4 Int for 10 minutes/level.

**Knock:** Opens locked or magically sealed door.

**Levitate**<sup>F</sup>: Subject moves up and down at your direction.

**Owl's Wisdom**<sup>M</sup>: Subject gains +4 to Wis for 10 minutes/level.

**Pyrotechnics**<sup>M</sup>: Turns fire into *blinding* light or choking smoke.

**Rope Trick**<sup>M</sup>: As many as eight creatures hide in extradimensional space.

**Whispering Wind:** Sends a short message 1 mile/level. [air]

### 3rd-Level Sorcerer/Wizard Spells

#### *Abjuration*

**Dispel Magic:** Cancels magical spells and effects.

**Explosive Runes:** Deals 6d6 damage when read. [force]

**Magic Circle against Chaos/evil/Good/Law:** As protection spells, but 10-ft. radius and 10 minutes/level. [see text]

**Nondetection**<sup>M</sup>: Hides subject from divination, scrying.

**Protection from Energy:** Absorb 12 points/level of damage from one kind of energy. [see text]

#### *Conjuration*

**Phantom Steed:** Magic horse appears for 1 hour/level.

**Sepia Snake Sigil**<sup>M</sup>: Creates text symbol that immobilizes reader. [force]

**Sleet Storm**<sup>M</sup>: Hampers vision and movement.

**Stinking Cloud**<sup>M</sup>: *Nauseating* vapors, 1 round/level.

**Summon Monster III**<sup>F</sup>: Calls extraplanar creature to fight for you.

#### *Divination*

**Arcane Sight:** Magical auras become visible to you.

**Clairaudience/Clairvoyance**<sup>F</sup>: Hear or see at a distance for 1 minutes/level.

**Tongues**<sup>M</sup>: Speak any language.

#### *Enchantment* [all are Mind-Affecting]

**Deep Slumber:** Puts 10 HD of creatures to *sleep*.

**Heroism:** Gives +2 bonus on attack rolls, saves, skill checks.

**Hold Person**<sup>F</sup>: *Paralyzes* one humanoid for 1 round/level.

**Rage:** Gives +1/2 levels to Str and Con, +1/4 levels to Will, –2 AC.

**Suggestion**<sup>M</sup>: Compels subject to follow stated course of action. [language-dependant]

#### *Evocation*

**Daylight:** 60-ft. radius of bright light. [light]

**Fireball**<sup>M</sup>: 1d6 damage per level, 20-ft. radius. [fire]

**Lightning Bolt**<sup>M</sup>: Electricity deals 1d6/level damage. [electricity]

**Tiny Hut**<sup>M</sup>: Creates shelter for ten creatures. [force]

**Wind Wall**<sup>M</sup>: Deflects arrows, smaller creatures, and gases. [air]

#### *Illusion*

**Displacement**<sup>M</sup>: Attacks miss subject 50%.

**Illusory Script**<sup>M</sup>: Only intended reader can decipher. [mind-affecting]

**Invisibility Sphere**<sup>Ms</sup>: Makes everyone within 10 ft. *invisible*.

**Major Image**<sup>M</sup>: As *silent image*, plus sound, smell and thermal effects.

#### *Necromancy*

**Gentle Repose**<sup>M</sup>: Preserves one corpse.

**Halt Undead**<sup>M</sup>: Immobilizes undead for 1 round/level.

**Psi Curse:** Psionic target must pass Will save to use powers.

**Ray of Exhaustion**<sup>M</sup>: Ray makes subject *exhausted*.

**Vampiric Touch:** Touch deals 1d6/two levels damage; caster gains damage as hp.

#### *Transmutation*

**Blink:** You randomly vanish and reappear for 1 round/level.

**Deanimate Construct**<sup>XP</sup>: Makes a construct inanimate.

**Flame Arrow**<sup>M</sup>: Arrows deal +1d6 fire damage. [fire]

**Fly**<sup>F</sup>: Subject flies at speed of 60 ft.

**Gaseous Form**<sup>M</sup>: Subject becomes insubstantial and can fly slowly. [air]

**Haste**<sup>M</sup>: The subject gains +2 AC, +1 Ref saves, and +2 melee to-hit, and extra attack or move action for 1 round/level.

**Keen Edge:** Doubles normal weapon's threat range.

**Magic Weapon, Greater**<sup>M</sup>: +1/four levels (max +5).

**Secret Page**<sup>M</sup>: Changes one page to hide its real content.

**Shrink Item:** Object shrinks to one-sixteenth size.

**Slow**<sup>M</sup>: Subject takes only one action/round, –2 to AC, –2 on attack rolls.

**Water Breathing**<sup>M</sup>: Subjects can breathe underwater. [water]

### 4th-Level Sorcerer/Wizard Spells

#### *Abjuration*

**Dimensional Anchor:** Bars extradimensional movement.

**Dispel Psionics:** Cancels psionic powers and effects.

**Fire Trap**<sup>M</sup>: Opened object deals 1d4 damage +1/level. [fire]

**Globe of Invulnerability, Lesser**<sup>M</sup>: Stops 1st- through 3rd-level spell effects.

**Remove Curse:** Frees object or person from curse.

**Stoneskin**<sup>M</sup>: Ignore 10 points of damage per attack.

#### *Conjuration*

**Black Tentacles**<sup>M</sup>: Tentacles grapple all within 20 ft. spread.

**Dimension Door:** Teleports you short distance. [teleportation]

**Minor Creation**<sup>M</sup>: Creates one cloth or wood object.

**Secure Shelter**<sup>MF</sup>: Creates sturdy cottage.

**Solid Fog**<sup>M</sup>: Blocks vision and slows movement.

**Summon Monster IV**<sup>F</sup>: Calls extraplanar creature to fight for you.

#### *Divination*

**Arcane Eye**<sup>M</sup>: *Invisible* floating eye moves 30 ft./round.

**Detect Scrying**<sup>M</sup>: Alerts you of magical eavesdropping.

**Locate Creature**<sup>M</sup>: Indicates direction to familiar creature.

**Scrying**<sup>F</sup>: Spies on subject from a distance.

#### *Enchantment* [all are Mind-Affecting]

**Charm Monster:** Makes monster believe it is your ally.

**Confusion**<sup>M</sup>: Subjects behave oddly for 1 round/level. [mind-affecting]

**Crushing Despair**<sup>M</sup>: Subjects take –2 on attack rolls, damage rolls, saves, and checks.

**Geas, Lesser:** Commands subject of 7 HD or less. [language-dependant, mind-affecting]

#### *Evocation*

**Fire Shield**<sup>M</sup>: Creatures attacking you take fire damage; you're protected from heat or cold. [cold or fire]

**Ice Storm** <sup>M</sup>: Hail deals 5d6 damage in cylinder 40 ft. across. [cold]

**Resilient Sphere** <sup>M</sup>: Force globe protects but traps one subject. [force]

**Shout**: *Deafens* all within cone and deals 5d6 sonic damage. [sonic]

**Wall of Fire** <sup>M</sup>: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level. [fire]

**Wall of Ice** <sup>M</sup>: Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside. [cold]

#### *Illusion*

**Hallucinatory Terrain** <sup>M</sup>: Makes one type of terrain appear like another (field into forest, or the like).

**Illusory Wall**: Wall, floor, or ceiling looks real, but anything can pass through.

**Invisibility, Greater**: As *invisibility*, but subject can attack and stay *invisible*.

**Phantasmal Killer**: Fearsome *Illusion* kills subject or deals 3d6 damage. [fear, mind-affecting]

**Rainbow Pattern** <sup>M</sup><sup>F</sup>: Lights *fascinate* 24 HD of creatures. [mind-affecting]

**Shadow Conjuration**: Mimics *Conjuration* below 4th level, but only 20% real.

#### *Necromancy*

**Animate Dead** <sup>M</sup>: Creates undead skeletons and zombies. [evil]

**Bestow Curse**: –6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.

**Contagion**: Infects subject with chosen disease. [evil]

**Enervation**: Subject gains 1d4 negative levels.

**Fear** <sup>M</sup>: Subjects within cone flee for 1 round/level. [fear, mind-affecting]

#### *Transmutation*

**Animate Construct, Lesser**: Animates an object up to Large size.

**Enlarge Person, Mass** <sup>M</sup>: Enlarges several creatures.

**Mnemonic Enhancer** <sup>F</sup>: Wizard only. Prepares extra spells or retains one just cast.

**Polymorph** <sup>M</sup>: Gives one willing subject a new form.

**Reduce Person, Mass** <sup>M</sup>: Reduces several creatures.

**Stone Shape** <sup>M</sup>: Sculpts stone into any shape. [earth]

### 5th-Level Sorcerer/Wizard Spells

#### *Abjuration*

**Break Enchantment**: Frees subjects from *Enchantments*, alterations, curses, and *petrification*.

**Dismissal**: Forces a creature to return to native plane.

**Mage's Private Sanctum** <sup>M</sup>: Prevents anyone from viewing or spying an area for 24 hours.

**Suppression Field** <sup>F</sup>: *Suppression* in 20-ft-radius.

#### *Conjuration*

**Cloudkill**: Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage.

**Mage's Faithful Hound** <sup>M</sup>: Phantom dog can guard, attack.

**Major Creation**: As *minor creation*, plus stone and metal.

**Planar Binding, Lesser**: Traps extraplanar creature of CR 6 or less until it performs a task. [see text]

**Secret Chest** <sup>F</sup>: Hides expensive chest on Ethereal Plane; you retrieve it at will.

**Summon Monster V** <sup>F</sup>: Calls extraplanar creature to fight for you.

**Teleport**: Instantly transports you as far as 100 miles/level. [teleportation]

**Wall of Stone** <sup>M</sup>: Creates a stone wall that can be shaped. [earth]

#### *Divination*

**Contact Other Plane**: Lets you ask question of extraplanar entity.

**Prying Eyes** <sup>M</sup>: 1d4 +1/level floating eyes scout for you.

**Telepathic Bond** <sup>M</sup>: Link lets allies communicate.

#### *Enchantment* [all are Mind-Affecting]

**Dominate Person**: Controls humanoid telepathically.

**Feeblemind** <sup>M</sup>: Subject's Int and Cha drop to 1.

**Hold Monster** <sup>M</sup>: As *hold person*, but any creature.

**Mind Fog**: Subjects in fog get –10 to Wis and Will checks.

**Symbol of Sleep** <sup>M</sup>: Triggered rune puts nearby creatures into catatonic slumber.

#### *Evocation*

**Cone of Cold** <sup>M</sup>: 1d6/level cold damage. [cold]

**Interposing Hand** <sup>F</sup>: Hand provides cover against one opponent. [force]

**Sending** <sup>M</sup>: Delivers short message anywhere, instantly.

**Wall of Force** <sup>M</sup>: Wall is immune to damage. [force]

#### *Illusion*

**Dream**: Sends message to anyone sleeping.

**False Vision** <sup>M</sup>: Fools scrying with an *Illusion*.

**Mirage Arcana**: As *hallucinatory terrain*, plus structures.

**Nightmare**: Sends vision dealing 1d10 damage, *fatigue*. [mind-affecting, evil]

**Persistent Image** <sup>F</sup>: As *major image*, but no concentration required.

**Seeming**: Changes appearance of one person per two levels.

**Shadow Evocation**: Mimics evocation below 5th level, but only 20% real.

#### *Necromancy*

**Blight**: Withers one plant or deals 1d6/level damage to plant creature.

**Magic Jar** <sup>F</sup>: Enables possession of another creature.

**Symbol of Pain** <sup>M</sup>: Triggered rune wracks nearby creatures with pain. [evil]

**Waves of Fatigue**: Several targets become *fatigued*.

#### *Transmutation*

**Animal Growth**: One animal/two levels doubles in size.

**Baleful Polymorph**: Transforms subject into harmless animal.

**Fabricate** <sup>M</sup>: Transforms raw materials into finished items.

**Overland Flight**: You fly at a speed of 40 ft. and can hustle over long distances.

**Passwall** <sup>M</sup>: Creates passage through wood or stone wall.

**Telekinesis**: Moves object, attacks creature, or hurls object or creature.

**Transmute Mud to Rock** <sup>M</sup>: Transforms two 10-ft. cubes per level. [earth]

**Transmute Rock to Mud** <sup>M</sup>: Transforms two 10-ft. cubes per level. [earth]

#### *Universal*

**Permanency** <sup>XP</sup>: Makes certain spells permanent.

### 6th-Level Sorcerer/Wizard Spells

#### *Abjuration*

**Antimagic Field** <sup>M</sup>: Negates magic within 10 ft.

**Dispel Magic, Greater**: As *dispel magic*, but +20 on check.

**Globe of Invulnerability** <sup>M</sup>: As *lesser globe of invulnerability*, plus 4th-level spell effects.

**Guards and Wards** <sup>M</sup><sup>F</sup>: Array of magic effects protect area.

**Repulsion** <sup>F</sup>: Creatures can't approach you.

#### *Conjuration*

**Acid Fog** <sup>M</sup>: Fog deals acid damage. [acid]

**Planar Binding**: As *lesser planar binding*, but up to CR 10. [see text]

**Summon Monster VI** <sup>F</sup>: Calls extraplanar creature to fight for you.

**Wall of Iron** <sup>M</sup>: 30 hp/four levels; can topple onto foes.

#### *Divination*

**Analyze Dweomer** <sup>F</sup>: Reveals magical aspects of subject.



**Legend Lore** <sup>M F</sup>: Lets you learn tales about a person, place, or thing.

**True Seeing** <sup>M</sup>: Lets you see all things as they really are.

*Enchantment* [all are Mind-Affecting]

**Geas/Quest**: As *lesser geas*, plus it affects any creature. [language-dependant, mind-affecting]

**Heroism, Greater**: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

**Suggestion, Mass** <sup>M</sup>: As *suggestion*, plus one subject/level. [language-dependant]

**Symbol of Persuasion** <sup>M</sup>: Triggered rune charms nearby creatures.

*Evocation*

**Chain Lightning** <sup>F</sup>: 1d6/level damage; 1 secondary bolt/level each deals half damage. [electricity]

**Contingency** <sup>F</sup>: Sets trigger condition for another spell.

**Forceful Hand** <sup>F</sup>: Hand pushes creatures away. [force]

**Freezing Sphere** <sup>F</sup>: Freezes water or deals cold damage. [cold]

*Illusion*

**Mislead**: Turns you *invisible* and creates illusory double.

**Permanent Image** <sup>F</sup>: Includes sight, sound, and smell.

**Programmed Image** <sup>M</sup>: As *major image*, plus triggered by event.

**Shadow Walk**: Step into shadow to travel rapidly.

**Veil**: Changes appearance of group of creatures.

*Necromancy*

**Circle of Death** <sup>M</sup>: Kills 1d4/level HD of creatures. [death]

**Create Undead** <sup>M</sup>: Creates ghouls, ghosts, mummies, or mohrgs. [evil]

**Eyebite**: Target becomes *panicked*, *sickened*, and *comatose*. [evil]

**Symbol of Fear** <sup>M</sup>: Triggered rune panics nearby creatures. [fear, mind-affecting]

**Undeath to Death** <sup>M</sup>: Destroys 1d4/level HD of undead (max 20d4).

*Transmutation*

**Animate Construct**: Animates an object up to Huge size.

**Bear's Endurance, Mass**: As *bear's endurance*, affects one subject/level.

**Bull's Strength, Mass** <sup>M</sup>: As *bull's strength*, affects one subject/level.

**Cat's Grace, Mass** <sup>M</sup>: As *cat's grace*, affects one subject/level.

**Control Water** <sup>M</sup>: Raises or lowers bodies of water. [water]

**Disintegrate** <sup>M</sup>: Makes one creature or object vanish.

**Eagle's Splendor, Mass** <sup>M</sup>: As *eagle's splendor*, affects one subject/level.

**Flesh to Stone** <sup>M</sup>: Turns subject creature into statue.

**Fox's Cunning, Mass** <sup>M</sup>: As *fox's cunning*, affects one subject/level.

**Mage's Lucubration**: Wizard only. Recalls spell of 5th level or lower.

**Move Earth** <sup>M</sup>: Digs trenches and build hills. [earth]

**Owl's Wisdom, Mass** <sup>M</sup>: As *owl's wisdom*, affects one subject/level.

**Stone to Flesh** <sup>M</sup>: Restores *petrified* creature.

**Transformation** <sup>M</sup>: You gain combat bonuses.

### 7th-Level Sorcerer/Wizard Spells

*Abjuration*

**Banishment** <sup>F</sup>: Banishes 2 HD/level of extraplanar creatures.

**Dispel Psionics, Greater**: As *dispel psionics*, but +20 on check.

**Sequester** <sup>M</sup>: Subject is *invisible* to sight and scrying; renders creature *comatose*.

**Spell Turning** <sup>M</sup>: Reflect 1d4+6 spell levels back at caster.

*Conjuration*

**Instant Summons** <sup>M</sup>: Prepared object appears in your hand.

**Mage's Magnificent Mansion** <sup>F</sup>: Door leads to extradimensional mansion.

**Phase Door**: Creates an *invisible* passage through wood or stone.

**Plane Shift** <sup>F</sup>: As many as eight subjects travel to another plane.

**Summon Monster VII** <sup>F</sup>: Calls extraplanar creature to fight for you.

**Teleport, Greater**: As *teleport*, but no range limit and no off-target arrival. [teleportation]

**Teleport Object**: As *teleport*, but affects a touched object. [teleportation]

*Divination*

**Arcane Sight, Greater**: As *arcane sight*, but also reveals magic effects on creatures and objects.

**Scrying, Greater** <sup>M F</sup>: As *scrying*, but faster and longer.

**Vision** <sup>M XP</sup>: As *legend lore*, but quicker and strenuous.

*Enchantment* [all are Mind-Affecting]

**Hold Person, Mass** <sup>F</sup>: As *hold person*, but all within 30 ft.

**Insanity**: Subject suffers continuous *confusion*.

**Power Word Blind**: *Blinds* creature with 200 hp or less.

**Symbol of Stunning** <sup>M</sup>: Triggered rune *stuns* nearby creatures.

*Evocation*

**Delayed Blast Fireball** <sup>M</sup>: 1d6/level fire damage; you can postpone blast for 5 rounds. [fire]

**Forcecage** <sup>M</sup>: Cube or cage of force imprisons all inside. [force]

**Grasping Hand** <sup>F</sup>: Hand provides cover, pushes, or grapples. [force]

**Mage's Sword** <sup>F</sup>: Floating magic blade strikes opponents. [force]

**Prismatic Spray**: Rays hit subjects with variety of effects.

*Illusion*

**Invisibility, Mass** <sup>M</sup>: As *invisibility*, but affects all in range.

**Project Image** <sup>M</sup>: Illusory double can talk and cast spells.

**Shadow Conjuration, Greater**: As shadow *Conjuration*, but up to 6th level and 60% real.

**Simulacrum** <sup>M XP</sup>: Creates partially real double of a creature.

*Necromancy*

**Control Undead** <sup>M</sup>: Undead don't attack you while under your command.

**Finger of Death**: Kills one subject. [death]

**Symbol of Weakness** <sup>M</sup>: Triggered rune weakens nearby creatures.

**Waves of Exhaustion**: Several targets become *exhausted*.

*Transmutation*

**Control Weather**: Changes weather in local area. [air]

**Ethereal Jaunt**: You become ethereal for 1 round/level.

**Reverse Gravity** <sup>M</sup>: Objects and creatures fall upward.

**Statue** <sup>M</sup>: Subject can become a statue at will.

*Universal*

**Limited Wish** <sup>XP</sup>: Alters reality - within spell limits.

### 8th-Level Sorcerer/Wizard Spells

*Abjuration*

**Dimensional Lock**: Teleportation and extraplanar travel blocked for one day/level.

**Mind Blank**: Subject is immune to mental/emotional magic and scrying.

**Prismatic Wall**: Wall's colors have array of effects.

**Protection from Spells** <sup>M F</sup>: Confers +8 resistance bonus.

*Conjuration*

**Incendiary Cloud**: Cloud deals 4d6 fire damage/round. [fire]

**Maze**: Traps subject in extradimensional maze.

**Planar Binding, Greater**: As *lesser planar binding*, but up to CR14. [see text]

**Summon Monster VIII** <sup>F</sup>: Calls extraplanar creature to fight for you.

**Trap the Soul** <sup>M (F)</sup>: Imprisons subject within gem.

*Divination*

**Discern Location**: Reveals exact location of creature or object.



**Moment of Prescience:** You gain insight bonus on single attack roll, check, or save.

**Prying Eyes, Greater:** As *prying eyes*, but eyes have *true seeing*.

*Enchantment* [all are Mind-Affecting]

**Antipathy**<sup>M</sup>: Object or location affected by spell repels certain creatures.

**Binding**<sup>M</sup>: Utilizes an array of techniques to imprison a creature.

**Charm Monster, Mass:** As *charm monster*, but all within 30 ft.

**Demand**<sup>M</sup>: As *sending*, plus you can send *suggestion*.

**Irresistible Dance:** Forces subject to dance.

**Power Word Stun:** *Stuns* creature with 150 hp or less.

**Symbol of Insanity**<sup>M</sup>: Triggered rune renders nearby creatures insane.

**Sympathy**<sup>F</sup>: Object or location attracts certain creatures.

*Evocation*

**Clenched Fist**<sup>F</sup>: Large hand provides cover, pushes, or attacks your foes. [force]

**Polar Ray**<sup>F</sup>: Ranged touch attack deals 1d6/level cold damage. [cold]

**Shout, Greater**<sup>F</sup>: Devastating yell deals 10d6 sonic damage; *stuns* creatures, damages objects. [sonic]

**Sunburst**<sup>M</sup>: *Blinds* all within 10 ft., deals 6d6 damage. [light]

**Telekinetic Sphere**<sup>M</sup>: As *resilient sphere*, but you move sphere telekinetically. [force]

*Illusion*

**Scintillating Pattern**<sup>M</sup>: Twisting colors *confuse*, *stun*, or render *unconscious*. [mind-affecting]

**Screen:** Illusion hides area from vision, scrying.

**Shadow Evocation, Greater:** As *shadow evocation*, but up to 7th level and 60% real.

*Necromancy*

**Clone**<sup>M,F</sup>: Duplicate awakens when original dies.

**Create Greater Undead**<sup>M</sup>: Create shadows, wraiths, spectres, or devourers. [evil]

**Horrid Wilting**<sup>M</sup>: Deals 1d6/level damage within 30 ft. [water]

**Symbol of Death**<sup>M</sup>: Triggered rune slays nearby creatures. [death]

*Transmutation*

**Animate Construct, Major:** Animates an object up to Colossal size.

**Iron Body**<sup>M</sup>: Your body becomes living iron.

**Polymorph Any Object**<sup>M</sup>: Changes any subject into anything else.

**Temporal Stasis**<sup>M</sup>: Puts subject into suspended animation.

### 9th-Level Sorcerer/Wizard Spells

*Abjuration*

**Freedom:** Releases creature from imprisonment.

**Imprisonment:** Entombs subject beneath the earth.

**Mage's Disjunction:** Dispels magic, disenchant magic items.

**Prismatic Sphere:** As *prismatic wall*, but surrounds on all sides.

*Conjuration*

**Gate**<sup>XP</sup>: Connects two planes for travel or summoning.

**Refuge**<sup>M</sup>: Alters item to transport its possessor to you. [teleportation]

**Summon Monster IX**<sup>F</sup>: Calls extraplanar creature to fight for you.

**Teleportation Circle**<sup>M</sup>: Circle *teleports* any creature inside to designated spot. [teleportation]

*Divination*

**Foresight**<sup>M</sup>: "Sixth sense" warns of impending danger.

*Enchantment* [all are Mind-Affecting]

**Dominate Monster:** As *dominate person*, but any creature.

**Hold Monster, Mass**<sup>M</sup>: As *hold monster*, but all within 30 ft.

**Power Word Kill:** Kills one creature with 100 hp or less.

*Evocation*

**Crushing Hand**<sup>M,F</sup>: Large hand provides cover, pushes, or crushes your foes. [force]

**Meteor Swarm:** Four exploding spheres each deal 6d6 fire damage. [fire]

*Illusion*

**Shades:** As *shadow conjuration*, but up to 8th level and 80% real.

**Weird:** As *phantasmal killer*, but affects all within 30 ft. [fear, mind-affecting]

*Necromancy*

**Astral Projection**<sup>M</sup>: Projects you and companions onto Astral Plane.

**Energy Drain:** Subject gains 2d4 negative levels.

**Soul Bind**<sup>F</sup>: Traps newly dead soul to prevent *resurrection*.

**Wail of the Banshee:** Kills one creature/level. [death, sonic]

*Transmutation*

**Etherealness:** Travel to Ethereal Plane with companions.

**Shapechange**<sup>F</sup>: Transforms you into any creature, and change forms once per round.

**Time Stop:** You act freely for 1d4+1 rounds.

*Universal*

**Wish**<sup>XP</sup>: As *limited wish*, but with fewer limits.

## SPELL DESCRIPTIONS

### Acid Arrow

Conjuration (Creation) [Acid]

**Level:** Sor/Wiz 2

**Components:** V, S, M, F

**Casting Time:** 1 standard action

**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

A magical 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 (to a maximum of 18th), the acid, unless somehow neutralized, lasts for another round, dealing another 2d4 points of damage in that round.

**Material Component:** Powdered rhubarb leaf and an adder's stomach.

**Focus:** A dart (5 sp).

### Acid Fog

Conjuration (Creation) [Acid]

**Level:** Sor/Wiz 6, Water 7

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Fog spreads in 20-ft. radius, 20 ft. high

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

*Acid fog* creates a billowing mass of misty vapors similar to that produced by a solid fog spell. In addition to slowing creatures down and obscuring sight, this spell's vapors are highly acidic. Each round on your turn, starting when you cast the spell, the fog deals 2d6 points of acid damage to each creature and object within it.

**Arcane Material Component:** A pinch of dried, powdered peas combined with powdered animal hoof.

**Acid Splash**

Conjuration (Creation) [Acid]

**Level:** Sor/Wiz 0**Components:** V, S**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Effect:** One missile of acid**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage.

**Aid**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Clr 2, Good 2, Luck 2**Components:** V, S, DF**Casting Time:** 1 standard action**Range:** Touch**Target:** Living creature touched**Duration:** 1 minutes/level**Saving Throw:** None**Spell Resistance:** Yes (harmless)

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+10 temporary hit points at caster level 10th).

**Air Walk**

Transmutation [Air]

**Level:** Air 4, Clr 4, Drd 4**Components:** V, S, DF**Casting Time:** 1 standard action**Range:** Touch**Target:** Creature (Gargantuan or smaller) touched**Duration:** 10 minutes/level**Saving Throw:** None**Spell Resistance:** Yes (harmless)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the *air walker's* normal speed.

A strong wind (21+ mph) can push the subject along or hold it back. At the end of its turn each round, the wind blows the *air walker* 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

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 in this way if the *air walk* spell is dispelled, but not if it is negated by an *antimagic field*.

You can cast *air walk* on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of *air walk* (counts as a trick; see Handle Animal skill) with one week of work and a DC 25 Handle Animal check.

**Alarm**

Abjuration

**Level:** Brd 1, Rgr 1, Sor/Wiz 1**Components:** V, S, F/DF**Casting Time:** 1 standard action**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

*Alarm* 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.

**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.

**Arcane Focus:** A tiny bell and a piece of very fine silver wire

**Align Weapon**

Transmutation [see text]

**Level:** Clr 2**Components:** V, S, DF**Casting Time:** 1 standard action**Range:** Touch**Target:** Weapon touched or fifty projectiles (all of which must be in contact with each other at the time of casting)**Duration:** 1 minutes/level**Saving Throw:** Will negates (harmless, object)**Spell Resistance:** Yes (harmless, object)

*Align weapon* makes a weapon good, evil, lawful, or chaotic, as you choose. A weapon that is aligned can bypass the damage reduction of certain creatures. This spell has no effect on a weapon that already has an alignment.

You can't cast this spell on a natural weapon, such as an unarmed strike.

When you make a weapon good, evil, lawful, or chaotic, *align weapon* is a good, evil, lawful, or chaotic spell, respectively.

**Alter Self**

Transmutation

**Level:** Brd 2, Sor/Wiz 2**Components:** V, S**Casting Time:** 1 standard action**Range:** Personal**Target:** You**Duration:** 10 minutes/level (D)

The character can alter the character's appearance and form—including clothing and equipment—to appear taller or shorter, thin, fat, or in between. The assumed form must be corporeal. The character's body can undergo a limited physical transmutation, including adding or subtracting one or two limbs, and the character's weight can be changed up to one-half. If the form selected has wings, the character can fly at a speed of 30 feet with poor maneuverability. If the form has gills, the character can breathe underwater.

The character's attack rolls, natural armor bonus, and saves do not change. The spell does not confer special abilities, attack forms, defenses, ability scores, or mannerisms of the chosen form. Once the new form is chosen, it remains for the duration of the spell. If the character is slain, the character automatically returns to the character's normal form.

If the character uses this spell to create a disguise, the character gets a +10 bonus on the character's Disguise check.

### **Analyze Dweomer**

Divination

**Level:** Brd 6, Sor/Wiz 6

**Components:** V, S, F

**Casting Time:** 1 standard action

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

**Targets:** One object or creature per caster level

**Duration:** 1 round/level (D)

**Saving Throw:** None or Will negates; see text

**Spell Resistance:** No

You discern all spells and magical properties present in a number of creatures or objects. Each round, you may examine a single creature or object that you can see as a free action. In the case of a magic item, you learn its functions, how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level.

An attended object may attempt a Will save to resist this effect if its holder so desires. If the save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its save cannot be affected by any other *analyze dweomer* spells for 24 hours.

*Analyze dweomer* does not function when used on an artifact.

**Focus:** A tiny lens of ruby or sapphire set in a small golden loop. The gemstone must be worth at least 1,500 gp.

### **Animal Growth**

Transmutation

**Level:** Drd 5, Rgr 4, Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** Up to one animal (Gargantuan or smaller) per two levels, no two of which can be more than 30 ft. apart

**Duration:** 1 minutes/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

A number of animals grow to twice their normal size and eight times their normal weight. This alteration changes each animal's size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution (and thus an extra 2 hit points per HD), and imposes a -2 size penalty to Dexterity. The creature's existing natural armor bonus increases by 2. The size change also affects the animal's modifier to AC and attack rolls and its base damage. The animal's space and reach change as appropriate to the new size, but its speed does not change.

The spell also grants each subject damage reduction 10/magic and a +4 resistance bonus on saving throws. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it - the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by an animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment.

Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size.

The spell gives no means of command or influence over the enlarged animals.

Multiple magical effects that increase size do not stack.

### **Animal Messenger**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 2, Drd 2, Rgr 1

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Target:** One Tiny animal

**Duration:** One day/level

**Saving Throw:** None; see text

**Spell Resistance:** Yes

You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach some small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities.

During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language he or she doesn't know, for example).

**Material Component:** A morsel of food the animal likes.

### **Animal Shapes**

Transmutation

**Level:** Animal 7, Drd 8

**Components:** V, S, DF

**Casting Time:** 1 standard action

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

**Targets:** Up to one willing creature per level, all within 30 ft. of each other

**Duration:** 1 hour/level (D)

**Saving Throw:** None; see text

**Spell Resistance:** Yes (harmless)

As *polymorph*, except you *polymorph* up to one willing creature per caster level into an animal of your choice; the spell has no effect on unwilling creatures. All creatures must take the same kind of animal form. Recipients remain in the animal form until the spell expires or until you dismiss it for all recipients. In addition, an individual subject may choose to resume its normal form as a full-round action; doing so ends the spell for that subject alone. The maximum HD of an assumed form is equal to the subject's HD or your caster level, whichever is lower, to a maximum of 20 HD at 20th level.

### Animal Trance

Enchantment (Compulsion) [Mind-Affecting, Sonic]

**Level:** Brd 2, Drd 2

**Components:** V, S

**Casting Time:** 1 standard action

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

**Targets:** Animals or magical beasts with Intelligence 1 or 2

**Duration:** Concentration

**Saving Throw:** Will negates; see text

**Spell Resistance:** Yes

Your swaying motions and music (or singing, or chanting) compel animals and magical beasts to do nothing but watch you. Only a creature with an Intelligence score of 1 or 2 can be *fascinated* by this spell. Roll 2d6 to determine the total number of HD worth of creatures that you *fascinate*. The closest targets are selected first until no more targets within range can be affected.

A magical beast, a dire animal, or an animal trained to attack or guard is allowed a saving throw; an animal not trained to attack or guard is not.

### Animate Construct

Transmutation

**Level:** Brd 6, Sor/Wiz 6

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One unattended mundane object, up to Huge size

**Duration:** Concentration + 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

You imbue an inanimate object of up to Huge size with mobility and a semblance of life. The animated object then immediately attacks whomever or whatever you designate as a foe. If no foe is designated, it instead attacks whatever attacks it.

The target counts as an Animated Object as detailed in the *MM*, and any damage it already has applies to it after it is animated. The animated object obeys your telepathic commands for as long as you are concentrating on this spell, or your verbal commands after you stop concentrating. It cannot actually understand you, since it has no mind, but it instead just obeys the subconscious concept behind your commands. This allows you to issue commands of any complexity, so long as they can be conveyed in only one or two sentences. New orders always overwrite previous orders, since it has no memory.

### Animate Construct, Lesser

Transmutation

**Level:** Brd 4, Sor/Wiz 4

**Target:** One unattended mundane object, up to Large size

This spell functions like *animate construct*, except that it animates one construct of up to Large size.

### Animate Construct, Major

Transmutation

**Level:** Brd 8, Sor/Wiz 8

**Target:** One unattended mundane object, up to Colossal size

This spell functions like *animate construct*, except that it animates one construct of up to Colossal size.

### Animate Construct, Minor

Transmutation

**Level:** Brd 2, Sor/Wiz 2

**Target:** One unattended mundane object, up to Small size

This spell functions like *animate construct*, except that it animates one construct of up to Small size.

### Animate Dead

Necromancy [Evil]

**Level:** Clr 3, Sor/Wiz 4, Undead 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** One or more corpses touched

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands.

The undead can follow you, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. (A destroyed skeleton or zombie can't be animated again.)

Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of *animate dead*. (The *desecrate* spell doubles this limit)

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. (You choose which creatures are released.) If you are a cleric, any undead you might command by virtue of your power to command or rebuke undead do not count toward the limit.

**Skeletons:** A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.

**Zombies:** A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a true anatomy.

**Material Component:** You must place a black onyx gem worth at least 25 gp per Hit Die of the undead into the mouth or eye socket of each corpse you intend to animate. The magic of the spell turns these gems into worthless, burned-out shells.

### Animate Objects

Transmutation

**Level:** Brd 6, Chaos 6, Clr 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** One Small object per caster level; see text

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate.

An animated object can be of any nonmagical material. You may animate one Small or smaller object or an equivalent number of larger objects per caster level. A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two. You can change the designated target or targets as a move action, as if directing an active spell.

This spell cannot *animate objects* carried or worn by a creature.

*Animate objects* can be made permanent with a *permanency* spell.

## Animate Plants

Transmutation

**Level:** Drd 7, Plant 7

**Components:** V

**Casting Time:** 1 standard action

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

**Targets:** One Large plant per three caster levels or all plants within range; see text

**Duration:** 1 round/level or 1 hour/level; see text

**Saving Throw:** None

**Spell Resistance:** No

You imbue inanimate plants with mobility and a semblance of life. Each animated plant then immediately attacks whomever or whatever you initially designate as though it were an animated object of the appropriate size category. You may animate one Large or smaller plant, or an equivalent number of larger plants, per three caster levels. A Huge plant counts as two Large or smaller plants, a Gargantuan plant as four, and a Colossal plant as eight. You can change the designated target or targets as a move action, as if directing an active spell.

Use the statistics for animated objects, except that plants smaller than Large usually don't have hardness.

*Animate plants* cannot affect plant creatures, nor does it affect nonliving vegetable material.

**Entangle:** Alternatively, you may imbue all plants within range with a degree of mobility, which allows them to entwine around creatures in the area. This usage of the spell duplicates the effect of an *entangle* spell. Spell resistance does not keep creatures from being *entangled*. This effect lasts 1 hour per caster level.

## Animate Rope

Transmutation

**Level:** Brd 1, Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One ropelike object, length up to 50 ft. + 5 ft./level; see text

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

You can animate a nonliving ropelike object. The maximum length assumes a rope with a 1-inch diameter.

Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half.

The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a move action, as if directing an active spell.

The rope can enwrap only a creature or an object within 1 foot of it - it does not snake outward - so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch-diameter hempen rope has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become *entangled*. A creature capable of spellcasting that is bound by this spell must make a DC 15 Concentration check to cast a spell. An *entangled* creature can slip free with a DC 20 Escape Artist check.

The rope itself and any knots tied in it are not magical.

This spell grants a +2 bonus on any Use Rope checks you make when using the transmuted rope.

The spell cannot *animate objects* carried or worn by a creature.

## Antilife Shell

Abjuration

**Level:** Animal 6, Clr 6, Drd 6

**Components:** V, S, DF

**Casting Time:** 1 round

**Range:** 10 ft.

**Area:** 10-ft.-radius emanation, centered on you

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures.

The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead.

This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.

## Antimagic Field

Abjuration

**Level:** Clr 8, Magic 6, Protection 6, Sor/Wiz 6

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Area:** 10-ft.-radius emanation, centered on you

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** See text

An *invisible* barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines.

An *antimagic field* suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an *antimagic field* counts against the suppressed spell's duration.

Summoned creatures of any type and incorporeal undead wink out if they enter an *antimagic field*. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that is maintaining the creature. If you cast *antimagic field* in an area occupied by a summoned creature that has spell resistance, you must make a caster level check (1d20 + caster level) against the creature's spell resistance to make it wink out. (The effects of instantaneous conjurations are not affected by an *antimagic field* because the conjuration itself is no longer in effect, only its result.)

A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that). The spell has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, corporeal undead, and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities, however, may be temporarily nullified by the field. *Dispel magic* does not remove the field.

Two or more *antimagic fields* sharing any of the same space have no effect on each other. Certain spells, such as *wall of force*, *prismatic sphere*, and *prismatic wall*, remain unaffected by

*antimagic field* (see the individual spell descriptions). Artifacts and deities are unaffected by mortal magic such as this.

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

**Arcane Material Component:** A pinch of powdered iron or iron filings.

### Antipathy

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Drd 9, Sor/Wiz 8

**Components:** V, S, M/DF

**Casting Time:** 1 hour

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

**Target:** One location (up to a 10-ft. cube/level) or one object

**Duration:** 2 hours/level (D)

**Saving Throw:** Will partial

**Spell Resistance:** Yes

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment to be repelled must be named.

Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item.

A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points.

*Antipathy* counters and dispels *sympathy*.

**Arcane Material Component:** A lump of alum soaked in vinegar.

### Antiplant Shell

Abjuration

**Level:** Drd 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Area:** 10-ft.-radius emanation, centered on you

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

The *antiplant shell* spell creates an *invisible*, mobile barrier that keeps all creatures within the shell protected from attacks by plant creatures or animated plants. As with many abjuration spells, forcing the barrier against creatures that the spell keeps at bay strains and collapses the field.

### Arcane Eye

Divination (Scrying)

**Level:** Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 10 minutes

**Range:** Unlimited

**Effect:** Magical sensor

**Duration:** 1 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You create an *invisible* magical sensor that sends you visual information. You can create the *arcane eye* at any point you can see, but it can then travel outside your line of sight without hindrance. An *arcane eye* travels at 30 feet per round (300 feet per

minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there.

The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye can't enter another plane of existence, even through a gate or similar magical portal.

You must concentrate to use an *arcane eye*. If you do not concentrate, the eye is inert until you again concentrate.

**Material Component:** A bit of bat fur.

### Arcane Lock

Abjuration

**Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** The door, chest, or portal touched, up to 30 sq. ft./level in size

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

An *arcane lock* spell cast upon a door, chest, or portal magically locks it. You can freely pass your own *arcane lock* without affecting it; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful *dispel magic* or *knock* spell. Add 10 to the normal DC to break open a door or portal affected by this spell. (A *knock* spell does not remove an *arcane lock*; it only suppresses the effect for 10 minutes.)

**Material Component:** Gold dust worth 25 gp.

### Arcane Mark

Universal

**Level:** Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 0 ft.

**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, normal wear gradually causes the effect to fade in about a month.

*Arcane mark* must be cast on an object prior to casting *instant summons* on the same object (see that spell description for details).

## Arcane Sight

Divination

**Level:** Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minutes/level (D)

This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. The effect is similar to that of a *detect magic* spell, but *arcane sight* does not require concentration and discerns aura location and power more quickly.

You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the *detect magic* spell. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + one-half caster level for a non-spell effect.)

If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

*Arcane sight* can be made permanent with a *permanency* spell.

## Arcane Sight, Greater

Divination

**Level:** Sor/Wiz 7

This spell functions like *arcane sight*, except that you automatically know which spells or magical effects are active upon any individual or object you see.

*Greater arcane sight* doesn't let you *identify* magic items.

Unlike *arcane sight*, this spell cannot be made permanent with a *permanency* spell.

## Astral Projection

Necromancy

**Level:** Clr 9, Sor/Wiz 9, Travel 9

**Components:** V, S, M

**Casting Time:** 30 minutes

**Range:** Touch

**Targets:** You plus one additional willing creature touched per two caster levels

**Duration:** See text

**Saving Throw:** None

**Spell Resistance:** Yes

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether.

You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them.

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

While you are on the Astral Plane, your astral body is connected at all times to your physical body by a silvery cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. Although *astral projections* are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as *dispel magic* cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).

**Material Component:** A jacinth worth at least 1,000 gp, plus a silver bar worth 5 gp for each person to be affected.

## Atonement

Abjuration

**Level:** Clr 5, Drd 5

**Components:** V, S, M, F, DF, XP

**Casting Time:** 1 hour

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

This spell removes the burden of evil acts or misdeeds from the subject. The creature seeking *atonement* must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, *atonement* operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds and acts of a knowing and willful nature, you must intercede with your deity (requiring you to expend 500 XP) in order to expunge the subject's burden. Many casters first assign a subject of this sort a *quest* (see *geas/quest*) or similar penance to determine whether the creature is truly contrite before casting the *atonement* spell on its behalf.

*Atonement* may be cast for one of several purposes, depending on the version selected.

**Reverse Magical Alignment Change:** If a creature has had its alignment magically changed, *atonement* returns its alignment to its original status at no cost in experience points.

**Restore Class:** A paladin who has lost her class features due to committing an evil act may have her paladinhood restored to her by this spell.

**Restore Cleric or Druid Spell Powers:** A cleric or druid who has lost the ability to cast spells by incurring the anger of his or her deity may regain that ability by seeking *atonement* from another cleric of the same deity or another druid. If the transgression was intentional, the casting cleric loses 500 XP for his intercession. If the transgression was unintentional, he does not lose XP.

**Redemption or Temptation:** You may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is

unwilling to abandon its old alignment. This use of the spell does not work on outsiders or any creature incapable of changing its alignment naturally.

Though the spell description refers to evil acts, *atonement* can also be used on any creature that has performed acts against its alignment, whether those acts are evil, good, chaotic, or lawful.

**Note:** Normally, changing alignment is up to the player. This use of *atonement* simply offers a believable way for a character to change his or her alignment drastically, suddenly, and definitively.

**Material Component:** Burning incense.

**Focus:** In addition to your holy symbol or normal divine focus, you need a set of prayer beads (or other prayer device, such as a prayer wheel or prayer book) worth at least 500 gp.

**XP Cost:** When cast for the benefit of a creature whose guilt was the result of deliberate acts, the cost to you is 500 XP per casting (see above).

### **Augury**

Divination

**Level:** Clr 2

**Components:** V, S, M, F

**Casting Time:** 1 minute

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

An *augury* can tell you whether a particular action will bring good or bad results for you in the immediate future.

The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the *augury* succeeds, you get one of four results:

- \* Weal (if the action will probably bring good results).
- \* Woe (for bad results).
- \* Weal and woe (for both).
- \* Nothing (for actions that don't have especially good or bad results).

If the spell fails, you get the "nothing" result. A cleric who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful *augury*.

The *augury* can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All auguries cast by the same person about the same topic use the same dice result as the first casting.

**Material Component:** Incense worth at least 25 gp.

**Focus:** A set of marked sticks, bones, or similar tokens of at least 25 gp value.

### **Awaken**

Transmutation

**Level:** Drd 5

**Components:** V, S, DF, XP

**Casting Time:** 24 hours

**Range:** Touch

**Target:** Animal or tree touched

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You *awaken* a tree or animal to humanlike sentience. To succeed, you must make a Will save (DC 10 + the animal's current HD, or the HD the tree will have once *awakened*).

The *awakened* animal or tree is friendly toward you. You have no special empathy or connection with a creature you

awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it.

An *awakened* tree has characteristics as if it were an animated object, except that it gains the plant type and its Intelligence, Wisdom, and Charisma scores are each 3d6. An *awakened* plant gains the ability to move its limbs, roots, vines, creepers, and so forth, and it has senses similar to a human's.

An *awakened* animal gets 3d6 Intelligence, +1d3 Charisma, and +2 HD. Its type becomes magical beast (augmented animal). An *awakened* animal can't serve as an animal companion, familiar, or special mount.

An *awakened* tree or animal can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any).

**XP Cost:** 250 XP.

### **Baleful Polymorph**

Transmutation

**Level:** Drd 5, Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 standard action

**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 *polymorph*, 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 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 there from (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.

Incorporeal or gaseous creatures are immune to being *polymorphed*, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

### **Bane**

Enchantment (Compulsion) [Fear, Mind-Affecting]

**Level:** Clr 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 50 ft.

**Area:** All enemies within 50 ft.

**Duration:** 1 minutes/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*Bane* fills your enemies with fear and doubt. Each affected creature takes a -1 penalty on attack rolls and a -1 penalty on saving throws against fear effects.

*Bane* counters and dispels *bless*.



## Banishment

Abjuration

**Level:** Clr 6, Sor/Wiz 7

**Components:** V, S, F

**Casting Time:** 1 standard action

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

**Targets:** One or more extraplanar creatures, no two of which can be more than 30 ft. apart

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

A *banishment* spell is a more powerful version of the *dismissal* spell. It enables you to force extraplanar creatures out of your home plane. As many as 2 Hit Dice of creatures per caster level can be banished.

You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you gain a +1 bonus on your caster level check to overcome the target's spell resistance (if any), the saving throw DC increases by 2.

Certain rare items might work twice as well as a normal item for the purpose of the bonuses (each providing a +2 bonus on the caster level check against spell resistance and increasing the save DC by 4).

**Arcane Focus:** Any item that is distasteful to the subject (optional, see above).

## Barkskin

Transmutation

**Level:** Drd 2, Rgr 2, Plant 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

*Barkskin* toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at caster level 12th.

The enhancement bonus provided by *barkskin* stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

## Bear's Endurance

Transmutation

**Level:** Clr 2, Drd 2, Rgr 2, Sor/Wiz 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth.

Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

## Bear's Endurance, Mass

Transmutation

**Level:** Clr 6, Drd 6, Sor/Wiz 6

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

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

*Mass bear's endurance* works like *bear's endurance*, except that it affects multiple creatures.

## Bestow Curse

Necromancy

**Level:** Clr 3, Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You place a curse on the subject. Choose one of the following three effects.

\* -6 decrease to an ability score (minimum 1).

\* -4 penalty on attack rolls, saves, ability checks, and skill checks.

\* Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

*Bestow curse* counters *remove curse*.

## Binding

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Sor/Wiz 8

**Components:** V, S, M

**Casting Time:** One minute

**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 one-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 one-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 are casting any of the first three versions of *binding* (those with limited durations), you may cast additional *binding* spells to prolong the effect, since the durations overlap. 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 succeeds on this save, all the *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 one year per caster level. The subject of this form of *binding* is confined to the spot it occupied when it received the spell.

**Slumber:** This version causes the subject to become comatose for as long as one year per caster level. The subject does not need to eat or drink while slumbering, nor does it age. This form of *binding* is more difficult to cast than chaining, making it slightly easier to resist. Reduce the spell's save DC by 1.

**Bound Slumber:** This combination of chaining and slumber lasts for as long as one month per caster level. Reduce the save DC by 2.

**Hedged Prison:** The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. The effect is permanent. Reduce the save DC by 3.

**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 even 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 due to *dismissal*, *banishment*, or a similar effect.

**Components:** The components for a *binding* spell vary according to the version of the spell, but they always include a continuous chanting utterance read from the scroll or spellbook page containing the spell, somatic gestures, and materials appropriate to the form of *binding* used. These components can include such items as miniature chains of special metals, soporific herbs of the rarest sort (for slumber *bindings*), a bell jar of the finest crystal, and the like.

In addition to the specially made props suited to the specific type of *binding* (cost 500 gp), the spell requires opals worth at least 500 gp for each HD of the target and a vellum depiction or carved statuette of the subject to be captured.

### Black Tentacles

Conjuration (Creation)

**Level:** Darkness 4, Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**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 conjures a field of rubbery *black tentacles*, each 10 feet long. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot - including water. They grasp and entwine around creatures that enter the area, holding them fast and crushing them with great strength.

Every creature within the area of the spell must make a grapple check, opposed by the grapple check of the tentacles. Treat the tentacles attacking a particular target as a Large creature with a base attack bonus equal to your caster level and a Strength score of 19. Thus, its grapple check modifier is equal to your caster level +8. The tentacles are immune to all types of damage.

Once the tentacles grapple an opponent, they may make a grapple check each round on your turn to deal 1d6+4 points of bludgeoning damage. The tentacles continue to crush the opponent until the spell ends or the opponent escapes.

Any creature that enters the area of the spell is immediately attacked by the tentacles. Even creatures who aren't grappling with the tentacles may move through the area at only half normal speed.

**Material Component:** A piece of tentacle from a giant octopus or a giant squid.

### Blade Barrier

Evocation [Force]

**Level:**Clr 6, Good 6, War 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Wall of whirling blades up to 20 ft. long/level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two levels; either form 20 ft. high

**Duration:** 1 minutes/level (D)

**Saving Throw:** Reflex half or Reflex negates; see text

**Spell Resistance:** Yes

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 1d6 points of damage per caster level (maximum 15d6), with a Reflex save for half damage.

If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save.

A *blade barrier* provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

### Blasphemy

Evocation [Evil, Sonic]

**Level:**Clr 7, Evil 7

**Components:** V

**Casting Time:** 1 standard action

**Range:** 40 ft.

**Area:** Nonevil creatures in a 40-ft.-radius spread centered on you

**Duration:** Instantaneous

**Saving Throw:** None or Will negates; see text

**Spell Resistance:** Yes

Any non-evil creature within the area of a *blasphemy* spell suffers the following ill effects.

HD	Effect
Equal to caster level	<i>Dazed</i>
Up to caster level –1	<i>Weakened, dazed</i>
Up to caster level –5	<i>Paralyzed, weakened, dazed</i>
Up to caster level –10	<i>Killed, paralyzed, weakened, dazed</i>

The effects are cumulative and concurrent.

No saving throw is allowed against these effects.

- \* **Dazed:** The creature can take no actions for 1 round, though it defends itself normally.
- \* **Weakened:** The creature's Strength score decreases by 2d6 points for 2d4 rounds.
- \* **Paralyzed:** The creature is *paralyzed* and *helpless* for 1d10 minutes.
- \* **Killed:** Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, non-evil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *blasphemy*. The *banishment* effect allows a Will save (at a -4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by *blasphemy*.

### **Bless**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Clr 1, Pal 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 50 ft.

**Area:** The caster and all allies within a 50-ft. burst, centered on the caster

**Duration:** 1 minutes/level

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

*Bless* fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

*Bless* counters and dispels *bane*.

### **Bless Water**

Transmutation [Good]

**Level:** Clr 1, Pal 1

**Components:** V, S, M

**Casting Time:** 1 minute

**Range:** Touch

**Target:** Flask of water touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water.

**Material Component:** 5 pounds of powdered silver (worth 25 gp).

### **Bless Weapon**

Transmutation

**Level:** Pal 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Weapon touched

**Duration:** 1 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

This transmutation makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the damage reduction of evil creatures or striking evil incorporeal creatures (though the spell doesn't grant an actual enhancement bonus). The weapon also becomes good, which means it can bypass the damage reduction of certain creatures. (This effect overrides and suppresses any other alignment the weapon might have.) Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot.

In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword.

### **Blight**

Necromancy

**Level:** Drd 4, Sor/Wiz 5

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Duration:** Instantaneous

**Saving Throw:** Fortitude half; see text

**Spell Resistance:** Yes

This spell withers a single plant of any size. An affected plant creature takes 1d6 points of damage per level (maximum 15d6) and may attempt a Fortitude saving throw for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies.

This spell has no effect on the soil or surrounding plant life.

### **Blindness/Deafness**

Necromancy

**Level:** Brd 2, Clr 3, Sor/Wiz 2

**Components:** V

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One living creature

**Duration:** Permanent (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You call upon the powers of unlife to render the subject *blinded* or *deafened*, as you choose.

### **Blink**

Transmutation

**Level:** Brd 3, Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level (D)

You "blink" back and forth between the Material Plane and the Ethereal Plane. You look as though you're winking in and out of reality very quickly and at random.

*Blinking* has several effects, as follows.

Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help opponents, since you're ethereal and not merely *invisible*. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment).

If the attacker can see *invisible* creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike.

Any individually targeted spell has a 50% chance to fail against you while you're *blinking* unless your attacker can target *invisible*, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane.

While *blinking*, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). You strike as an *invisible* creature (with a +2 bonus on attack rolls), denying your target any Dexterity bonus to AC.

You take only half damage from falling, since you fall only while you are material.

While *blinking*, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled. You can move at only three-quarters speed (because movement on the Ethereal Plane is at half speed, and you spend about half your time there and half your time material.)

Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones.

An ethereal creature is *invisible*, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures.

An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet.

Force effects and abjunctions affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.

### **Blur**

Illusion (Glamer)

**Level:** Brd 2, Sor/Wiz 2

**Components:** V

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minutes/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

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).

### **Break Enchantment**

Abjuration

**Level:** Brd 4, Clr 5, Luck 5, Pal 4, Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 minute

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

**Targets:** Up to one creature per level, all within 30 ft. of each other

**Duration:** Instantaneous

**Saving Throw:** See text

**Spell Resistance:** No

This spell frees victims from enchantments, transmutations, and curses. *Break enchantment* can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is 25.

If the spell is one that cannot be dispelled by *dispel magic*, *break enchantment* works only if that spell is 5th level or lower.

If the effect comes from some permanent magic item *break enchantment* does not remove the curse from the item, but it does frees the victim from the item's effects.

### **Bull's Strength**

Transmutation

**Level:** Clr 2, Drd 2, Pal 2, Sor/Wiz 2, Strength 2

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

**Arcane Material Component:** A few hairs, or a pinch of dung, from a bull.

### **Bull's Strength, Mass**

Transmutation

**Level:** Clr 6, Drd 6, Sor/Wiz 6

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

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

This spell functions like *bull's strength*, except that it affects multiple creatures.

### **Burning Hands**

Evocation [Fire]

**Level:** Fire 1, Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

**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.

### **Call Lightning**

Evocation [Electricity]

**Level:** Drd 3

**Components:** V, S

**Casting Time:** 1 round

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** One or more 30-ft.-long vertical lines of lightning

**Duration:** 1 minutes/level

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected.

You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed. However, each round after the first you may use a standard action (concentrating

on the spell) to call a bolt. You may call a total number of bolts equal to your caster level (maximum 10 bolts).

If you are outdoors and in a stormy area - a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size) - each bolt deals 3d10 points of electricity damage instead of 3d6.

This spell functions indoors or underground but not underwater.

### Call Lightning Storm

Evocation [Electricity]

**Level:** Drd 5

**Range:** Long (400 ft. + 40 ft./level)

This spell functions like *call lightning*, except that each bolt deals 5d6 points of electricity damage (or 5d10 if created outdoors in a stormy area), and you may call a maximum of 15 bolts.

### Calm Animals

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Animal 1, Drd 1, Rgr 1

**Components:** V, S

**Casting Time:** 1 standard action

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

**Targets:** Animals within 30 ft. of each other

**Duration:** 1 minutes/level

**Saving Throw:** Will negates; see text

**Spell Resistance:** Yes

This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of Hit Dice of animals you can affect is equal to 2d4 + caster level. A dire animal or an animal trained to attack or guard is allowed a saving throw; other animals are not.

The affected creatures remain where they are and do not attack or flee. They are not *helpless* and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

### Calm Emotions

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 2, Clr 2, Law 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Creatures in a 20-ft.-radius spread

**Duration:** Concentration, up to 1 round/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell calms agitated creatures. You have no control over the affected creatures, but *calm emotions* can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as *bless*, *good hope*, and *rage*, as well as negating a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the *confused* condition from all targets. While the spell lasts, a suppressed spell or effect has no effect. When the *calm emotions* spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

### Cat's Grace

Transmutation

**Level:** Brd 2, Drd 2, Rgr 2, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

**Material Component:** A pinch of cat fur.

### Cat's Grace, Mass

Transmutation

**Level:** Brd 6, Drd 6, Sor/Wiz 6

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

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

This spell functions like *cat's grace*, except that it affects multiple creatures.

### Cause Fear

Necromancy [Fear, Mind-Affecting]

**Level:** Brd 1, Clr 1, Death 1, Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One living creature with 5 or fewer HD

**Duration:** 1d4 rounds or 1 round; see text

**Saving Throw:** Will partial

**Spell Resistance:** Yes

The affected creature becomes *frightened*. If the subject succeeds on a Will save, it is *shaken* for 1 round. Creatures with 6 or more Hit Dice are immune to this effect.

*Cause fear* counters and dispels *remove fear*.

### Chain Lightning

Evocation [Electricity]

**Level:** Air 6, Sor/Wiz 6

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Targets:** One primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike *lightning bolt*, *chain lightning* strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal half as much damage as the primary one did (rounded down).

Each target can attempt a Reflex saving throw for half damage. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

**Focus:** A bit of fur; a piece of amber, glass, or a crystal rod; plus one silver pin for each of your caster levels.

### Changestaff

Transmutation

**Level:** Drd 7

**Components:** V, S, F

**Casting Time:** 1 round

**Range:** Touch

**Target:** Your touched staff

**Duration:** 1 hour/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You change a specially prepared quarterstaff into a Huge treant-like creature, about 24 feet tall. When you plant the end of the staff in the ground and speak a special command to conclude the casting of the spell, your staff turns into a creature that looks and fights just like a treant. The staff-treant defends you and obeys any spoken commands. However, it is by no means a true treant; it cannot converse with actual treants or control trees. If the staff-treant is reduced to 0 or fewer hit points, it crumbles to powder and the staff is destroyed. Otherwise, the staff returns to its normal form when the spell duration expires (or when the spell is dismissed), and it can be used as the focus for another casting of the spell. The staff-treant is always at full strength when created, despite any wounds it may have incurred the last time it appeared.

**Focus:** The quarterstaff, which must be specially prepared. The staff must be a sound limb cut from an ash, oak, or yew, then cured, shaped, carved, and polished (a process requiring twenty-eight days).

You cannot adventure or engage in other strenuous activity during the shaping and carving of the staff.

### Chaos Hammer

Evocation [Chaotic]

**Level:** Chaos 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 20-ft.-radius burst

**Duration:** Instantaneous (1d6 rounds); see text

**Saving Throw:** Will partial; see text

**Spell Resistance:** Yes

You unleash chaotic power to smite your enemies. The power takes the form of a multicolored explosion of leaping, ricocheting energy. Only lawful and neutral (not chaotic) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to lawful creatures (or 1d6 points of damage per caster level, maximum 10d6, to lawful outsiders) and *slows* them for 1d6 rounds.

In addition, it takes a –2 penalty to AC, attack rolls, damage rolls, and Reflex saves (see the *slow* spell). A successful Will save reduces the damage by half and negates the *slow* effect.

The spell deals only half damage against creatures that are neither lawful nor chaotic, and they are not *slowed*. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

### Charm Animal

Enchantment (Charm) [Mind-Affecting]

**Level:** Drd 1, Rgr 1

**Target:** One animal

This spell functions like *charm person*, except that it affects a creature of the animal type.

### Charm Monster

Enchantment (Charm) [Mind-Affecting]

**Level:** Brd 3, Sor/Wiz 4

**Target:** One living creature

**Duration:** One day/level

This spell functions like *charm person*, except that the effect is not restricted by creature type or size.

Charm Monster, Mass

Enchantment (Charm) [Mind-Affecting]

**Level:** Brd 6, Sor/Wiz 8

**Components:** V

**Targets:** One or more creatures, no two of which can be more than 30 ft. apart

**Duration:** One day/level

This spell functions like *charm monster*, except that *mass charm monster* affects a number of creatures whose combined HD do not exceed twice your level, or at least one creature regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD.

### Charm Person

Enchantment (Charm) [Mind-Affecting]

**Level:** Brd 1, Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One humanoid or monstrous humanoid creature

**Duration:** 1 hour/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This charm makes a humanoid or monstrous 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.

### Chill Metal

Transmutation [Cold]

**Level:** Drd 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

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

**Target:** Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/level, none of which can be more than 30 ft. away from any of the rest

**Duration:** 7 rounds

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

*Chill metal* makes metal extremely cold. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes cold damage if its equipment is chilled. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its

weight. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.

On the first round of the spell, the metal becomes chilly and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, icy coldness causes pain and damage. In the third, fourth, and fifth rounds, the metal is freezing cold, causing more damage, as shown on the table below.

<b>Metal</b>		
<b>Round</b>	<b>Temperature</b>	<b>Damage</b>
1	Cold	None
2	Icy	1d4 points
3–5	Freezing	2d4 points
6	Icy	1d4 points
7	Cold	None

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis. Underwater, *chill metal* deals no damage, but ice immediately forms around the affected metal, making it more buoyant.

*Chill metal* counters and dispels *heat metal*.

### **Chill Touch**

Necromancy

**Level:** Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** Creature or creatures touched (up to one/level)

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial or Will negates; see text

**Spell Resistance:** Yes

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level.

An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if *panicked* for 1d4 rounds +1 round per caster level.

### **Circle of Death**

Necromancy [Death]

**Level:** Death 6, Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Several living creatures within a 40-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

A *circle of death* snuffs out the life force of living creatures, killing them instantly.

The spell slays 1d4 HD worth of living creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. No creature of 9 or more HD can be affected, and Hit Dice that are not sufficient to affect a creature are wasted.

**Material Component:** The powder of a crushed black pearl with a minimum value of 500 gp.

### **Clairaudience/Clairvoyance**

Divination (Scrying)

**Level:** Brd 3, Knowledge 3, Sor/Wiz 3

**Components:** V, S, F/DF

**Casting Time:** 10 minutes

**Range:** Long (400 ft. + 40 ft./level)

**Effect:** Magical sensor

**Duration:** 1 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

*Clairaudience/clairvoyance* creates an *invisible* magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known - a place familiar to you or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect. *Clairaudience/clairvoyance* functions only on the plane of existence you are currently occupying.

**Arcane Focus:** A small horn (for hearing) or a glass eye (for seeing).

### **Clenched Fist**

Evocation [Force]

**Level:** Sor/Wiz 8, Strength 8

**Components:** V, S, F/DF

This spell functions like *interposing hand*, except that the hand can interpose itself, push, or strike one opponent that you select. The floating hand can move as far as 60 feet and can attack in the same round. Since this hand is directed by you, its ability to notice or attack *invisible* or concealed creatures is no better than yours.

The hand attacks once per round, and its attack bonus equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +11 for the hand's Strength score (33), -1 for being Large. The hand deals 1d8+11 points of damage on each attack, and any creature struck must make a Fortitude save (against this spell's save DC) or be *stunned* for 1 round. Directing the spell to a new target is a move action.

The *clenched fist* can also interpose itself as *interposing hand* does, or it can bull rush an opponent as *forceful hand* does, but at a +15 bonus on the Strength check.

Clerics who cast this spell name it for their deities.

**Arcane Focus:** A leather glove.

### **Cloak of Chaos**

Abjuration [Chaotic]

**Level:** Chaos 8, Clr 8

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** 20 ft.

**Targets:** One creature/level in a 20-ft.-radius burst centered on you

**Duration:** 1 round/level (D)

**Saving Throw:** See text

**Spell Resistance:** Yes (harmless)

A random pattern of color surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by lawful creatures, and causing lawful creatures that strike the subjects to become *confused*. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike *protection from law*, the benefit of this spell applies against all attacks, not just against attacks by lawful creatures.

Second, each warded creature gains spell resistance 25 against lawful spells and spells cast by lawful creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from law* does.

Finally, if a lawful creature succeeds on a melee attack against a warded creature, the offending attacker is *confused* for 1 round (Will save negates, as with the *confusion* spell, but against the save DC of *cloak of chaos*).

**Focus:** A tiny reliquary containing some sacred relic, such as a scrap of parchment from a chaotic text. The reliquary costs at least 500 gp.

### Clone

Necromancy

**Level:** Sor/Wiz 8

**Components:** V, S, M, F

**Casting Time:** 10 minutes

**Range:** 0 ft.

**Effect:** One clone

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell makes an inert duplicate of a creature. If the original individual has been slain, its soul immediately transfers to the *clone*, creating a replacement (provided that the soul is free and willing to return). The original's physical remains, should they still exist, become inert and cannot thereafter be restored to life. If the original creature has reached the end of its natural life span (that is, it has died of natural causes), any cloning attempt fails.

To create the duplicate, you must have a piece of flesh (not hair, nails, scales, or the like) with a volume of at least 1 cubic inch that was taken from the original creature's living body. The piece of flesh need not be fresh, but it must be kept from rotting. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months.

When the *clone* is completed, the original's soul enters it immediately, if that creature is already dead. The *clone* is physically identical with the original and possesses the same personality and memories as the original. In other respects, treat the *clone* as if it were the original character raised from the dead, including the loss of one level or 2 points of Constitution (if the original was a 1st-level character). If this Constitution adjustment would give the *clone* a Constitution score of 0, the spell fails. If the original creature has lost levels since the flesh sample was taken and died at a lower level than the *clone* would otherwise be, the *clone* is one level below the level at which the original died.

The spell duplicates only the original's body and mind, not its equipment.

A duplicate can be grown while the original still lives, or when the original soul is unavailable, but the resulting body is merely a soulless bit of inert flesh, which rots if not preserved.

**Material Component:** The piece of flesh and various laboratory supplies (cost 1,000 gp).

**Focus:** Special laboratory equipment (cost 500 gp).

### Cloudkill

Conjuration (Creation)

**Level:** Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Cloud spreads in 20-ft. radius, 20 ft. high

**Duration:** 1 minutes/level

**Saving Throw:** Fortitude partial; see text

**Spell Resistance:** No

This spell generates a bank of fog, similar to a *fog cloud*, except that its vapors are yellowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer HD (no

save). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud).

A living creature with 6 or more HD takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Unlike a *fog cloud*, the *cloudkill* moves away from you at 10 feet per round, rolling along the surface of the ground.

Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell.

Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.

### Color Spray

Illusion (Pattern) [Mind-Affecting]

**Level:** Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**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 Hit Dice. These effects work even on constructs and undead.

**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*.

**Material Component:** A pinch each of powder or sand that is colored red, yellow, and blue.

### Command

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

**Level:** Clr 1

**Components:** V

**Casting Time:** 1 standard action

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

**Target:** One living creature

**Duration:** 1 round

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You give the subject a single *command*, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options.

**Approach:** On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

**Drop:** On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.

**Fall:** On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.



**Flee:** On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

**Halt:** The subject stands in place for 1 round. It may not take any actions but is not considered *helpless*.

If the subject can't carry out your *command* on its next turn, the spell automatically fails.

### Command, Greater

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

**Level:** Clr 5

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

**Duration:** 1 round/level

This spell functions like *command*, except that up to one creature per level may be affected, and the activities continue beyond 1 round. At the start of each *commanded* creature's action after the first, it gets another Will save to attempt to break free from the spell. Each creature must receive the same command.

### Command Plants

Transmutation

**Level:** Drd 4, Plant 4, Rgr 3

**Components:** V

**Casting Time:** 1 standard action

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

**Targets:** Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart

**Duration:** One day/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell allows you some degree of control over one or more plant creatures. Affected plant creatures can understand you, and they perceive your words and actions in the most favorable way (treat their attitude as friendly). They will not attack you while the spell lasts. You can try to give a 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.) A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

You can affect a number of plant creatures whose combined level or HD do not exceed twice your level.

### Command Undead

Necromancy

**Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Targets:** One undead creature

**Duration:** One day/level

**Saving Throw:** Will negates; see text

**Spell Resistance:** Yes

This spell allows you some degree of control over an undead creature. Assuming the subject is intelligent, it perceives your words and actions in the most favorable way (treat its attitude as friendly). It will not attack you while the spell lasts. 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 intelligent *commanded* undead never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

A non-intelligent undead creature gets no saving throw against this spell. When you control a mindless being, you can

communicate only basic commands, such as "come here," "go there," "fight," "stand still," and so on. non-intelligent undead won't resist suicidal or obviously harmful orders.

Any act by you or your apparent allies that threatens the *commanded* undead (regardless of its Intelligence) breaks the spell.

Your commands are not telepathic. The undead creature must be able to hear you.

**Material Component:** A shred of raw meat and a splinter of bone.

### Commune

Divination

**Level:** Clr 5

**Components:** V, S, M, DF, XP

**Casting Time:** 10 minutes

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

You contact your deity - or agents thereof - and ask questions that can be answered by a simple yes or no. (A cleric of no particular deity contacts a philosophically allied deity.) You are allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead.

The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends.

**Material Component:** Holy (or unholy) water and incense.

**XP Cost:** 100 XP.

### Commune with Nature

Divination

**Level:** Animal 5, Drd 5, Rgr 4

**Components:** V, S

**Casting Time:** 10 minutes

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings - caves, caverns, and the like - the radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

### Comprehend Languages

Divination

**Level:** Brd 1, Clr 1, Sor/Wiz 1

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely its literal

meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the *secret page* and *illusory script* spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

*Comprehend languages* can be made permanent with a *permanency* spell.

**Arcane Material Component:** A pinch of soot and a few grains of salt.

**Cone of Cold**

Evocation [Cold]  
**Level:** Sor/Wiz 5, Water 6  
**Components:** V, S, M/DF  
**Casting Time:** 1 standard action  
**Range:** 60 ft.  
**Area:** Cone-shaped burst  
**Duration:** Instantaneous  
**Saving Throw:** Reflex half  
**Spell Resistance:** Yes

*Cone of cold* creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level (maximum 15d6).

**Arcane Material Component:** A very small crystal or glass cone.

**Confusion**

Enchantment (Compulsion) [Mind-Affecting]  
**Level:** Brd 3, Sor/Wiz 4, Trickery 4  
**Components:** V, S, M/DF  
**Casting Time:** 1 standard action  
**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 the targets to become *confused*, making them unable to independently determine what they will do.

Roll on the following table at the beginning of each subject’s turn each round to see what the subject does in that round.

d%	Behavior
01–10	Attack caster with melee or ranged weapons (or close with caster if attack is not possible).
11–20	Act normally.
21–50	Do nothing but babble incoherently.
51–70	Flee away from caster at top possible speed.
71–100	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).

**Arcane Material Component:** A set of three nut shells.

**Confusion, Lesser**

Enchantment (Compulsion) [Mind-Affecting]  
**Level:** Brd 1  
**Components:** V, S

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

**Target:** One living creature

**Duration:** 1 round

This spell causes a single creature to become *confused* for 1 round. See the *confusion* spell, above, to determine the exact effect on the subject.

**Consecrate**

Evocation [Good]  
**Level:** Clr 2  
**Components:** V, S, M, DF  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Area:** 20-ft.-radius emanation  
**Duration:** 2 hours/level  
**Saving Throw:** None  
**Spell Resistance:** No

This spell blesses an area with positive energy. Each Charisma check made to turn undead within this area gains a +3 sacred bonus. Every undead creature entering a *consecrated* area suffers minor disruption, giving it a –1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a *consecrated* area.

If the *consecrated* area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+6 sacred bonus on turning checks, –2 penalties for undead in the area). You cannot *consecrate* an area with a similar fixture of a deity other than your own patron.

If the area does contain an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the *consecrate* spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

*Consecrate* counters and dispels *desecrate*.

**Material Component:** A vial of holy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area.

**Contact Other Plane**

Divination  
**Level:** Sor/Wiz 5  
**Components:** V  
**Casting Time:** 10 minutes  
**Range:** Personal  
**Target:** You  
**Duration:** Concentration

You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. (See the accompanying table for possible consequences and results of the attempt.) The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. (All questions are answered with “yes,” “no,” “maybe,” “never,” “irrelevant,” or some other one-word answer.)

You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. For every two caster levels, you may ask one question.

Contact with minds far removed from your home plane increases the probability that you will incur a decrease to Intelligence and Charisma, but the chance of the power knowing the answer, as well as the probability of the entity answering correctly, are likewise increased by moving to distant planes.

Once the Outer Planes are reached, the power of the deity contacted determines the effects. (Random results obtained from the table are subject to the personalities of individual deities.)

On rare occasions, this divination may be blocked by an act of certain deities or forces.

Plane Contacted	Avoid Int/Cha Decrease	True Answer	Don't Know	Random Lie	Random Answer
Elemental Plane (appropriate)	DC 7/1 wk (DC 7/1 wk)	01-34 (01-68)	35-62 (69-75)	63-83 (76-98)	84-100 (99-100)
Pos/Neg Energy	DC 8/1 wk	01-39	40-65	66-86	87-100
Astral Plane	DC 9/1 wk	01-44	45-67	68-88	89-100
Outer Plane, demideity	DC 10/2 wks	01-49	50-70	71-91	92-100
lesser deity	DC 12/3 wks	01-60	61-75	76-95	96-100
inter. deity	DC 14/4 wks	01-73	74-81	82-98	99-100
greater deity	DC 16/5 wks	01-88	89-90	91-99	100

**Avoid Int/Cha Decrease:** You must succeed on an Intelligence check against this DC to avoid a decrease in Intelligence and Charisma. If the check fails, your Intelligence and Charisma scores each fall to 8 for the stated duration, and you become unable to cast arcane spells. If you lose Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer is received. (The entries in parentheses are for questions that pertain to the appropriate Elemental Plane.)

**Results of a Successful Contact:** d% is rolled for the result shown on the table:

**True Answer:** You get a true, one-word answer. Questions that cannot be answered in this way are answered randomly.

**Don't Know:** The entity tells you that it doesn't know.

**Lie:** The entity intentionally lies to you.

**Random Answer:** The entity tries to lie but doesn't know the answer, so it makes one up.

### Contagion

Necromancy [Evil]

**Level:** Clr 3, Destruction 3, Drd 3, Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

The subject contracts a disease selected from the table below, which strikes immediately (no incubation period). The DC noted is for the subsequent saves (use *contagion's* normal save DC for the initial saving throw).

Disease	DC	Damage
Blinding sickness	16	1d4 Str <sup>1</sup>
Cackle fever	16	1d6 Wis
Filth fever	12	1d3 Dex and 1d3 Con
Mindfire	12	1d4 Int
Red ache	15	1d6 Str
Shakes	13	1d8 Dex
Slimy doom	14	1d4 Con

<sup>1</sup> Each time a victim takes 2 or more points of Strength damage from blinding sickness, he or she must make another Fortitude save (using the disease's save DC) or be permanently *blinded*.

### Contingency

Evocation

**Level:** Sor/Wiz 6

**Components:** V, S, M, F

**Casting Time:** At least 10 minutes; see text

**Range:** Personal

**Target:** You

**Duration:** One day/level (D) or until discharged

You can place another spell upon your person so that it comes into effect under some condition you dictate when casting *contingency*. The *contingency* spell and the companion spell are cast at the same time. The 10-minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that instead.

The spell to be brought into effect by the *contingency* must be one that affects your person and be of a spell level no higher than one-third your caster level (rounded down, maximum 6th level).

The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the *contingency* immediately brings into effect the companion spell, the latter being "cast" instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (*contingency* and the companion magic) may fail when called on. The companion spell occurs based solely on the stated conditions, regardless of whether you want it to. You can use only one *contingency* spell at a time; if a second is cast, the first one (if still active) is dispelled.

**Material Component:** That of the companion spell, plus quicksilver and an eyelash of an ogre mage, rakshasa, or similar spell-using creature.

**Focus:** A statuette of you carved from elephant ivory and decorated with gems (worth at least 1,500 gp). You must carry the focus for the *contingency* to work.

### Continual Flame

Evocation [Light]

**Level:** Clr 3, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Object touched

**Effect:** Magical, heatless flame

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A *continual flame* can be covered and hidden but not smothered or quenched.

Light spells counter and dispel darkness spells of an equal or lower level.

**Material Component:** You sprinkle ruby dust (worth 50 gp) on the item that is to carry the flame.

### Control Plants

Transmutation

**Level:** Drd 8, Plant 8

**Components:** V, S, DF

**Casting Time:** 1 standard action

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

**Targets:** Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart

**Duration:** 1 minutes/level

**Saving Throw:** Will negates

**Spell Resistance:** No

This spell enables you to control the actions of one or more plant creatures for a short period of time. You command the creatures by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible the controlled plants do not attack you. At the end of the spell, the subjects revert to their normal behavior.

Suicidal or self-destructive commands are simply ignored.

**Control Undead**

Necromancy

**Level:** Sor/Wiz 7

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Targets:** Up to 2 HD/level of undead creatures, no two of which can be more than 30 ft. apart

**Duration:** 1 minutes/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell enables you to *command undead* creatures for a short period of time. You command them by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible the controlled undead do not attack you. At the end of the spell, the subjects revert to their normal behavior.

Intelligent undead creatures remember that you controlled them.

**Material Component:** A small piece of bone and a small piece of raw meat.

**Control Water**

Transmutation [Water]

**Level:** Clr 4, Drd 4, Sor/Wiz 6, Water 4

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** Water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)

**Duration:** 10 minutes/level (D)

**Saving Throw:** None; see text

**Spell Resistance:** No

Depending on the version you choose, the *control water* spell raises or lowers water.

**Lower Water:** This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell (Will negates). The spell has no effect on other creatures.

**Raise Water:** This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

**Arcane Material Component:** A drop of water (for raise water) or a pinch of dust (for lower water).

**Control Weather**

Transmutation [Air]

**Level:** Air 7, Clr 7, Drd 7, Sor/Wiz 7

**Components:** V, S

**Casting Time:** 10 minutes; see text

**Range:** 2 miles

**Area:** 2-mile-radius circle, centered on you; see text

**Duration:** 4d12 hours; see text

**Saving Throw:** None

**Spell Resistance:** No

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather - where lightning strikes, for example, or the exact path of a tornado. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

*Control weather* can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

A druid casting this spell doubles the duration and affects a circle with a 3-mile radius.

**Control Winds**

Transmutation [Air]

**Level:** Air 5, Drd 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 40 ft./level

**Area:** 40 ft./level radius cylinder 40 ft. high

**Duration:** 10 minutes/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** No

You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until you choose to alter your handiwork, which requires concentration. You may create an “eye” of calm air up to 80 feet in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical area less than your full limit.

**Wind Direction:** You may choose one of four basic wind patterns to function over the spell’s area.

\* A downdraft blows from the center outward in equal strength in all directions.

\* An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.

\* A rotation causes the winds to circle the center in clockwise or counterclockwise fashion.

\* A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

**Wind Strength:** For every three caster levels, you can increase or decrease wind strength by one level. Each round on your turn, a creature in the wind must make a Fortitude save or suffer the effect of being in the windy area.

\* Strong winds (21+ mph) make sailing difficult.

- \* A severe wind (31+ mph) causes minor ship and building damage.
- \* A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.
- \* Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder.
- \* A tornado (175+ mph) destroys all non-fortified buildings and often uproots large trees.

### Create Food and Water

Conjuration (Creation) [Water]

**Level:** Clr 3

**Components:** V, S

**Casting Time:** 10 minutes

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

**Effect:** Food and water to sustain three humans or one horse/level for 24 hours

**Duration:** 24 hours; see text

**Saving Throw:** None

**Spell Resistance:** No

The food that this spell creates is simple fare of your choice - highly nourishing, if rather bland. Food so created decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting a purify food and water spell on it. The water created by this spell is just like clean rainwater, and it doesn't go bad as the food does.

### Create Greater Undead

Necromancy [Evil]

**Level:** Clr 8, Sor/Wiz 8, Undead 8

This spell functions like *create undead*, except that you can create more powerful and intelligent sorts of undead: shadows, wraiths, spectres, and devourers. The type or types of undead you can create is based on your caster level, as shown on the table below.

<u>Caster Level</u>	<u>Undead Created</u>
15th or lower	Shadow
16th–17th	Wraith
18th–19th	Spectre
20th or higher	Devourer

### Create Undead

Necromancy [Evil]

**Level:** Clr 6, Evil 6, Sor/Wiz 6, Undead 6

**Components:** V, S, M

**Casting Time:** 1 hour

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

**Target:** One corpse

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

A much more potent spell than *animate dead*, this evil spell allows you to create more powerful sorts of undead: ghouls, ghosts, mummies, and mohrgs. The type or types of undead you can create is based on your caster level, as shown on the table below.

<u>Caster Level</u>	<u>Undead Created</u>
11th or lower	Ghoul
12th–14th	Ghast
15th–17th	Mummy
18th or higher	Mohrg

You may create less powerful undead than your level would allow if you choose. Created undead are not automatically under the control of their animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms.

This spell must be cast at night.

**Material Component:** A clay pot filled with grave dirt and another filled with brackish water. The spell must be cast on a dead body. You must place a black onyx gem worth at least 50 gp per HD of the undead to be created into the mouth or eye socket of each corpse. The magic of the spell turns these gems into worthless shells.

### Create Water

Conjuration (Creation) [Water]

**Level:** Clr 0, Drd 0, Pal 1

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** Up to 2 gallons of water/level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large - possibly creating a downpour or filling many small receptacles.

**Note:** Conjuration spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

### Creeping Doom

Conjuration (Summoning)

**Level:** Drd 7

**Components:** V, S

**Casting Time:** 1 round

**Range:** Close (25 ft. + 5 ft./2 levels)/ 100 ft.; see text

**Effect:** One swarm of centipedes per two levels

**Duration:** 1 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

When you utter the spell of *creeping doom*, you call forth a mass of centipede swarms (one per two caster levels, to a maximum of ten swarms at 20th level), which need not appear adjacent to one another.

You may summon the centipede swarms so that they share the area of other creatures. The swarms remain stationary, attacking any creatures in their area, unless you command the *creeping doom* to move (a standard action). As a standard action, you can command any number of the swarms to move toward any prey within 100 feet of you. You cannot command any swarm to move more than 100 feet away from you, and if you move more than 100 feet from any swarm, that swarm remains stationary, attacking any creatures in its area (but it can be commanded again if you move within 100 feet).

### Crushing Despair

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 3, Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** 1 minutes/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

An *invisible* cone of despair causes great sadness in the subjects. Each affected creature takes a –2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

*Crushing despair* counters and dispels *good hope*.

**Material Component:** A vial of tears.

### Crushing Hand

Evocation [Force]

**Level:** Sor/Wiz 9, Strength 9

**Components:** V, S, M, F/DF

This spell functions like *interposing hand*, except that the hand can interpose itself, push, or crush one opponent that you select.

The *crushing hand* can grapple an opponent like *grasping hand* does. Its grapple bonus equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +12 for the hand's Strength score (35), +4 for being Large. The hand deals 2d6+12 points of damage (lethal, not nonlethal) on each successful grapple check against an opponent.

The *crushing hand* can also interpose itself as *interposing hand* does, or it can bull rush an opponent as *forceful hand* does, but at a +18 bonus.

Directing the spell to a new target is a move action.

Clerics who cast this spell name it for their deities.

**Arcane Material Component:** The shell of an egg.

**Arcane Focus:** A glove of snakeskin.

### Cure Critical Wounds

Conjuration (Healing)

**Level:** Brd 4, Clr 4, Drd 5, Healing 4

This spell functions like *cure light wounds*, except that it cures 4d8 points of damage +1 point per caster level (maximum +20).

### Cure Critical Wounds, Mass

Conjuration (Healing)

**Level:** Clr 8, Drd 9, Healing 8

This spell functions like *mass cure light wounds*, except that it cures 4d8 points of damage +1 point per caster level (maximum +40).

### Cure Light Wounds

Conjuration (Healing)

**Level:** Brd 1, Clr 1, Drd 1, Healing 1, Pal 1, Rgr 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will half (harmless); see text

**Spell Resistance:** Yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage +1 point per caster level (maximum +5).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

### Cure Light Wounds, Mass

Conjuration (Healing)

**Level:** Brd 5, Clr 5, Drd 6, Healing 5

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One creature/level, no two of which can be more than 30 ft. apart

**Duration:** Instantaneous

**Saving Throw:** Will half (harmless) or Will half; see text

**Spell Resistance:** Yes (harmless) or Yes; see text

You channel positive energy to cure 1d8 points of damage +1 point per caster level (maximum +25) in each selected creature.

Like other cure spells, *mass cure light wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

### Cure Minor Wounds

Conjuration (Healing)

**Level:** Clr 0, Drd 0

This spell functions like *cure light wounds*, except that it cures only 1 point of damage.

### Cure Moderate Wounds

Conjuration (Healing)

**Level:** Brd 2, Clr 2, Drd 3, Healing 2, Pal 3, Rgr 3

This spell functions like *cure light wounds*, except that it cures 2d8 points of damage +1 point per caster level (maximum +10).

### Cure Moderate Wounds, Mass

Conjuration (Healing)

**Level:** Brd 6, Clr 6, Drd 7

This spell functions like *mass cure light wounds*, except that it cures 2d8 points of damage +1 point per caster level (maximum +30).

### Cure Serious Wounds

Conjuration (Healing)

**Level:** Brd 3, Clr 3, Drd 4, Pal 4, Rgr 4, Healing 3

This spell functions like *cure light wounds*, except that it cures 3d8 points of damage +1 point per caster level (maximum +15).

### Cure Serious Wounds, Mass

Conjuration (Healing)

**Level:** Clr 7, Drd 8

This spell functions like *mass cure light wounds*, except that it cures 3d8 points of damage +1 point per caster level (maximum +35).

### Curse Water

Necromancy [Evil]

**Level:** Clr 1

**Components:** V, S, M

**Casting Time:** 1 minute

**Range:** Touch

**Target:** Flask of water touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

This spell imbues a flask (1 pint) of water with negative energy, turning it into unholy water. Unholy water damages good outsiders the way holy water damages undead and evil outsiders.

**Material Component:** 5 pounds of powdered silver (worth 25 gp).

**Dancing Lights**

Evocation [Light]

**Level:** Brd 0, Sor/Wiz 0**Components:** V, S**Casting Time:** 1 standard action**Range:** Medium (100 ft. + 10 ft./level)**Effect:** Up to four lights, all within a 10- ft.-radius area**Duration:** 1 minute (D)**Saving Throw:** None**Spell Resistance:** No

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

*Dancing lights* can be made permanent with a *permanency* spell.

**Darkness**

Evocation [Darkness]

**Level:** Brd 2, Clr 2, Darkness 2, Sor/Wiz 2**Components:** V, M/DF**Casting Time:** 1 standard action**Range:** Touch**Target:** Object touched**Duration:** 10 minutes/level (D)**Saving Throw:** None**Spell Resistance:** No

This spell causes an object to radiate darkness out to a 20-foot radius. All creatures in the area are *invisible* (50% miss chance). Creatures with darkvision treat the area as if it had shadowed illumination (20% miss chance), but only if the prevailing light conditions would have been regular illumination or shadowed illumination without the *darkness* spell. Creatures with blindsight or blindsense are unaffected.

Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of lower level. Higher level light spells are not affected by *darkness*.

If *darkness* is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

*Darkness* counters or dispels any light spell of equal or lower spell level.

**Arcane Material Component:** A bit of bat fur and either a drop of pitch or a piece of coal.

**Darkvision**

Transmutation

**Level:** Rgr 3, Sor/Wiz 2**Components:** V, S, M**Casting Time:** 1 standard action**Range:** Touch**Target:** Creature touched**Duration:** 1 hour/level**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. *Darkvision* does not grant one the ability to see in magical darkness.

*Darkvision* can be made permanent with a *permanency* spell.

**Material Component:** Either a pinch of dried carrot or an agate.

**Daylight**

Evocation [Light]

**Level:** Brd 3, Clr 3, Drd 3, Pal 3, Sor/Wiz 3, Sun 2**Components:** V, S**Casting Time:** 1 standard action**Range:** Touch**Target:** Object touched**Duration:** 10 minutes/level (D)**Saving Throw:** None**Spell Resistance:** No

The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light.

If *daylight* is cast on a small object that is then placed inside or under a light- proof covering, the spell's effects are blocked until the covering is removed.

*Daylight* brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

*Daylight* counters or dispels any darkness spell of equal or lower level, such as *darkness*.

**Daze**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 0, Sor/Wiz 0**Components:** V, S, M**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One humanoid or monstrous humanoid creature of 4 HD or less**Duration:** 1 round**Saving Throw:** Will negates**Spell Resistance:** Yes

This enchantment clouds the mind of a humanoid or monstrous humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Creatures of 5 or more HD are not affected. A *dazed* subject is not *stunned*, so attackers get no special advantage against it.

**Material Component:** A pinch of wool or similar substance.

**Daze Monster**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 2, Sor/Wiz 2**Range:** Medium (100 ft. + 10 ft./level)**Target:** One living creature of 6 HD or less

This spell functions like *daze*, but *daze monster* can affect any one living creature of any type. Creatures of 7 or more HD are not affected.

**Deanimate Construct**

Transmutation

**Level:** Brd 3, Sor/Wiz 3**Components:** V, S, XP (see text)**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One construct**Duration:** 1 round/level, or permanent (see text)**Saving Throw:** Will negates**Spell Resistance:** No

This spell interferes with the animating force of a construct creature, including everything from animated objects up to Ensouled Golems. It bypasses all protections against magical forces, including the Magic Immunity of Golems, and can only be resisted by the Will save of the construct itself. If the construct fails its Will save then it immediately becomes inanimate, the spell that animated it is dispelled. If the construct was permanent in nature rather than the subject of an *animate construct* or *animated objects* spell, or the *Ectominion* psionic power, then it instead is just deactivated for 1 round/level.

**XP Cost:** The caster of this spell can choose to deactivate a permanent construct permanently, but only if he pays an amount of XP equal to the XP cost for the construct.

### **Death Knell**

Necromancy [Death, Evil]

**Level:** Clr 2, Death 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous/10 minutes per HD of subject; see text

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has –1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. (This increase in effective caster level does not grant you access to more spells.) These effects last for 10 minutes per HD of the subject creature.

### **Death Ward**

Necromancy

**Level:** Clr 4, Death 4, Drd 5, Pal 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject is immune to all death spells, magical death effects, *energy drain*, and any negative energy effects.

This spell doesn't remove negative levels that the subject has already gained, nor does it affect the saving throw necessary 24 hours after gaining a negative level.

*Death ward* does not protect against other sorts of attacks even if those attacks might be lethal.

### **Deathwatch**

Necromancy

**Level:** Clr 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped emanation

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

Using the foul sight granted by the powers of unlife, you can determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left),

fighting off death (alive with 4 or more hit points), undead, or neither alive nor dead (such as a construct).

*Deathwatch* sees through any spell or ability that allows creatures to feign death.

### **Deep Slumber**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 3, Sor/Wiz 3

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

This spell functions like *sleep*, except that it affects 10 HD of creatures.

### **Deeper Darkness**

Evocation [Darkness]

**Level:** Clr 3, Darkness 3

**Duration:** One day/level (D)

This spell functions like *darkness*, except that the object radiates darkness in a 60-foot radius and the darkness lasts longer.

Creatures with darkvision cannot see in an area of *deeper darkness*.

*Daylight* brought into an area of *deeper darkness* (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

*Deeper darkness* counters and dispels any light spell of equal or lower level, including *daylight* and *light*.

### **Delay Poison**

Conjuration (Healing)

**Level:** Brd 2, Clr 2, Drd 2, Pal 2, Rgr 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. *Delay poison* does not cure any damage that poison may have already done.

### **Delayed Blast Fireball**

Evocation [Fire]

**Level:** Sor/Wiz 7

**Duration:** 5 rounds or less; see text

This spell functions like *fireball*, except that it is more powerful and can detonate up to 5 rounds after the spell is cast. The burst of flame deals 1d6 points of fire damage per caster level (maximum 20d6).

The glowing bead created by *delayed blast fireball* can detonate immediately if you desire, or you can choose to delay the burst for as many as 5 rounds. You select the amount of delay upon completing the spell, and that time cannot change once it has been set unless someone touches the bead (see below). If you choose a delay, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.



**Demand**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Sor/Wiz 8

**Saving Throw:** Will partial

**Spell Resistance:** Yes

This spell functions like *sending*, but the message can also contain a *suggestion* (see the *suggestion* spell), which the subject does its best to carry out. A successful Will save negates the *suggestion* effect but not the contact itself. The *demand*, if received, is understood even if the subject's Intelligence score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the *demand* is issued, the message is understood but the *suggestion* is ineffective.

The *demand's* message to the creature must be twenty-five words or less, including the *suggestion*. The creature can also give a short reply immediately.

**Material Component:** A short piece of copper wire and some small part of the subject - a hair, a bit of nail, or the like.

**Desecrate**

Evocation [Evil]

**Level:** Clr 2, Evil 2, Undead 1

**Components:** V, S, M, DF

**Casting Time:** 1 standard action

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

**Area:** 20-ft.-radius emanation

**Duration:** 2 hours/level

**Saving Throw:** None

**Spell Resistance:** Yes

This spell imbues an area with negative energy. Each Charisma check made to turn undead within this area takes a -3 profane penalty, and every undead creature entering a *desecrated* area gains a +1 profane bonus on attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HD.

If the *desecrated* area contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power, the modifiers given above are doubled (-6 profane penalty on turning checks, +2 profane bonus and +2 hit points per HD for undead in the area).

Furthermore, anyone who casts *animate dead* within this area may create as many as double the normal amount of undead (that is, 4 HD per caster level rather than 2 HD per caster level).

If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the *desecrate* spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

*Desecrate* counters and dispels *consecrate*.

**Material Component:** A vial of unholy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area.

**Destruction**

Necromancy [Death]

**Level:** Clr 7, Death 7

**Components:** V, S, F

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

This spell instantly slays the subject and consumes its remains (but not its equipment and possessions) utterly. If the target's Fortitude

saving throw succeeds, it instead takes 10d6 points of damage. The only way to restore life to a character who has failed to save against this spell is to use *true resurrection*, a carefully worded *wish* spell followed by *resurrection*, or *miracle*.

**Focus:** A special holy (or unholy) symbol of silver marked with verses of anathema (cost 500 gp).

**Detect Animals or Plants**

Divination

**Level:** Drd 1, Rgr 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant.

**1st Round:** Presence or absence of that kind of animal or plant in the area.

**2nd Round:** Number of individuals of the specified kind in the area, and the condition of the healthiest specimen.

**3rd Round:** The condition (see below) and location of each individual present. If an animal or plant is outside your line of sight, then you discern its direction but not its exact location.

**Conditions:** For purposes of this spell, the categories of condition are as follows:

**Normal:** Has at least 90% of full normal hit points, free of disease.

**Fair:** 30% to 90% of full normal hit points remaining.

**Poor:** Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.

**Weak:** 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

Each round you can turn to detect a kind of animal or plant 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 Chaos**

Divination

**Level:** Clr 1

This spell functions like *detect evil*, except that it detects the auras of chaotic creatures, clerics of chaotic deities, chaotic spells, and chaotic magic items, and you are vulnerable to an overwhelming chaotic aura if you are lawful.

**Detect Evil**

Divination

**Level:** Clr 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.

**1st Round:** Presence or absence of evil.

**2nd Round:** Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present.

If you are of good alignment, and the strongest evil aura’s power is overwhelming (see below), and the HD or level of the aura’s source is at least twice your character level, you are *stunned* for 1 round and the spell ends.

**3rd Round:** The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

**Aura Power:** An evil aura’s power depends on the type of evil creature or object that you’re detecting and its HD, caster level, or (in the case of a cleric) class level; see the accompanying table. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Item	----- Creature/Object -----				
	Evil	Evil	Cleric of	Evil	
	Creature <sup>1</sup>	Undead	Ousider	Evil	Diety <sup>2</sup> or Spell
Aura Power	(HD)	(HD)	(HD)	(Class)	(Caster)
Faint	10 or less	2 or less	1 or less	1	2 or less
Moderate	11-25	3-8	2-4	2-4	3-8
Strong	25-50	9-20	5-10	5-10	9-20
Overwhelming	51+	21+	11+	11+	21+

1 Except for undead and outsiders, which have their own entries on the table.

2 Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.

**Lingering Aura:** An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If *detect evil* 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	1d6x10 minutes
Overwhelming	1d6 days

Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them.

Each round, you can turn to *detect evil* 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 Good**

Divination

**Level:** Clr 1

This spell functions like *detect evil*, except that it detects the auras of good creatures, clerics or paladins of good deities, good spells, and good magic items, and you are vulnerable to an overwhelming good aura if you are evil. Healing potions, antidotes, and similar beneficial items are not good.

**Detect Law**

Divination

**Level:** Clr 1

This spell functions like *detect evil*, except that it detects the auras of lawful creatures, clerics of lawful deities, lawful spells, and lawful magic items, and you are vulnerable to an overwhelming lawful aura if you are chaotic.

**Detect Magic**

Divination

**Level:** Brd 0, Clr 0, Drd 0, Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 1 minutes/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 Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a non-spell effect.)

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. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Aura Power	Functioning Spell (Spell Level)	Magical Item (Caster Level)
Faint	3rd or less	5th or less
Moderate	4th-6th	6th-11th
Strong	7th-9th	12th-20th
Overwhelming	10th+ (diety-level)	21st+ (artifact)

**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	1d6x10 minutes
Overwhelming	1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers.

Each round, you can turn to *detect magic* in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

*Detect magic* can be made permanent with a *permanency* spell.

**Detect Poison**

Divination

**Level:** Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels) Target or

**Area:** One creature, one object, or a 5-ft. cube

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Alchemy or Craft (poison) skill may try a DC 20 Alchemy or Craft

(poison) check if the Wisdom check fails, or may try the skill check prior to the Wisdom check.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

### Detect Psionics

Divination

**Level:** Brd 1, Clr 1, Drd 1, Sor/Wiz 1

As *detect magic*, only it reveals psionic auras instead of magical ones.

### Detect Scrying

Divination

**Level:** Brd 4, Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 40 ft.

**Area:** 40-ft.-radius emanation centered on you

**Duration:** 24 hours

**Saving Throw:** None

**Spell Resistance:** No

You immediately become aware of any attempt to observe you by means of a divination (scrying) spell or effect. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed caster level checks (1d20 + caster level). If you at least match the scrier's result, you get a visual image of the scrier and an accurate sense of his or her direction and distance from you.

**Material Component:** A small piece of mirror and a miniature brass hearing trumpet.

### Detect Secret Doors

Divination

**Level:** Brd 1, Knowledge 1, Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 1 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You can *detect secret doors*, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject.

**1st Round:** Presence or absence of secret doors.

**2nd Round:** Number of secret doors and the location of each.

If an aura is outside your line of sight, then you discern its direction but not its exact location.

**Each Additional Round:** The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to *detect secret doors* 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 Snares and Pits

Divination

**Level:** Drd 1, Rgr 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps.

*Detect snares and pits* does detect certain natural hazards - quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). However, it does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring; see the spell snare), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long you study a particular area.

**1st Round:** Presence or absence of hazards.

**2nd Round:** Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location.

**Each Additional Round:** The general type and trigger for one particular hazard closely examined by you.

Each round, you can turn to *detect snares and pits* 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 Thoughts

Divination [Mind-Affecting]

**Level:** Brd 2, Knowledge 2, Sor/Wiz 2

**Components:** V, S, F/DF

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 1 minutes/level (D)

**Saving Throw:** Will negates; see text

**Spell Resistance:** No

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.

**1st Round:** Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

**2nd Round:** Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are *stunned* for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

**3rd Round:** Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast *detect thoughts* again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that you can pick up.

Each round, you can turn to *detect thoughts* 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.

**Arcane Focus:** A copper piece.

## Detect Undead

Divination

**Level:** Clr 1, Pal 1, Sor/Wiz 1

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 1 minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

**1st Round:** Presence or absence of undead auras.

**2nd Round:** Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are *stunned* for 1 round and the spell ends.

**3rd Round:** The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

**Aura Strength:** The strength of an undead aura is determined by the HD of the undead creature, as given on the following table:

HD	Strength
1 or lower	Faint
2–4	Moderate
5–10	Strong
11 or higher	Overwhelming

**Lingering Aura:** An undead aura lingers after its original source is destroyed. If *detect undead* 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	1d6x10 minutes
Overwhelming	1d6 days

Each round, you can turn to *detect undead* 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.

**Arcane Material Component:** A bit of earth from a grave.

## Dictum

Evocation [Lawful, Sonic]

**Level:** Clr 7, Law 7

**Components:** V

**Casting Time:** 1 standard action

**Range:** 40 ft.

**Area:** Nonlawful creatures in a 40-ft.-radius spread centered on you

**Duration:** Instantaneous

**Saving Throw:** None or Will negates; see text

**Spell Resistance:** Yes

Any non-lawful creature within the area of a *dictum* spell suffers the following ill effects.

HD	Effect
Equal to caster level	<i>Deafened</i>
Up to caster level –1	<i>Slowed, deafened</i>
Up to caster level –5	<i>Paralyzed, slowed, deafened</i>
Up to caster level –10	<i>Killed, paralyzed, slowed, deafened</i>

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

\* **Deafened:** The creature is *deafened* for 1d4 rounds.

\* **Slowed:** The creature is *slowed*, as by the *slow* spell, for 2d4 rounds.

\* **Paralyzed:** The creature is *paralyzed* and *helpless* for 1d10 minutes.

\* **Killed:** Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, non-lawful extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *dictum*. The *banishment* effect allows a Will save (at a –4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by *dictum*.

## Dimension Door

Conjuration (Teleportation)

**Level:** Brd 4, Sor/Wiz 4, Travel 4

**Components:** V

**Casting Time:** 1 standard action

**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)

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 traveling with you take an additional 4d6 points of damage and the spell simply fails.

## Dimensional Anchor

Abjuration

**Level:** Clr 4, Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Ray

**Duration:** 1 minutes/level

**Saving Throw:** None

**Spell Resistance:** Yes (object)

A green ray springs from your outstretched hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a *dimensional anchor* include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities. The spell also prevents the use of a gate or *teleportation circle* for the duration of the spell.

A *dimensional anchor* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, *dimensional anchor* does not prevent summoned creatures from disappearing at the end of a summoning spell.

### **Dimensional Lock**

Abjuration

**Level:** Clr 8, Mentalism 8, Sor/Wiz 8

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 20-ft.-radius emanation centered on a point in space

**Duration:** One day/level

**Saving Throw:** None

**Spell Resistance:** Yes

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities. Once *dimensional lock* is in place, extradimensional travel into or out of the area is not possible.

A *dimensional lock* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

### **Diminish Plants**

Transmutation

**Level:** Drd 3, Rgr 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** See text Target or

**Area:** See text

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell has two versions.

**Prune Growth:** This version causes normal vegetation within long range (400 feet + 40 feet per level) to shrink to about one-third of their normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully pruned and trimmed.

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter-circle.

You may also designate portions of the area that are not affected.

**Stunt Growth:** This version targets normal plants within a range of 1/2 mile, reducing their potential productivity over the course of the following year to one third below normal.

*Diminish plants* counters *plant growth*.

This spell has no effect on plant creatures.

### **Discern Lies**

Divination

**Level:** Clr 4, Pal 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

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

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

**Duration:** Concentration, up to 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** No

Each round, you concentrate on one subject, who must be within range. You know if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Each round, you may concentrate on a different subject.

### **Discern Location**

Divination

**Level:** Clr 8, Knowledge 8, Sor/Wiz 8

**Components:** V, S, DF

**Casting Time:** 10 minutes

**Range:** Unlimited

**Target:** One creature or object

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

A *discern location* spell is among the most powerful means of locating creatures or objects. Nothing short of a *mind blank* spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. *Discern location* circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

### **Disguise Self**

Illusion (Glamer)

**Level:** Brd 1, Sor/Wiz 1, Trickery 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/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 body type. 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.

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.

### **Disintegrate**

Transmutation

**Level:** Destruction 7, Sor/Wiz 6

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial (object)

**Spell Resistance:** Yes

A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage per caster level (to a maximum of 40d6). Any creature reduced to 0 or fewer hit points

by this spell is entirely *disintegrated*, leaving behind only a trace of fine dust. A *disintegrated* creature's equipment is unaffected.

When used against an object, the ray simply *disintegrates* as much as one 10-foot cube of nonliving matter. Thus, the spell *disintegrates* only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as *forceful hand* or a *wall of force*, but not magical effects such as a *globe of invulnerability* or an *antimagic field*.

A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely *disintegrated*.

Only the first creature or object struck can be affected; that is, the ray affects only one target per casting.

**Arcane Material Component:** A lodestone and a pinch of dust.

### Dismissal

Abjuration

**Level:** Clr 4, Sor/Wiz 5

**Components:** V, S, DF

**Casting Time:** 1 standard action

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

**Target:** One extraplanar creature

**Duration:** Instantaneous

**Saving Throw:** Will negates; see text

**Spell Resistance:** Yes

This spell forces an extraplanar creature back to its proper plane if it fails a special Will save (DC = spell's save DC – creature's HD + your caster level). If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

### Dispel Chaos

Abjuration [Lawful]

**Level:** Clr 5, Law 5, Pal 4

This spell functions like *dispel evil*, except that you are surrounded by constant, blue, lawful energy, and the spell affects chaotic creatures and spells rather than evil ones.

### Dispel Evil

Abjuration [Good]

**Level:** Clr 5, Good 5, Pal 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch Target or

**Targets:** You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object

**Duration:** 1 round/level or until discharged, whichever comes first

**Saving Throw:** See text

**Spell Resistance:** See text

Shimmering, white, holy energy surrounds you. This power has three effects.

First, you gain a +4 deflection bonus to AC against attacks by evil creatures.

Second, on making a successful melee touch attack against an evil creature from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Will save (spell resistance applies). This use discharges and ends the spell.

Third, with a touch you can automatically dispel any one enchantment spell cast by an evil creature or any one evil spell. Exception: Spells that can't be dispelled by *dispel magic* also can't be dispelled by *dispel evil*. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

### Dispel Good

Abjuration [Evil]

**Level:** Clr 5, Evil 5

This spell functions like *dispel evil*, except that you are surrounded by dark, wavering, unholy energy, and the spell affects good creatures and spells rather than evil ones.

### Dispel Law

Abjuration [Chaotic]

**Level:** Chaos 5, Clr 5

This spell functions like *dispel evil*, except that you are surrounded by flickering, yellow, chaotic energy, and the spell affects lawful creatures and spells rather than evil ones.

### Dispel Magic

Abjuration

**Level:** Brd 3, Clr 3, Drd 4, Magic 3, Pal 3, Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level) Target or

**Area:** One spellcaster, creature, or object; or 20-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You can use *dispel magic* to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *dispel magic*. *Dispel magic* can dispel (but not counter) spell-like effects just as it does spells.

**Note:** The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel magic* can take effect.

You choose to use *dispel magic* in one of three ways: a targeted dispel, an area dispel, or a counterspell:

**Targeted Dispel:** One object, creature, or spell is the target of the *dispel magic* spell. You make a dispel check (1d20 + your caster level, maximum +10) against the spell or against each ongoing spell currently in effect on the object or creature. The DC for this dispel check is 11 + the spell's caster level. If you succeed on a particular check, that spell is dispelled; if you fail, that spell remains in effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by monster summoning), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An extradimensional interface (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

**Area Dispel:** When *dispel magic* is used in this way, the spell affects everything within a 20-foot radius.

For each creature within the area that is the subject of one or more spells, you make a dispel check against the spell with the highest caster level. If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell (which discharges the *dispel magic* spell so far as that target is

concerned) or until you fail all your checks. The creature's magic items are not affected.

For each object within the area that is the target of one or more spells, you make dispel checks as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *dispel magic* spell, you can make a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the *dispel magic* spell, you can make a dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by monster summoning) is in the area, you can make a dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel spells targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

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

### Dispel Magic, Greater

Abjuration

**Level:** Brd 5, Clr 6, Drd 6, Sor/Wiz 6

This spell functions like *dispel magic*, except that the maximum caster level on your dispel check is +20 instead of +10.

Additionally, *greater dispel magic* has a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* can't dispel that effect.

### Dispel Psionics

Abjuration

**Level:** Brd 4, Clr 4, Drd 5, Mentalism 4, Pal 4, Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target or Area:** One manifester, creature, or object; or 30-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

The character can use *dispel psionics* to end ongoing powers that have been manifested on a creature or object, to temporarily suppress the psionic abilities of a psionic item, or to end ongoing powers (or at least their effects) within an area. A *dispelled* power ends as if its duration had expired. Some powers, as detailed in their descriptions, can't be defeated by *dispel psionics*. *Dispel psionics* affects all psionic powers, no matter their source.

**Note:** The effects of powers with instantaneous duration can't be dispelled, because the psionic effect is already over before the *dispel psionics* can take effect.

The character choose to use *dispel psionics* in one of two ways: a targeted dispel, or an area dispel:

**Targeted Dispel:** One object, creature, or power is the target of the spell. The character makes a dispel check against the power or against each ongoing power currently in effect on the object or creature. A dispel check is 1d20 +1 per caster level (maximum +10) against a DC of 11 + the power's Manifester Level.

If the spellcaster targets an object or creature who is the effect of an ongoing power (such as an *Ectoplasmic Duplicate*), he makes a dispel check to end the power that conjured the object or creature.

If the object that the character targets is a psionic item, the character makes a dispel check against the item's Manifester

Level. If the character succeeds, all the item's psionic properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes non-psionic for the duration of the effect. An extradimensional interface is temporarily closed. Remember that a psionic item's physical properties are unchanged. Artifacts and creatures of demigod or higher status (such as Sorcerer-Kings) are unaffected by mortal magic such as this.

The character automatically succeeds at the dispel check against any power that the character manifested.

**Area Dispel:** The spell affects everything within a 30-foot radius.

For each creature who is the target of one or more powers, the character makes a dispel check against the power with the highest Manifester Level. If that fails, the character makes dispel checks against progressively weaker powers until the character dispels one power (which discharges the dispel so far as that target is concerned) or fail all the character's checks. The creature's psionic items are not affected.

For each object that is the target of one or more powers, the character makes dispel checks as with creatures. Psionic items are not affected by area dispels.

For each ongoing area or effect power centered within the *dispel psionics'* area, the character makes a dispel check to dispel the power.

For each ongoing power whose area overlaps that of the dispel, the character makes a dispel check to end the effect, but only within the area of the *dispel psionics*.

If an object or creature who is the effect of an ongoing power, such as a monster summoned by *Ectominion*, is in the area, the character makes a dispel check to end the spell that conjured the object or creature (effectively destroying it) in addition to attempting to dispel powers targeting the creature or object.

The character may choose to automatically succeed at dispel checks against any power that the character manifested.

**Counterspell:** Unlike *dispel magic*, *dispel psionics* cannot be used to interfere with powers as they are being manifested.

### Dispel Psionics, Greater

Abjuration

**Level:** Brd 6, Clr 7, Drd 7, Mentalism 6, Sor/Wiz 7

This spell functions like *dispel psionics*, except that the maximum caster level on your dispel check is +20 instead of +10.

Additionally, *greater dispel psionics* has a chance to dispel any effect that *remove curse* or *break enchantment* can remove, even if *dispel psionics* can't dispel that effect.

### Displacement

Illusion (Glamour)

**Level:** Brd 3, Sor/Wiz 3

**Components:** V, M

**Casting Time:** 1 standard action

**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. However, unlike actual total concealment, *displacement* does not prevent enemies from targeting the creature normally. *True seeing* reveals its true location.

**Material Component:** A small strip of leather twisted into a loop.

**Disrupt Undead**

Necromancy

**Level:** Sor/Wiz 0**Components:** V, S**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Effect:** Ray**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** Yes

You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

**Disrupting Weapon**

Transmutation

**Level:** Clr 5**Components:** V, S**Casting Time:** 1 standard action**Range:** Touch**Targets:** One melee weapon**Duration:** 1 round/level**Saving Throw:** Will negates (harmless, object); see text**Spell Resistance:** Yes (harmless, object)

This spell makes a melee weapon deadly to undead. Any undead creature with HD equal to or less than your caster level must succeed on a Will save or be destroyed utterly if struck in combat with this weapon. Spell resistance does not apply against the *destruction* effect.

**Divination**

Divination

**Level:** Clr 4, Knowledge 4**Components:** V, S, M**Casting Time:** 10 minutes**Range:** Personal**Target:** You**Duration:** Instantaneous

Similar to *augury* but more powerful, a *divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct *divination* is 70% + 1% per caster level, to a maximum of 90%. If the dice roll fails, you know the spell failed, unless specific magic yielding false information is at work.

As with *augury*, multiple *divinations* about the same topic by the same caster use the same dice result as the first *divination* spell and yield the same answer each time.

**Material Component:** Incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp.

**Divine Favor**

Evocation

**Level:** Clr 1, Pal 1**Components:** V, S, DF**Casting Time:** 1 standard action**Range:** Personal**Target:** You**Duration:** 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three

caster levels you have (at least +1, maximum +3). The bonus doesn't apply to spell damage.

**Divine Power**

Evocation

**Level:** Clr 4, War 4**Components:** V, S, DF**Casting Time:** 1 standard action**Range:** Personal**Target:** You**Duration:** 1 round/level

Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. Your base attack bonus becomes equal to your character level (which may give you additional attacks), you gain a +6 enhancement bonus to Strength, and you gain 1 temporary hit point per caster level.

**Dominate Animal**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Animal 3, Drd 3**Components:** V, S**Casting Time:** 1 round**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One animal**Duration:** 1 round/level**Saving Throw:** Will negates**Spell Resistance:** Yes

You can enchant an animal and direct it with simple commands such as "Attack," "Run," and "Fetch." Suicidal or self-destructive commands (including an order to attack a creature two or more size categories larger than the dominated animal) are simply ignored.

*Dominate animal* establishes a mental link between you and the subject creature. The animal can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sensory input from the creature, but you know what it is experiencing. Because you are directing the animal with your own intelligence, it may be able to undertake actions normally beyond its own comprehension. You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally couldn't do. Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action.

**Dominate Monster**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Sor/Wiz 9**Target:** One creature

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

**Dominate Person**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 4, Sor/Wiz 5**Components:** V, S**Casting Time:** 1 round**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One humanoid or monstrous humanoid**Duration:** One day/level**Saving Throw:** Will negates**Spell Resistance:** Yes

You can control the actions of any humanoid or monstrous 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 instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it 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 neither prevents the establishment of domination nor dispels it.

### **Doom**

Necromancy [Fear, Mind-Affecting]

**Level:** Clr 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One living creature

**Duration:** 1 minutes/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell fills a single subject with a feeling of horrible dread that causes it to become *shaken*.

### **Dream**

Illusion (Phantasm) [Mind-Affecting]

**Level:** Brd 5, Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 minute

**Range:** Unlimited

**Target:** One living creature touched

**Duration:** See text

**Saving Throw:** None

**Spell Resistance:** Yes

You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient’s dream, and delivers the message. The message can be of any length, and the recipient

remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger’s mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient’s dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient’s dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the spell.

Creatures who don’t sleep (such as elves, but not half-elves) or don’t dream cannot be contacted by this spell.

The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always fails any saving throw) while in the trance.

### **Eagle’s Splendor**

Transmutation

**Level:** Brd 2, Clr 2, Pal 2, Sor/Wiz 2

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Sorcerers and bards (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell’s effect do increase.

**Arcane Material Component:** A few feathers or a pinch of droppings from an eagle.

### **Eagle’s Splendor, Mass**

Transmutation

**Level:** Brd 6, Clr 6, Sor/Wiz 6

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

**Target:** One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *eagle’s splendor*, except that it affects multiple creatures.

### **Earthquake**

Evocation [Earth]

**Level:** Clr 8, Destruction 8, Drd 8, Earth 7

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** 80-ft.-radius spread (S)

**Duration:** 1 round

**Saving Throw:** See text

**Spell Resistance:** No

When you cast *earthquake*, an intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can’t move or attack. A spellcaster on the ground must make a Concentration

check (DC 20 + spell level) or lose any spell he or she tries to cast. The *earthquake* affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an *earthquake* spell depends on the nature of the terrain where it is cast.

**Cave, Cavern, or Tunnel:** The spell collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught under the cave-in (Reflex DC 15 half ) and pinning that creature beneath the rubble (see below). An *earthquake* cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

**Cliffs:** *Earthquake* causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half ) and is pinned beneath the rubble (see below).

**Open Ground:** Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

**Structure:** Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half ) and is pinned beneath the rubble (see below).

**River, Lake, or Marsh:** Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

**Pinned beneath Rubble:** Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls *unconscious*, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

### Elemental Swarm

Conjuration (Summoning) [see text]

**Level:** Air 9, Drd 9, Earth 9, Fire 9, Water 9

**Components:** V, S

**Casting Time:** 10 minutes

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Two or more summoned creatures, no two of which can be more than 30 ft. apart

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell opens a portal to an Elemental Plane and summons elementals from it. A druid can choose the plane (Air, Earth, Fire, or Water); a cleric opens a portal to the plane matching his domain.

When the spell is complete, 2d4 Large elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that, one greater elemental appears. Each elemental has maximum hit points per HD. Once these creatures appear, they serve you for the duration of the spell.

The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals. You can dismiss them singly or in groups at any time.

When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

### Endure Elements

Abjuration [see text]

**Level:** Clr 1, Drd 1, Pal 1, Rgr 1, Sor/Wiz 1, Sun 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 24 hours

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

This abjuration grants a creature limited protection to damage from whichever one of five energy types the character selects: acid, cold, fire, electricity, or sonic. Each round, the spell absorbs the first 5 points of damage the creature would otherwise take from the specified energy type, regardless of whether the source of damage is natural, magical, or psionic. The spell protects the recipient's equipment as well.

*Endure elements* absorbs only damage. The character could still suffer unfortunate side effects, such as heat stroke and hypothermia.

*Endure elements* has the same descriptor as the type of damage it protects against.

**Note:** *Endure elements* overlaps (and does not stack with) *resist energy* and *protection from energy*. If a character is warding by *protection from energy* and one or both of the other spells, the *protection* spell absorbs damage until it is *exhausted*. If a character is warding by *resist energy* and *endure elements* at the same time, the *resist* spell absorbs damage but the *endure* spell does not.

### Energy Drain

Necromancy

**Level:** Clr 9, Sor/Wiz 9, Undead 9

**Saving Throw:** Fortitude partial; see text for *enervation*

This spell functions like *enervation*, except that the creature struck gains 2d4 negative levels, and the negative levels last longer.

There is no saving throw to avoid gaining the negative levels, but 24 hours after gaining them, the subject must make a Fortitude saving throw (DC = *energy drain* spell's save DC) for each negative level. If the save succeeds, that negative level is removed. If it fails, the negative level also goes away, but one of the subject's character levels is permanently drained.

An undead creature struck by the ray gains 2d4x5 temporary hit points for 1 hour.

### Enervation

Necromancy

**Level:** Sor/Wiz 4, Undead 4

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** Ray of negative energy

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

You point your finger and utter the incantation, releasing a black ray of crackling negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If the attack succeeds, the subject gains 1d4 negative levels.

If the subject has at least as many negative levels as HD, it dies. Each negative level gives a creature a –1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities).

Additionally, a spellcaster loses one spell or spell slot from his or her highest available level. Negative levels stack.

Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of permanently draining the victim's levels, but the negative levels from *enervation* don't last long enough to do so.

An undead creature struck by the ray gains 1d4x5 temporary hit points for 1 hour.

### **Enlarge Person**

Transmutation

**Level:** Sor/Wiz 1, Strength 1

**Components:** V, S, M

**Casting Time:** 1 round

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

**Target:** One humanoid or monstrous humanoid creature

**Duration:** 1 minutes/level (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell causes instant growth of a humanoid or monstrous humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, +1 natural armor (cumulative with other natural armor), a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size.

A creature whose size increases to Large has a space of 5 ft x 5 ft and a natural reach of 10 feet. This spell does not change the target's speed.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it - the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee and projectile weapons affected by this spell deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them. Magical properties of enlarged items are not increased by this spell.

Multiple magical effects that increase size do not stack.

*Enlarge person* counters and dispels *reduce person*.

*Enlarge person* can be made permanent with a *permanency* spell.

**Material Component:** A pinch of powdered iron.

### **Enlarge Person, Mass**

Transmutation

**Level:** Sor/Wiz 4

**Target:** One humanoid or monstrous humanoid creature/level, no two of which can be more than 30 ft. apart

This spell functions like *enlarge person*, except that it affects multiple creatures.

### **Entangle**

Transmutation

**Level:** Drd 1, Plant 1, Rgr 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** Plants in a 40-ft.-radius spread

**Duration:** 1 minutes/level (D)

**Saving Throw:** Reflex partial; see text

**Spell Resistance:** No

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become *entangled*. The creature can break free and move half its normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check. A creature that succeeds on a Reflex save is not *entangled*. The area of *entangle* counts as semi-unsteady ground (double movement cost, -2 to attack rolls, but not AC penalty). Each round on your turn, the plants once again attempt to *entangle* all creatures that have avoided or escaped *entanglement*.

**Note:** The effects of the spell may be altered somewhat, based on the nature of the *entangling* plants.

### **Enthrall**

Enchantment (Charm) [Language Dependent, Mind-Affecting, Sonic]

**Level:** Brd 2,Clr 2

**Components:** V, S

**Casting Time:** 1 round

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** Any number of creatures

**Duration:** 1 hour or less

**Saving Throw:** Will negates; see text

**Spell Resistance:** Yes

If you have the attention of a group of creatures, you can use this spell to hold them spellbound. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw.

A creature with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes.

The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those *enthralled* by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become *enthralled*. The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing.

If those not *enthralled* have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist. The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell.

If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously *enthralled* members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

### **Entropic Shield**

Abjuration

**Level:** Clr 1, Luck 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minutes/level (D)

A magical field appears around you, glowing with a chaotic blast of multicolored hues. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for which the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance are not affected.

### Erase

Transmutation

**Level:** Brd 1, Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One scroll or two pages

**Duration:** Instantaneous

**Saving Throw:** See text

**Spell Resistance:** No

*Erase* removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove *explosive runes*, a *glyph of warding*, a *sepia snake sigil*, or an *arcane mark*, but not *illusory script* or a symbol spell. nonmagical writing is automatically *erased* if you touch it and no one else is holding it. Otherwise, the chance of erasing nonmagical writing is 90%.

Magic writing must be touched to be *erased*, and you also must succeed on a caster level check (1d20 + caster level) against DC 15. (A natural 1 or 2 is always a failure on this check.) If you fail to erase *explosive runes*, a *glyph of warding*, or a *sepia snake sigil*, you accidentally activate that writing instead.

### Ethereal Jaunt

Transmutation

**Level:** Clr 7, Sor/Wiz 7

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level (D)

You become ethereal, along with your equipment. For the duration of the spell, you are in a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane. When the spell expires, you return to material existence.

An ethereal creature is *invisible*, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane.

Treat other ethereal creatures and ethereal objects as if they were material.

If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

### Etherealness

Transmutation

**Level:** Clr 9, Sor/Wiz 9

**Range:** Touch; see text

**Targets:** You and one other touched creature per three levels

**Duration:** 1 minutes/level (D)

**Spell Resistance:** Yes

This spell functions like *ethereal jaunt*, except that you and other willing creatures joined by linked hands (along with their equipment) become ethereal. Besides yourself, you can bring one creature per three caster levels to the Ethereal Plane. Once ethereal, the subjects need not stay together.

When the spell expires, all affected creatures on the Ethereal Plane return to material existence.

### Expeditious Retreat

Transmutation

**Level:** Brd 1, Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minutes/level (D)

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

### Explosive Runes

Abjuration [Force]

**Level:** Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One touched object weighing no more than 10 lb.

**Duration:** Permanent until discharged (D)

**Saving Throw:** See text

**Spell Resistance:** Yes

You trace these mystic runes upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing 6d6 points of force damage. Anyone next to the runes (close enough to read them) takes the full damage with no saving throw; any other creature within 10 feet of the runes is entitled to a Reflex save for half damage. The object on which the runes were written also takes full damage (no saving throw).

You and any characters you specifically instruct can read the protected writing without triggering the runes. Likewise, you can remove the runes whenever desired. Another creature can remove them with a successful *dispel magic* or *erase* spell, but attempting to dispel or *erase* the runes and failing to do so triggers the explosion.

**Note:** Magic traps such as *explosive runes* are hard to detect and disable. A rogue (only) can use the Search skill to find the runes and Disable Device to thwart them. The DC in each case is 25 + spell level, or 28 for *explosive runes*.

### Eyebite

Necromancy [Evil]

**Level:** Brd 6, Sor/Wiz 6

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One living creature

**Duration:** 1 round per three levels; see text

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

Each round, you may target a single living creature, striking it with waves of evil power. Depending on the target's HD, this attack has as many as three effects.

HD	Effect
10 or more	<i>Sickened</i>
5–9	<i>Panicked, sickened</i>
4 or less	<i>Comatose, panicked, sickened</i>

The effects are cumulative and concurrent.

**Sickened:** Sudden pain and fever sweeps over the subject's body. A *sickened* creature takes a –2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. A creature affected by this spell remains *sickened* for 10 minutes per caster level. The effects cannot be negated by a *remove disease* or *heal* spell, but a *remove curse* is effective.

**Panicked:** The subject becomes *panicked* for 1d4 rounds. Even after the panic ends, the creature remains *shaken* for 10 minutes per caster level, and it automatically becomes *panicked* again if it comes within sight of you during that time. This is a fear effect.

**Comatose:** The subject falls into a catatonic coma for 10 minutes per caster level. During this time, it cannot be awakened by any means short of dispelling the effect. This is not a sleep effect, and thus elves are not immune to it.

The spell lasts for 1 round per three caster levels. You must spend a move action each round after the first to target a foe.

### Fabricate

Transmutation

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** See text

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

**Target:** Up to 10 cu. ft./level; see text

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You convert material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the *fabricate* spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

You must make an appropriate Craft check to *fabricate* articles requiring a high degree of craftsmanship.

Casting requires 1 round per 10 cubic feet (or 1 cubic foot) of material to be affected by the spell.

**Material Component:** The original material, which costs the same amount as the raw materials required to craft the item to be created.

### Faerie Fire

Evocation [Light]

**Level:** Drd 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** Creatures and objects within a 5-ft.-radius burst

**Duration:** 1 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by *darkness* (though a 3rd-level or higher magical darkness effect functions normally), *blur*, *displacement*, *invisibility*, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The *faerie fire* can be blue, green, or violet, according to your choice at the time of casting. The *faerie fire* does not cause any harm to the objects or creatures thus outlined.

### False Life

Necromancy

**Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level or until discharged; see text

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 +1 per caster level (maximum +10).

**Material Component:** A small amount of alcohol or distilled spirits, which you use to trace certain sigils on your body during casting. These sigils cannot be seen once the alcohol or spirits evaporate.

### False Vision

Illusion (Glamer)

**Level:** Brd 5, Sor/Wiz 5, Trickery 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Area:** 40-ft.-radius emanation

**Duration:** 1 hour/level (D)

**Saving Throw:** None

**Spell Resistance:** No

Any divination (scrying) spell used to view anything within the area of this spell instead receives a false image (as the *major image* spell), as defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.

**Arcane Material Component:** The ground dust of a piece of jade worth at least 250 gp, which is sprinkled into the air when the spell is cast.

### Fear

Necromancy [Fear, Mind-Affecting]

**Level:** Brd 3, Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** 1 round/level or 1 round; see text

**Saving Throw:** Will partial

**Spell Resistance:** Yes

An *invisible* cone of terror causes each living creature in the area to become *panicked* unless it succeeds on a Will save. If cornered, a *panicked* creature begins *cowering*. If the Will save succeeds, the creature is *shaken* for 1 round.

**Material Component:** Either the heart of a hen or a white feather.

### Feather Fall

Transmutation

**Level:** Brd 1, Sor/Wiz 1

**Components:** V

**Casting Time:** 1 free action

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

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

**Duration:** Until landing or 1 round/level

**Saving Throw:** Will negates (harmless) or Will negates (object)

**Spell Resistance:** Yes (object)

The affected creatures or objects fall slowly. *Feather fall* instantly changes the rate at which the targets fall to a mere 60 feet per

round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes.

The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as two Large creatures or objects, and so forth.

You can cast this spell with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You may even cast this spell when it isn't your turn.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item the object does half normal damage based on its weight, with no bonus for the height of the drop.

*Feather fall* works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

### **Feeblemind**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Mentalism 7, Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Will negates; see text

**Spell Resistance:** Yes

If the target creature fails a Will saving throw, its 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.

**Material Component:** A handful of clay, crystal, glass, or mineral spheres.

### **Find the Path**

Divination

**Level:** Brd 6, Clr 6, Drd 6, Knowledge 6, Travel 6

**Components:** V, S, F

**Casting Time:** 3 rounds

**Range:** Personal or touch

**Target:** You or creature touched

**Duration:** 10 minutes/level

**Saving Throw:** None or Will negates (harmless)

**Spell Resistance:** No or Yes (harmless)

The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground, or even inside a *maze* spell. *Find the path* works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as you are at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass a *glyph of warding*. The spell ends when the destination is reached or the duration expires, whichever comes

first. *Find the path* can be used to remove the subject and its companions from the effect of a *maze* spell in a single round.

This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).

**Focus:** A set of divination counters of the sort you favor.

### **Find Traps**

Divination

**Level:** Clr 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minutes/level

You gain intuitive insight into the workings of traps. You can use the Search skill to detect traps just as a rogue can. In addition, you gain an insight bonus equal to one-half your caster level (maximum +10) on Search checks made to *find traps* while the spell is in effect.

Note that *find traps* grants no ability to disable the traps that you may find.

### **Finger of Death**

Necromancy [Death]

**Level:** Drd 8, Sor/Wiz 7

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

You can slay any one living creature within range. The target is entitled to a Fortitude saving throw to survive the attack. If the save is successful, the creature instead takes 3d6 points of damage +1 point per caster level (maximum +25).

The subject might die from damage even if it succeeds on its saving throw.

### **Fire Seeds**

Conjuration (Creation) [Fire]

**Level:** Drd 6, Fire 6, Sun 6

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** Up to four touched acorns or up to eight touched holly berries

**Duration:** 10 minutes/level or until used

**Saving Throw:** None or Reflex half; see text

**Spell Resistance:** No

Depending on the version of *fire seeds* you choose, you turn acorns into splash weapons that you or another character can throw, or you turn holly berries into bombs that you can detonate on command.

**Acorn Grenades:** As many as four acorns turn into special splash weapons that can be hurled as far as 100 feet. A ranged touch attack roll is required to strike the intended target. Together, the acorns are capable of dealing 1d6 points of fire damage per caster level (maximum 20d6), divided up among the acorns as you wish.

Each acorn explodes upon striking any hard surface. In addition to its regular fire damage, it deals 1 point of splash damage per die, and it ignites any combustible materials within 10 feet. A creature within this area that makes a successful Reflex

saving throw takes only half damage; a creature struck directly is not allowed a saving throw.

**Holly Berry Bombs:** You turn as many as eight holly berries into special bombs. The holly berries are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only 5 feet). If you are within 200 feet and speak a word of command, each berry instantly bursts into flame, causing 1d8 points of fire damage +1 point per caster level to every creature in a 5-foot radius burst and igniting any combustible materials within 5 feet. A creature in the area that makes a successful Reflex saving throw takes only half damage.

**Material Component:** The acorns or holly berries.

### Fire Shield

Evocation [Fire or Cold]

**Level:** Fire 5, Sor/Wiz 4, Sun 4

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level (D)

This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks (your choice).

Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage +1 point per caster level (maximum +15). This damage is either cold damage (if the shield protects against fire-based attacks) or fire damage (if the shield protects against cold-based attacks). If the attacker has spell resistance, it applies to this effect. Creatures wielding weapons with exceptional reach are not subject to this damage if they attack you.

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, giving off light equal to only half the illumination of a normal torch (10 feet). The color of the flames is determined randomly (50% chance of either color) - blue or green if the chill shield is cast, violet or blue if the warm shield is employed. The special powers of each version are as follows.

**Warm Shield:** The flames are warm to the touch. You take only half damage from cold-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

**Chill Shield:** The flames are cool to the touch. You take only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

**Arcane Material Component:** A bit of phosphorus for the warm shield; a live firefly or glowworm or the tail portions of four dead ones for the chill shield.

### Fire Storm

Evocation [Fire]

**Level:** Clr 8, Drd 7, Fire 7

**Components:** V, S

**Casting Time:** 1 round

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Two 10-ft. cubes per level (S)

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, and any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level (maximum 20d6).

### Fire Trap

Abjuration [Fire]

**Level:** Drd 2, Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Object touched

**Duration:** Permanent until discharged (D)

**Saving Throw:** Reflex half; see text

**Spell Resistance:** Yes

*Fire trap* creates a fiery explosion when an intruder opens the item that the trap protects. A *fire trap* can ward any object that can be opened and closed.

When casting *fire trap*, you select a point on the object as the spell's center. When someone other than you opens the object, a fiery explosion fills the area within a 5-foot radius around the spell's center. The flames deal 1d4 points of fire damage +1 point per caster level (maximum +20). The item protected by the trap is not harmed by this explosion.

A *fire trapped* item cannot have a second closure or warding spell placed on it.

A *knock* spell does not bypass a *fire trap*. An unsuccessful *dispel magic* spell does not detonate the spell.

Underwater, this ward deals half damage and creates a large cloud of steam.

You can use the *fire trapped* object without discharging it, as can any individual to whom the object was specifically attuned when cast. Attuning a *fire trapped* object to an individual usually involves setting a password that you can share with friends.

**Note:** Magic traps such as *fire trap* are hard to detect and disable. A rogue (only) can use the Search skill to find a *fire trap* and Disable Device to thwart it. The DC in each case is 25 + spell level (DC 27 for a druid's *fire trap* or DC 29 for the arcane version).

**Material Component:** A half-pound of gold dust (cost 25 gp) sprinkled on the warded object.

### Fireball

Evocation [Fire]

**Level:** Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** 20-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

A *fireball* spell is an 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.

**Material Component:** A tiny ball of bat guano and sulfur.

### Flame Arrow

Transmutation [Fire]

**Level:** Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Target:** Fifty projectiles, all of which must be in contact with each other at the time of casting

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

You turn ammunition (such as arrows, bolts, shuriken, and stones) into fiery projectiles. Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes.

**Material Component:** A drop of oil and a small piece of flint.

### Flame Blade

Evocation [Fire]

**Level:** Drd 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 0 ft.

**Effect:** Sword-like beam

**Duration:** 1 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this bladelike beam as if it were a scimitar (18-20/x2 critical as well). Attacks with the *flame blade* are melee touch attacks. The blade deals 1d8 points of fire damage +1 point per two caster levels (maximum +10). Since the blade is immaterial, your Strength modifier does not apply to the damage. A *flame blade* can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

The spell does not function underwater.

### Flame Strike

Evocation [Fire]

**Level:** Clr 5, Drd 4, Sun 5, War 5

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Cylinder (10-ft. radius, 40 ft. high)

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

A *flame strike* produces a vertical column of divine fire roaring downward. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks.

### Flaming Sphere

Evocation [Fire]

**Level:** Drd 2, Sor/Wiz 2

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** 5-ft.-diameter sphere

**Duration:** 1 round/level

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes

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 2d6 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.

**Arcane Material Component:** A bit of tallow, a pinch of brimstone, and a dusting of powdered iron.

### Flare

Evocation [Light]

**Level:** Brd 0, Drd 0, Sor/Wiz 0

**Components:** V

**Casting Time:** 1 standard action

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

**Effect:** Burst of light

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This cantrip creates a burst of light. If you cause the light to burst directly in front of a single creature, that creature is *dazzled* for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already *dazzled*, are not affected by *flare*.

### Flesh to Stone

Transmutation

**Level:** Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

The subject, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as *deathwatch*.

Only creatures made of flesh are affected by this spell.

**Material Component:** Lime, water, and earth.



## Fly

Transmutation

**Level:** Sor/Wiz 3, Travel 3

**Components:** V, S, F/DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a *fly* spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a *fly* spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears.

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 in this way if the *fly* spell is dispelled, but not if it is negated by an *antimagic field*.

**Arcane Focus:** A wing feather from any bird.

## Floating Disk

Evocation [Force]

**Level:** Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Effect:** 3-ft.-diameter disk of force

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per caster level. (If used to transport a liquid, its capacity is 2 gallons.) The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany you at a rate of no more than your normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and you. The disk winks out of existence when the spell duration expires. The disk also winks out if you move beyond range or try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

**Material Component:** A drop of mercury.

## Fog Cloud

Conjuration (Creation) [Water]

**Level:** Drd 2, Sor/Wiz 2, Water 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft. level)

**Effect:** Fog spreads in 20-ft. radius, 20 ft. high

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance).

Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

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

The spell does not function underwater.

## Forbiddance

Abjuration

**Level:** Clr 6

**Components:** V, S, M, DF

**Casting Time:** 6 rounds

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 60-ft. cube/level (S)

**Duration:** Permanent

**Saving Throw:** See text

**Spell Resistance:** Yes

*Forbiddance* seals an area against all planar travel into or within it. This includes all teleportation spells (such as *dimension door* and *teleport*), *plane shifting*, *astral travel*, *ethereal travel*, and all summoning spells. Such effects simply fail automatically.

In addition, it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours (see below). A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

**Alignments identical:** No effect. The creature may enter the area freely (although not by planar travel).

**Alignments different with respect to either law/chaos or good/evil:** The creature takes 6d6 points of damage. A successful Will save halves the damage, and spell resistance applies.

**Alignments different with respect to both law/chaos and good/evil:** The creature takes 12d6 points of damage. A successful Will save halves the damage, and spell resistance applies.

At your option, the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting.

*Dispel magic* does not dispel a *forbiddance* effect unless the dispeller's level is at least as high as your caster level.

You can't have multiple overlapping *forbiddance* effects. In such a case, the more recent effect stops at the boundary of the older effect.

**Material Component:** A sprinkling of holy water and rare incenses worth at least 1,500 gp, plus 1,500 gp per 60-foot cube. If a password is desired, this requires the burning of additional rare incenses worth at least 1,000 gp, plus 1,000 gp per 60-foot cube.

## Forcecage

Evocation [Force]

**Level:** Sor/Wiz 7

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Area:** Barred cage (20-ft. cube) or windowless cell (10-ft. cube)

**Duration:** 2 hours/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This powerful spell brings into being an immobile, *invisible* cubical prison composed of either bars of force or solid walls of force (your choice).

Creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.

Like a *wall of force* spell, a *forcecage* resists *dispel magic*, but it is vulnerable to a *disintegrate* spell, and it can be destroyed by a sphere of annihilation or a rod of cancellation.

**Barred Cage:** This version of the spell produces a 20-foot cube made of bands of force (similar to a *wall of force* spell) for bars. The bands are a half-inch wide, with half-inch gaps between them. Any creature capable of passing through such a small space can escape; others are confined. You can't attack a creature in a barred cage with a weapon unless the weapon can fit between the gaps. Even against such weapons (including arrows and similar ranged attacks), a creature in the barred cage has cover. All spells and breath weapons can pass through the gaps in the bars.

**Windowless Cell:** This version of the spell produces a 10-foot cube with no way in and no way out. Solid walls of force form its six sides.

**Material Component:** Ruby dust worth 1,500 gp, which is tossed into the air and disappears when you cast the spell.

### **Forceful Hand**

Evocation [Force]

**Level:** Sor/Wiz 6

**Components:** V, S, F

This spell functions like *interposing hand*, except that the *forceful hand* pursues and pushes away the opponent that you designate. Treat this attack as a bull rush with a +14 bonus on the Strength check (+8 for Strength 27, +4 for being Large, and a +2 bonus for charging, which it always gets). The hand always moves with the opponent to push that target back the full distance allowed, and it has no speed limit. Directing the spell to a new target is a move action.

A very strong creature could not push the hand out of its way because the latter would instantly reposition itself between the creature and you, but an opponent could push the hand up against you by successfully bull rushing it.

**Focus:** A sturdy glove made of leather or heavy cloth.

### **Foresight**

Divination

**Level:** Drd 9, Knowledge 9, Sor/Wiz 9

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Personal or touch

**Target:** See text

**Duration:** 10 minutes/level

**Saving Throw:** None or Will negates (harmless)

**Spell Resistance:** No or Yes (harmless)

This spell grants you a powerful sixth sense in relation to yourself or another. Once *foresight* is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. You are never surprised or *flat-footed*. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to AC and Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

**Arcane Material Component:** A hummingbird's feather.

### **Fox's Cunning**

Transmutation

**Level:** Brd 2, Sor/Wiz 2

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

The transmuted creature becomes smarter. The spell grants a +4 enhancement bonus to Intelligence, adding the usual benefits to Intelligence-based skill checks and other uses of the Intelligence modifier. Wizards (and other spellcasters who rely on Intelligence) affected by this spell do not gain any additional bonus spells for the increased Intelligence, but the save DCs for spells they cast while under this spell's effect do increase. This spell doesn't grant extra skill points.

**Arcane Material Component:** A few hairs, or a pinch of dung, from a fox.

### **Fox's Cunning, Mass**

Transmutation

**Level:** Brd 6, Sor/Wiz 6

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

**Target:** One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *fox's cunning*, except that it affects multiple creatures.

### **Freedom**

Abjuration

**Level:** Sor/Wiz 9

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels) or see text

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

The subject is freed from spells and effects that restrict its movement, including *binding*, *entangle*, *grappling*, *imprisonment*, *maze*, *paralysis*, *petrification*, *pinning*, *sleep*, *slow*, *stunning*, *temporal stasis*, and *web*. To free a creature from *imprisonment* or *maze*, you must know its name and background, and you must cast this spell at the spot where it was entombed or banished into the *maze*.

### **Freedom of Movement**

Abjuration

**Level:** Brd 4, Clr 4, Drd 4, Luck 4, Rgr 4

**Components:** V, S, M, DF

**Casting Time:** 1 standard action

**Range:** Personal or touch

**Target:** You or creature touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as *paralysis*, *solid fog*, *slow*, and *web*. The subject automatically succeeds on any grapple check made to resist a grapple attempt, as well as on grapple checks or Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The *freedom of movement* spell does not, however, allow water breathing.

**Material Component:** A leather thong, bound around the arm or a similar appendage.

### Freezing Sphere

Evocation [Cold]

**Level:** Sor/Wiz 6

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level) Target, Effect, or

**Area:** See text

**Duration:** Instantaneous or 1 round/level; see text

**Saving Throw:** Reflex half; see text

**Spell Resistance:** Yes

*Freezing sphere* creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a 10-foot-radius burst, dealing 1d6 points of cold damage per caster level (maximum 15d6) to each creature in the area. An elemental (water) creature instead takes 1d8 points of cold damage per caster level (maximum 15d8).

If the *freezing sphere* strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area equal to 100 square feet (a 10-foot square) per caster level (maximum 1,500 square feet). This ice lasts for 1 round per caster level. Creatures that were swimming on the surface of frozen water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a DC 25 Strength check or a DC 25 Escape Artist check to do so.

You can refrain from firing the globe after completing the spell, if you wish. Treat this as a touch spell for which you are holding the charge. You can hold the charge for as long as 1 round per level, at the end of which time the *freezing sphere* bursts centered on you (and you receive no saving throw to resist its effect). Firing the globe in a later round is a standard action.

**Focus:** A small crystal sphere.

### Gaseous Form

Transmutation [Air]

**Level:** Air 3, Brd 3, Sor/Wiz 3

**Components:** S, M/DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Willing corporeal creature touched

**Duration:** 2 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains damage reduction 10/magic and becomes immune to poison and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in *gaseous form*. (This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials.) The subject also loses supernatural abilities while in *gaseous form*. If it has a touch spell ready to use, that spell is discharged harmlessly when the *gaseous form* spell takes effect.

A gaseous creature can't run, but it can fly at a speed of 10 feet (maneuverability perfect). It can pass through small holes or

narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its *gaseous form*. Continuously active items remain active, though in some cases their effects may be moot.

**Arcane Material Component:** A bit of gauze and a wisp of smoke.

### Gate

Conjuration (Creation or Calling)

**Level:** Clr 9, Sor/Wiz 9

**Components:** V, S, XP; see text

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** See text

**Duration:** Instantaneous or concentration (up to 1 round/level); see text

**Saving Throw:** None

**Spell Resistance:** No

Casting a *gate* spell has two effects. First, it creates an extradimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction.

Second, you may then call a particular individual or kind of being through the *gate*.

The *gate* itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice), oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side.

A *gate* has a front and a back. Creatures moving through the *gate* from the front are transported to the other plane; creatures moving through it from the back are not.

**Planar Travel:** As a mode of planar travel, a *gate* spell functions much like a *plane shift* spell, except that the *gate* opens precisely at the point you desire (a creation effect). Deities and other beings who rule a planar realm can prevent a *gate* from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you - anyone who chooses to step through the portal is transported. A *gate* cannot be opened to another point on the same plane; the spell works only for extraplanar travel.

You may hold the *gate* open only for a brief time (no more than 1 round per caster level), and you must concentrate on doing so, or else the extraplanar connection is severed.

**Calling Creatures:** The second effect of the *gate* spell is to call an extraplanar creature to your aid (a calling effect). By naming a particular being or kind of being as you cast the spell, you cause the *gate* to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the *gate*, although they may choose to do so of their own accord. This use of the spell creates a *gate* that remains open just long enough to transport the called creatures. This use of the spell has an XP cost (see below).

If you choose to call a kind of creature instead of a known individual you may call either a single creature (of any CR) or several creatures. You can call and control several creatures as long as their CR total does not exceed your caster level. In the case of a single creature, you can control it if its CR does not exceed twice your caster level. A single creature with more CR than twice your caster level can't be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being

acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

A controlled creature can be commanded to perform a service for you. Such services fall into two categories: immediate tasks and contractual service. Fighting for you in a single battle or taking any other actions that can be accomplished within 1 round per caster level counts as an immediate task; you need not make any agreement or pay any reward for the creature's help. The creature departs at the end of the spell.

If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward; see the *lesser planar ally* spell for appropriate rewards. (Some creatures may want their payment in "livestock" rather than in coin, which could involve complications.) Immediately upon completion of the service, the being is transported to your vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane.

Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may attack you.

**Note:** When you use a calling spell such as *gate* to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type.

**XP Cost:** 1,000 XP (only for the calling creatures function).

### Geas/Quest

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

**Level:** Brd 6, Clr 6, Sor/Wiz 6

**Casting Time:** 10 minutes

**Target:** One living creature

**Saving Throw:** None

This spell functions similarly to *lesser geas*, except that it affects a creature of any HD and allows no saving throw.

Instead of taking penalties to ability scores (as with *lesser geas*), the subject takes 3d6 points of damage each day it does not attempt to follow the *geas/quest*. Additionally, each day it must make a Fortitude saving throw or become *sickened*. These effects end 24 hours after the creature attempts to resume the *geas/quest*.

A *remove curse* spell ends a *geas/quest* spell only if its caster level is at least two higher than your caster level. *Break enchantment* does not end a *geas/quest*, but *limited wish*, *miracle*, and *wish* do.

Bards, sorcerers, and wizards usually refer to this spell as *geas*, while clerics call the same spell *quest*.

### Geas, Lesser

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

**Level:** Brd 3, Sor/Wiz 4

**Components:** V

**Casting Time:** 1 round

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

**Target:** One living creature with 7 HD or less

**Duration:** One day/level or until discharged (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

A *lesser geas* places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must have 7 or fewer Hit Dice and be able to understand you. While a *geas* cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The *geased* creature must follow the given instructions until the *geas* is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions the spell remains in effect for a maximum of one day per caster level. A clever recipient can subvert some instructions:

If the subject is prevented from obeying the *lesser geas* for 24 hours, it takes a -2 penalty to each of its ability scores. Each day, another -2 penalty accumulates, up to a total of -8. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the *lesser geas*.

A *lesser geas* (and all ability score penalties) can be ended by *break enchantment*, *limited wish*, *remove curse*, *miracle*, or *wish*. *Dispel magic* does not affect a *lesser geas*.

### Gentle Repose

Necromancy

**Level:** Clr 2, Sor/Wiz 3

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Corpse touched

**Duration:** One day/level

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead (see *raise dead*). Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a fallen comrade more pleasant.

The spell also works on severed body parts and the like.

**Arcane Material Component:** A pinch of salt, and a copper piece for each eye the corpse has (or had).

### Ghost Sound

Illusion (Figment)

**Level:** Brd 0, Sor/Wiz 0

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Effect:** Illusory sounds

**Duration:** 1 round/level (D)

**Saving Throw:** Will disbelief (if interacted with)

**Spell Resistance:** No

*Ghost sound* allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound *ghost sound* creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans.

*Ghost sound* can enhance the effectiveness of a *silent image* spell.

*Ghost sound* can be made permanent with a *permanency* spell.

**Material Component:** A bit of wool or a small lump of wax.

## Ghoul Touch

Necromancy

**Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living humanoid or monstrous humanoid touched

**Duration:** 1d6+2 rounds

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

Imbuing you with negative energy, this spell allows you to *paralyze* a single living humanoid or monstrous humanoid for the duration of the spell with a successful melee touch attack.

Additionally, the *paralyzed* subject exudes a carrion stench that causes all living creatures (except you) in a 10-foot-radius spread to become *sickened* (Fortitude negates). A *neutralize poison* spell removes the effect from a *sickened* creature, and creatures immune to poison are unaffected by the stench.

**Material Component:** A small scrap of cloth taken from clothing worn by a ghoul, or a pinch of earth from a ghoul's lair.

## Giant Vermin

Transmutation

**Level:** Clr 4, Drd 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

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

**Targets:** Up to three vermin, no two of which can be more than 30 ft. apart

**Duration:** 1 minutes/level

**Saving Throw:** None

**Spell Resistance:** Yes

You turn three normal-sized centipedes, two normal-sized spiders, or a single normal-sized scorpion into larger forms. Only one type of vermin can be transmuted (so a single casting cannot affect both a centipede and a spider), and all must be grown to the same size. The size to which the vermin can be grown depends on your level; see the table below.

Any *giant vermin* created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands ("Attack," "Defend," "Stop," and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the *giant vermin* attack whoever or whatever is near them.

Caster Level	Vermin Size
9th or lower	Medium
10th–13th	Large
14th–17th	Huge
18th–19th	Gargantuan
20th or higher	Colossal

## Glibness

Transmutation

**Level:** Brd 3

**Components:** S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level (D)

Your speech becomes fluent and more believable. You gain a +30 bonus on Bluff checks made to convince another of the truth of your words. (This bonus doesn't apply to other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo.)

If a magical effect is used against you that would detect your lies or force you to speak the truth the user of the effect must succeed on a caster level check (1d20 + caster level) against a DC of 15 + your caster level to succeed. Failure means the effect does not detect your lies or force you to speak only the truth.

## Glitterdust

Conjuration (Creation)

**Level:** Brd 2, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**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

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.

Any creature covered by the dust takes a –40 penalty on Hide checks.

**Material Component:** Ground mica.

## Globe of Invulnerability

Abjuration

**Level:** Sor/Wiz 6

This spell functions like *lesser globe of invulnerability*, except that it also excludes 4th-level spells and spell-like effects.

## Globe of Invulnerability, Lesser

Abjuration

**Level:** Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Area:** 10-ft.-radius spherical emanation, centered on you

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** No

An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the *lesser globe of invulnerability*. Such spells fail to affect any target located within the globe. Excluded effects include spell-like abilities and spells or spell-like effects from items. However, any type of spell can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a targeted *dispel magic* spell, but not by an area *dispel magic*. You can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether *lesser globe of invulnerability* stops it.

**Material Component:** A glass or crystal bead that shatters at the expiration of the spell.

## Glyph of Warding

Abjuration

**Level:** Clr 3

**Components:** V, S, M

**Casting Time:** 10 minutes

**Range:** Touch

**Target or Area:** Object touched or up to 5 sq. ft./level

**Duration:** Permanent until discharged (D)

**Saving Throw:** See text

**Spell Resistance:** No (object) and Yes; see text

This powerful inscription harms those who enter, pass, or open the warded area or object. A *glyph of warding* can guard a bridge or passage, ward a portal, trap a chest or box, and so on.

You set the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a password trigger, glyphs can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. Glyphs can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, Hit Dice, or level. Glyphs respond to *invisible* creatures normally but are not triggered by those who travel past them ethereally. Multiple glyphs cannot be cast on the same area. However, if a cabinet has three drawers, each can be separately warded.

When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. A glyph can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the glyph and tracery become nearly *invisible*.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead*, *polymorph*, and *nondetection* (and similar magical effects) can fool a glyph, though nonmagical disguises and the like can't. *Read magic* allows you to identify a *glyph of warding* with a DC 13 Spellcraft check. Identifying the glyph does not discharge it and allows you to know the basic nature of the glyph (version, type of damage caused, what spell is stored).

**Note:** Magic traps such as *glyph of warding* are hard to detect and disable. A rogue (only) can use the Search skill to find the glyph and Disable Device to thwart it. The DC in each case is 25 + spell level, or 28 for *glyph of warding*.

Depending on the version selected, a glyph either blasts the intruder or activates a spell.

**Blast Glyph:** A blast glyph deals 1d8 points of damage per two caster levels (maximum 5d8) to the intruder and to all within 5 feet of him or her. This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Each creature affected can attempt a Reflex save to take half damage. Spell resistance applies against this effect.

**Spell Glyph:** You can store any harmful spell of 3rd level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the glyph. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal, except that the DC is based on the level of the spell stored in the glyph.

**Material Component:** You trace the glyph with incense, which must first be sprinkled with powdered diamond worth at least 200 gp.

## Glyph of Warding, Greater

Abjuration

**Level:** Clr 6

This spell functions like *glyph of warding*, except that a greater blast glyph deals up to 10d8 points of damage, and a greater spell glyph can store a spell of 6th level or lower.

**Material Component:** You trace the glyph with incense, which must first be sprinkled with powdered diamond worth at least 400 gp.

## Goodberry

Transmutation

**Level:** Drd 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** 2d4 fresh berries touched

**Duration:** One day/level

**Saving Throw:** None

**Spell Resistance:** Yes

Casting *goodberry* upon a handful of freshly picked berries makes 2d4 of them magical. You (as well as any other druid of 3rd or higher level) can immediately discern which berries are affected. Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

## Good Hope

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** One living creature/level, no two of which may be more than 30 ft. apart

**Duration:** 1 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell instills powerful hope in the subjects. Each affected creature gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

*Good hope* counters and dispels *crushing despair*.

## Grasping Hand

Evocation [Force]

**Level:** Sor/Wiz 7, Strength 7

**Components:** V, S, F/DF

This spell functions like *interposing hand*, except the hand can also grapple one opponent that you select. The *grasping hand* gets one grapple attack per round.

Its attack bonus to make contact equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for wizards, clerics, and sorcerers, respectively), +10 for the hand's Strength score (31), -1 for being Large. Its grapple bonus is this same figure, except with a +4 modifier for being Large instead of -1. The hand holds but does not harm creatures it grapples.

Directing the spell to a new target is a move action.

The *grasping hand* can also bull rush an opponent as *forceful hand* does, but at a +16 bonus on the Strength check (+10 for Strength 35, +4 for being Large, and a +2 bonus for charging, which it always gets), or interpose itself as *interposing hand* does.

Clerics who cast this spell name it for their deities.

**Arcane Focus:** A leather glove.

## Grease

Conjuration (Creation)

**Level:** Brd 1, Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels) Target or

**Area:** One object or a 10-ft. square

**Duration:** 1 round/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. This save is repeated on your turn each round that the creature remains within the area. A creature can walk within or through the area of *grease* at half normal speed with a DC 10 Balance 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 Balance skill for details).

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 receives 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 on grapple checks made to resist or escape a grapple or to escape a pin.

**Material Component:** A bit of pork rind or butter.

## Greater (Spell Name)

Any spell whose name begins with greater is alphabetized in this chapter according to the second word of the spell name. Thus, the description of a greater spell appears near the description of the spell on which it is based. Spell chains that have greater spells in them include those based on the spells *arcane sight*, *command*, *dispel magic*, *glyph of warding*, *invisibility*, *magic fang*, *magic weapon*, *planar ally*, *planar binding*, *prying eyes*, *restoration*, *screaming*, *shadow conjuration*, *shadow evocation*, *shout*, and *teleport*.

## Guards and Wards

Abjuration

**Level:** Sor/Wiz 6

**Components:** V, S, M, F

**Casting Time:** 30 minutes

**Range:** Anywhere within the area to be warded

**Area:** Up to 200 sq. ft./level (S)

**Duration:** 2 hours/level (D)

**Saving Throw:** See text

**Spell Resistance:** See text

This powerful spell is primarily used to defend your stronghold. The ward protects 200 square feet per caster level. The warded area can be as much as 20 feet high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area.

**Fog:** Fog fills all corridors, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

**Saving Throw:** None.

**Spell Resistance:** No.

**Arcane Locks:** All doors in the warded area are *arcane locked*.

**Saving Throw:** None.

**Spell Resistance:** No.

**Webs:** Webs fill all stairs from top to bottom. These strands are identical with those created by the *web* spell, except that they re-grow in 10 minutes if they are burned or torn away while the *guards and wards* spell lasts.

**Saving Throw:** Reflex negates; see text for *web*.

**Spell Resistance:** No.

**Confusion:** Where there are choices in direction - such as a corridor intersection or side passage - a minor *confusion*-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is an enchantment, mind-affecting effect.

**Saving Throw:** None.

**Spell Resistance:** Yes.

**Lost Doors:** One door per caster level is covered by a *silent image* to appear as if it were a plain wall.

**Saving Throw:** Will disbelief (if interacted with).

**Spell Resistance:** No.

In addition, you can place your choice of one of the following five magical effects.

1. *Dancing lights* in four corridors. You can designate a simple program that causes the lights to repeat as long as the *guards and wards* spell lasts.

**Saving Throw:** None.

**Spell Resistance:** No.

2. *A magic mouth* in two places.

**Saving Throw:** None.

**Spell Resistance:** No.

3. *A stinking cloud* in two places. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while the *guards and wards* spell lasts.

**Saving Throw:** Fortitude negates; see text for *stinking cloud*.

**Spell Resistance:** No.

4. *A gust of wind* in one corridor or room.

**Saving Throw:** Fortitude negates.

**Spell Resistance:** Yes.

5. *A suggestion* in one place. You select an area of up to 5 feet square, and any creature who enters or passes through the area receives the *suggestion* mentally.

**Saving Throw:** Will negates.

**Spell Resistance:** Yes.

The whole warded area radiates strong magic of the abjuration school. A *dispel magic* cast on a specific effect, if successful, removes only that effect. A successful *Mage's disjunction* destroys the entire *guards and wards* effect.

**Material Component:** Burning incense, a small measure of brimstone and oil, a knotted string, and a small amount of blood.

**Focus:** A small silver rod.

## Guidance

Divination

**Level:** Clr 0, Drd 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute or until discharged

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

## Gust of Wind

Evocation [Air]

**Level:** Drd 2, Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Effect:** Line-shaped gust of severe wind emanating out from you to the extreme of the range

**Duration:** 1 round

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path.

A Tiny or smaller creature on the ground is knocked down and rolled 1d4x10 feet, taking 1d4 points of nonlethal damage per 10 feet. If flying, a Tiny or smaller creature is blown back 2d6x10 feet and takes 2d6 points of nonlethal damage due to battering and buffeting.

Small creatures are knocked prone by the force of the wind, or if flying are blown back 1d6x10 feet.

Medium creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6x5 feet.

Large or larger creatures may move normally within a *gust of wind* effect.

A *gust of wind* can't move a creature beyond the limit of its range.

Any creature, regardless of size, takes a -4 penalty on ranged attacks and Listen checks in the area of a *gust of wind*.

The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a *gust of wind* can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

*Gust of wind* can be made permanent with a *permanency* spell.

## Hallow

Evocation [Good]

**Level:** Clr 5, Drd 5

**Components:** V, S, M, DF

**Casting Time:** 24 hours

**Range:** Touch

**Area:** 40-ft. radius emanating from the touched point

**Duration:** Instantaneous

**Saving Throw:** See text

**Spell Resistance:** See text

*Hallow* makes a particular site, building, or structure a holy site. This has four major effects.

First, the site or structure is guarded by a *magic circle against evil* effect.

Second, all Charisma checks made to turn undead gain a +4 sacred bonus, and Charisma checks to command undead take a -4 penalty. Spell resistance does not apply to this effect. (This provision does not apply to the druid version of the spell.)

Third, any dead body interred in a *hallowed* site cannot be turned into an undead creature.

Finally, you may choose to fix a single spell effect to the *hallowed* site. The spell effect lasts for one year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures that adhere to another faith or alignment. At the end of the year,

the chosen effect lapses, but it can be renewed or replaced simply by casting *hallow* again.

Spell effects that may be tied to a *hallowed* site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *deeper darkness*, *detect evil*, *detect magic*, *dimensional anchor*, *discern lies*, *dispel magic*, *endure elements*, *freedom of movement*, *invisibility purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*. Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *hallow* spell (and its associated spell effect) at a time. *Hallow* counters but does not dispel *unhallow*.

**Material Component:** Herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be included in the *hallowed* area.

## Hallucinatory Terrain

Illusion (Glamer)

**Level:** Brd 4, Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 10 minutes

**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.

**Material Component:** A stone, a twig, and a bit of green plant.

## Halt Undead

Necromancy

**Level:** Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** Up to three undead creatures, no two of which can be more than 30 ft. apart

**Duration:** 1 round/level

**Saving Throw:** Will negates (see text)

**Spell Resistance:** Yes

This spell renders as many as three undead creatures immobile. A non-intelligent undead creature gets no saving throw; an intelligent undead creature does. If the spell is successful, it renders the undead creature immobile for the duration of the spell (similar to the effect of *hold person* on a living creature). The effect is broken if the halted creatures are attacked or take damage.

**Material Component:** A pinch of sulfur and powdered garlic.

## Harm

Necromancy

**Level:** Clr 6, Destruction 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will half; see text

**Spell Resistance:** Yes

*Harm* charges a subject with negative energy that deals 10 points of damage per caster level (to a maximum of 150 points at 15th level). If the creature successfully saves, *harm* deals half this amount, but it cannot reduce the target's hit points to less than 1.



If used on an undead creature, *harm* acts like *heal*.

### Haste

Transmutation

**Level:** Brd 3, Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Targets:** One creature

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

The transmuted creature moves and acts more quickly than normal. This extra speed has several effects.

\* On its turn, the subject may take an extra move or attack action, either before or after its regular action. This action cannot be used to cast spells, activate items, or manifest psionics - since it is **only** a move or attack action.

\* The subject gains a +2 haste bonus to AC. The subject loses this bonus whenever it would lose a dodge bonus.

\* The subject gains a +1 haste bonus to Reflex saves. The subject loses this bonus whenever it would lose a dodge bonus.

\* The subject gains a +2 haste bonus to melee attack rolls. The subject loses this bonus whenever it would lose a dodge bonus.

\* The subject can jump one-and-a-half times as far as normal. This increase counts as an enhancement bonus.

Multiple *haste* effects don't stack. *Haste* dispels and counters *slow*.

**Material Component:** A shaving of licorice root.

### Heal

Conjuration (Healing)

**Level:** Clr 6, Drd 7, Healing 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*Heal* enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the

**Target:** ability damage, *blinded*, *confused*, *dazed*, *dazzled*, *deafened*, *diseased*, *exhausted*, *fatigued*, *feeble-minded*, *insanity*, *nauseated*, *sickened*, *stunned*, and *poisoned*. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level.

*Heal* does not remove negative levels, restore permanently drained levels, or restore permanently drained ability score points.

If used against an undead creature, *heal* instead acts like *harm*.

### Heal, Mass

Conjuration (Healing)

**Level:** Clr 9, Healing 9

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

**Targets:** One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *heal*, except as noted above. The maximum number of hit points restored to each creature is 250.

### Heal Mount

Conjuration (Healing)

**Level:** Pal 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Your mount touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell functions like *heal*, but it affects only the paladin's special mount (typically a warhorse).

### Heat Metal

Transmutation [Fire]

**Level:** Drd 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

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

**Target:** Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/level, all of which must be within a 30-ft. circle

**Duration:** 7 rounds

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

*Heat metal* makes metal extremely warm. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes fire damage if its equipment is heated. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.

On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, causing more damage, as shown on the table below.

Metal		
Round	Temperature	Damage
1	Warm	None
2	Hot	1d4 points
3–5	Searing	2d4 points
6	Hot	1d4 points
7	Warm	None

Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis. If cast underwater, *heat metal* deals half damage and boils the surrounding water.

*Heat metal* counters and dispels *chill metal*.

### Helping Hand

Evocation

**Level:** Clr 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 5 miles

**Effect:** Ghostly hand

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

You create the ghostly image of a hand, which you can send to find a creature within 5 miles. The hand then beckons to that creature and leads it to you if the creature is willing to follow.

When the spell is cast, the hand appears in front of you. You then specify a person (or any creature) by physical description, which can include race, gender, and appearance but not ambiguous

factors such as level, alignment, or class. When the description is complete, the hand streaks off in search of a subject that fits the description. The amount of time it takes to find the subject depends on how far away she is.

<u>Distance</u>	<u>Time to Locate</u>
100 ft. or less	1 round
1,000 ft.	1 minute
1 mile	10 minutes
2 miles	1 hour
3 miles	2 hours
4 miles	3 hours
5 miles	4 hours

Once the hand locates the subject, it beckons the creature to follow it. If the subject does so, the hand points in your direction, indicating the most direct feasible route. The hand hovers 10 feet in front of the subject, moving before it at a speed of as much as 240 feet per round. Once the hand leads the subject back to you, it disappears.

The subject is not compelled to follow the hand or act in any particular way toward you. If the subject chooses not to follow, the hand continues to beckon for the duration of the spell, and then disappears. If the spell expires while the subject is en route to you, the hand disappears; the subject must then rely on her own devices to locate you.

If more than one subject in a 5-mile radius meets the description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand does not seek out a second subject.

If, at the end of 4 hours of searching, the hand has found no subject that matches the description within 5 miles, it returns to you, displays an outstretched palm (indicating that no such creature was found), and disappears.

The ghostly hand has no physical form. It is *invisible* to anyone except you and a potential subject. It cannot engage in combat or execute any other task aside from locating a subject and leading it back to you. The hand can't pass through solid objects but can ooze through small cracks and slits. The hand cannot travel more than 5 miles from the spot it appeared when you cast the spell.

### Heroes' Feast

Conjuration (Creation)  
**Level:** Brd 6, Clr 6  
**Components:** V, S, DF  
**Casting Time:** 10 minutes  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Effect:** Feast for one creature/level  
**Duration:** 1 hour plus 12 hours; see text  
**Saving Throw:** None  
**Spell Resistance:** No

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all diseases, *sickness, and nausea*; becomes immune to poison for 12 hours; and gains 1d8 temporary hit points +1 point per two caster levels (maximum +10) after imbibing the nectar-like beverage that is part of the feast. The ambrosial food that is consumed grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and immunity to fear effects for 12 hours.

If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

### Heroism

Enchantment (Compulsion) [Mind-Affecting]  
**Level:** Brd 2, Sor/Wiz 3

**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 10 minutes/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)  
This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

### Heroism, Greater

Enchantment (Compulsion) [Mind-Affecting]  
**Level:** Brd 5, Sor/Wiz 6  
**Duration:** 1 minutes/level  
This spell functions like *heroism*, except the creature gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to your caster level (maximum 20).

### Hide from Animals

Abjuration  
**Level:** Drd 1, Rgr 1  
**Components:** S, DF  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Targets:** One creature touched/level  
**Duration:** 10 minutes/level (D)  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes  
Animals cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Animals simply act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients.

### Hide from Undead

Abjuration  
**Level:** Clr 1  
**Components:** V, S, DF  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Targets:** One touched creature/level  
**Duration:** 10 minutes/level (D)  
**Saving Throw:** Will negates (harmless); see text  
**Spell Resistance:** Yes  
Undead cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. non-intelligent undead creatures are automatically affected and act as though the warded creatures are not there. An intelligent undead creature gets a single Will saving throw. If it fails, the subject can't see any of the warded creatures. However, if it has reason to believe unseen opponents are present, it can attempt to find or strike them. If a warded creature attempts to turn or command undead, touches an undead creature, or attacks any creature (even with a spell), the spell ends for all recipients.

**Hideous Laughter**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 1, Sor/Wiz 2**Components:** V, S, M**Casting Time:** 1 standard action**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.

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.

**Material Component:** Tiny tarts that are thrown at the target and a feather that is waved in the air.

**Hold Animal**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Animal 2, Drd 2, Rgr 2**Components:** V, S**Target:** One animal

This spell functions like *hold person*, except that it affects an animal instead of a humanoid or monstrous humanoid.

**Hold Monster**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 4, Law 6, Sor/Wiz 5**Components:** V, S, M/DF**Target:** One living creature

This spell functions like *hold person*, except that it affects any living creature that fails its Will save.

**Arcane Material Component:** One hard metal bar or rod, which can be as small as a three-penny nail.

**Hold Monster, Mass**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Sor/Wiz 9

**Targets:** One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *hold person*, except that it affects multiple creatures and holds any living creature that fails its Will save.

**Hold Person**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 2, Clr 2, Sor/Wiz 3**Components:** V, S, F/DF**Casting Time:** 1 standard action**Range:** Medium (100 ft. + 10 ft./level)**Target:** One humanoid or monstrous 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.) Each of these subsequent Will saves are at a cumulative -1 penalty for every previously failed save, including the first one (i.e. -1, -2, -3, etc).

A winged creature that is *paralyzed* cannot flap its wings and falls. A swimmer can't swim and may drown.

**Arcane Focus:** A small, straight piece of iron.

**Hold Person, Mass**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Sor/Wiz 7

**Targets:** One or more humanoid or monstrous humanoid creatures, no two of which can be more than 30 ft. apart

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

**Hold Portal**

Abjuration

**Level:** Sor/Wiz 1**Component:** V**Casting Time:** 1 standard action**Range:** Medium (100 ft. + 10 ft./level)**Target:** One portal, up to 20 sq. ft./level**Duration:** 1 minutes/level (D)**Saving Throw:** None**Spell Resistance:** No

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A *knock* spell or a successful *dispel magic* spell can negate a *hold portal* spell.

For a portal affected by this spell, add 5 to the normal DC for forcing open the portal.

**Holy Aura**

Abjuration [Good]

**Level:** Clr 8, Good 8**Components:** V, S, F**Casting Time:** 1 standard action**Range:** 20 ft.

**Targets:** One creature/level in a 20-ft.-radius burst centered on you

**Duration:** 1 round/level (D)**Saving Throw:** See text**Spell Resistance:** Yes (harmless)

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures to become *blinded* when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike *protection from evil*, this benefit applies against all attacks, not just against attacks by evil creatures.

Second, each warded creature gains spell resistance 25 against evil spells and spells cast by evil creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from evil* does.

Finally, if an evil creature succeeds on a melee attack against a warded creature, the offending attacker is *blinded* (Fortitude save negates, as *blindness/deafness*, but against *holy aura's* save DC).

**Focus:** A tiny reliquary containing some sacred relic. The reliquary costs at least 500 gp.

Holy Smite

Evocation [Good]  
**Level:** Good 4  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Area:** 20-ft.-radius burst  
**Duration:** Instantaneous (1 round); see text  
**Saving Throw:** Will partial; see text  
**Spell Resistance:** Yes  
You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected.  
The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to each evil creature in the area (or 1d6 points of damage per caster level, maximum 10d6, to an evil outsider) and causes it to become *blinded* for 1 round. A successful Will saving throw reduces damage to half and negates the *blinded* effect.  
The spell deals only half damage to creatures who are neither good nor evil, and they are not *blinded*. Such a creature can reduce that damage by half (down to one-quarter of the roll) with a successful Will save.

Holy Sword

Evocation [Good]  
**Level:** Pal 4  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Melee weapon touched  
**Duration:** 1 round/level  
**Saving Throw:** None  
**Spell Resistance:** No  
This spell allows you to channel holy power into your sword, or any other melee weapon you choose. The weapon acts as a +5 holy weapon (+5 enhancement bonus on attack and damage rolls, extra 2d6 damage against evil opponents). It also emits a *magic circle against evil* effect (as the spell). If the magic circle ends, the sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand. You cannot have more than one *holy sword* at a time.  
If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with *bless weapon* or any other spell that might modify the weapon in any way.  
This spell does not work on artifacts.  
**Note:** A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Holy Word

Evocation [Good, Sonic]  
**Level:** Clr 7, Good 7  
**Components:** V  
**Casting Time:** 1 standard action  
**Range:** 40 ft.  
**Area:** Nongood creatures in a 40-ft.-radius spread centered on you  
**Duration:** Instantaneous  
**Saving Throw:** None or Will negates; see text  
**Spell Resistance:** Yes  
Any non-good creature within the area that hears the *holy word* suffers the following ill effects.

HD	Effect
Equal to caster level	<i>Deafened</i>
Up to caster level –1	<i>Blinded, deafened</i>
Up to caster level –5	<i>Paralyzed, blinded, deafened</i>
Up to caster level –10	<i>Killed, paralyzed, blinded, deafened</i>

The effects are cumulative and concurrent. No saving throw is allowed against these effects.  
**Deafened:** The creature is *deafened* for 1d4 rounds.  
**Blinded:** The creature is *blinded* for 2d4 rounds.  
**Paralyzed:** The creature is *paralyzed* and *helpless* for 1d10 minutes.  
**Killed:** Living creatures die. Undead creatures are destroyed.  
Furthermore, if you are on your home plane when you cast this spell, non-good extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *holy word*. The *banishment* effect allows a Will save (at a –4 penalty) to negate.  
Creatures whose HD exceed your caster level are unaffected by *holy word*.

Horrid Wilting

Necromancy [Water]  
**Level:** Sor/Wiz 8, Water 8  
**Components:** V, S, M/DF  
**Casting Time:** 1 standard action  
**Range:** Long (400 ft. + 40 ft./level)  
**Targets:** Any number of living creatures, no two of which can be more than 60 ft. apart  
**Duration:** Instantaneous  
**Saving Throw:** Fortitude half  
**Spell Resistance:** Yes  
This spell evaporates moisture from the body of each subject living creature, dealing 1d6 points of damage per caster level (maximum 20d6). This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of damage per caster level (maximum 20d8).  
**Arcane Material Component:** A bit of sponge.

Hypnotic Pattern

Illusion (Pattern) [Mind-Affecting]  
**Level:** Brd 2, Sor/Wiz 2  
**Components:** V (Brd only), S, M; see text  
**Casting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Effect:** Colorful lights in a 10-ft.-radius spread  
**Duration:** Concentration + 2 rounds  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes  
A twisting pattern of subtle, shifting colors weaves through the air, *fascinating* creatures within it. Roll 2d4 and add your caster level (maximum 10) to determine the total number of Hit Dice of creatures affected. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Affected creatures become *fascinated* by the pattern of colors. Sightless creatures are not affected.  
A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.  
**Material Component:** A glowing stick of incense or a crystal rod filled with phosphorescent material.

**Hypnotism**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 1, Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 round

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

**Area:** Several living creatures, no two of which may be more than 30 ft. apart

**Duration:** 2d4 rounds (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Your gestures and droning incantation *fascinate* nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total Hit Dice of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be *fascinated*.

If you use this spell in combat, each target gains a +2 bonus on its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2.

While the subject is *fascinated* by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request.

A creature that fails its saving throw does not remember that you enspelled it.

**Ice Storm**

Evocation [Cold]

**Level:** Drd 4, Sor/Wiz 4, Water 5

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** Cylinder (20-ft. radius, 40 ft. high)

**Duration:** 1 full round

**Saving Throw:** None

**Spell Resistance:** Yes

Great magical hailstones pound down for 1 full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. A -4 penalty applies to each Listen check made within the *ice storm's* effect, and all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage dealt).

**Arcane Material Component:** A pinch of dust and a few drops of water.

**Identify**

Divination

**Level:** Brd 1, Magic 2, Sor/Wiz 1

**Components:** V, S, M/DF

**Casting Time:** 1 hour

**Range:** Touch

**Targets:** One touched object

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

The spell determines all magic properties of a single magic item, including how to activate those functions (if appropriate), and how many charges are left (if any).

*Identify* does not function when used on an artifact.

**Arcane Material Component:** A pearl of at least 100 gp value, crushed and stirred into wine with an owl feather; the infusion must be drunk prior to spellcasting.

**Illusory Script**

Illusion (Phantasm) [Mind-Affecting]

**Level:** Brd 3, Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 minute or longer; see text

**Range:** Touch

**Target:** One touched object weighing no more than 10 lb.

**Duration:** One day/level (D)

**Saving Throw:** Will negates; see text

**Spell Resistance:** Yes

You write instructions or other information on parchment, paper, or any suitable writing material. The *illusory script* appears to be some form of foreign or magical writing. Only the person (or people) designated by you at the time of the casting are able to read the writing; it's unintelligible to any other character, although an illusionist recognizes it as *illusory script*.

Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make a saving throw. A successful saving throw means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a *suggestion* implanted in the script by you at the time the *illusory script* spell was cast. The *suggestion* lasts only 30 minutes. Typical *suggestions* include "Close the book and leave," "Forget the existence of the book," and so forth. If successfully dispelled by *dispel magic*, the *illusory script* and its secret message disappear. The hidden message can be read by a combination of the *true seeing* spell with the *read magic* or *comprehend languages* spell.

The casting time depends on how long a message you wish to write, but it is always at least 1 minute.

**Material Component:** A lead-based ink (cost of not less than 50 gp).

**Illusory Wall**

Illusion (Figment)

**Level:** Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** Image 1 ft. by 10 ft. by 10 ft.

**Duration:** Permanent

**Saving Throw:** Will disbelief (if interacted with)

**Spell Resistance:** No

This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear.

**Imbue with Spell Ability**

Evocation

**Level:** Clr 4, Magic 4

**Components:** V, S, DF

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Creature touched; see text

**Duration:** Permanent until discharged (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You transfer some of your currently prepared spells, and the ability to cast them, to another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this bestowal. Only cleric spells from the schools of abjuration, divination, and conjuration (healing) can be transferred. The number and level of spells that the subject can be granted depends on its Hit Dice; even multiple castings of *imbue with spell ability* can't exceed this limit.

<u>Recipient's HD    Spells Imbued</u>	
2 or lower	One 1st-level spell
3–4	One or two 1st-level spells
5 or higher	One or two 1st-level spells & one 2nd-level spell

The transferred spell's variable characteristics (range, duration, area, and the like) function according to your level, not the level of the recipient.

Once you cast *imbue with spell ability*, you cannot prepare a new 4th-level spell to replace it until the recipient uses the imbued spells or is slain, or until you dismiss the *imbue with spell ability* spell. In the meantime, you remain responsible to your deity or your principles for the use to which the spell is put. If the number of 4th-level spells you can cast decreases, and that number drops below your current number of active *imbue with spell ability* spells, the more recently cast imbued spells are dispelled.

To cast a spell with a verbal component, the subject must be able to speak. To cast a spell with a somatic component, it must have humanlike hands. To cast a spell with a material component or focus, it must have the materials or focus.

**Implosion**

Evocation  
**Level:** Clr 9, Destruction 9  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Targets:** One corporeal creature/round  
**Duration:** Concentration (up to 4 rounds)  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes

You create a destructive resonance in a corporeal creature's body. For each round you concentrate, you cause one creature to collapse in on itself, killing it. (This effect, being instantaneous, cannot be dispelled.)

You can target a particular creature only once with each casting of the spell.

*Implosion* has no effect on creatures in *gaseous form* or on incorporeal creatures.

**Imprisonment**

Abjuration  
**Level:** Sor/Wiz 9  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous  
**Saving Throw:** Will negates; see text  
**Spell Resistance:** Yes

When you cast *imprisonment* and touch a creature, it is entombed in a state of suspended animation (see the *temporal stasis* spell) in a small sphere far beneath the surface of the earth. The subject remains there unless a *freedom* spell is cast at the locale where the *imprisonment* took place. Magical search by a crystal ball, a *locate object* spell, or some other similar divination does not reveal the fact that a creature is imprisoned, but *discern location* does. A *wish* or *miracle* spell will not free the recipient, but will reveal

where it is entombed. If you know the target's name and some facts about its life, the target takes a –4 penalty on its save.

**Incendiary Cloud**

Conjuration (Creation) [Fire]  
**Level:** Fire 8, Sor/Wiz 8  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Effect:** Cloud spreads in 20-ft. radius, 20 ft. high  
**Duration:** 1 round/level  
**Saving Throw:** Reflex half; see text  
**Spell Resistance:** No

An *incendiary cloud* spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight as a *fog cloud* does. In addition, the white-hot embers within the cloud deal 4d6 points of fire damage to everything within the cloud on your turn each round. All targets can make Reflex saves each round to take half damage.

As with a *cloudkill* spell, the smoke moves away from you at 10 feet per round. Figure out the smoke's new spread each round based on its new point of origin, which is 10 feet farther away from where you were when you cast the spell. By concentrating, you can make the cloud (actually its point of origin) move as much as 60 feet each round. Any portion of the cloud that would extend beyond your maximum range dissipates harmlessly, reducing the remainder's spread thereafter.

As with *fog cloud*, wind disperses the smoke, and the spell can't be cast underwater.

**Inflict Critical Wounds**

Necromancy  
**Level:** Clr 4, Destruction 4  
This spell functions like *inflict light wounds*, except that you deal 4d8 points of damage +1 point per caster level (maximum +20).

**Inflict Critical Wounds, Mass**

Necromancy  
**Level:** Clr 8  
This spell functions like *mass inflict light wounds*, except that it deals 4d8 points of damage +1 point per caster level (maximum +40).

**Inflict Light Wounds**

Necromancy  
**Level:** Clr 1, Destruction 1, Undead 1  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous  
**Saving Throw:** Will half  
**Spell Resistance:** Yes  
When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage +1 point per caster level (maximum +5).

Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

**Inflict Light Wounds, Mass**

Necromancy

**Level:** Clr 5, Destruction 5**Components:** V, S**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One creature/level, no two of which can be more than 30 ft. apart**Duration:** Instantaneous**Saving Throw:** Will half**Spell Resistance:** Yes

Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage +1 point per caster level (maximum +25) to nearby living enemies.

Like other inflict spells, *mass inflict light wounds* cures undead in its area rather than damaging them. A cleric capable of spontaneously casting inflict spells can also spontaneously cast mass inflict spells.

**Inflict Minor Wounds**

Necromancy

**Level:** Clr 0**Saving Throw:** Will negates

This spell functions like *inflict light wounds*, except that you deal 1 point of damage and a Will save negates the damage instead of halving it.

**Inflict Moderate Wounds**

Necromancy

**Level:** Clr 2

This spell functions like *inflict light wounds*, except that you deal 2d8 points of damage +1 point per caster level (maximum +10).

**Inflict Moderate Wounds, Mass**

Necromancy

**Level:** Clr 6

This spell functions like *mass inflict light wounds*, except that it deals 2d8 points of damage +1 point per caster level (maximum +30).

**Inflict Serious Wounds**

Necromancy

**Level:** Clr 3

This spell functions like *inflict light wounds*, except that you deal 3d8 points of damage +1 point per caster level (maximum +15).

**Inflict Serious Wounds, Mass**

Necromancy

**Level:** Clr 7

This spell functions like *mass inflict light wounds*, except that it deals 3d8 points of damage +1 point per caster level (maximum +35).

**Insanity**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Sor/Wiz 7**Components:** V, S**Casting Time:** 1 standard action**Range:** Medium (100 ft. + 10 ft./level)**Target:** One living creature**Duration:** Instantaneous**Saving Throw:** Will negates**Spell Resistance:** Yes

The affected creature suffers from a continuous *confusion* effect, as the spell.

*Remove curse* does not remove *insanity*. Greater restoration, *heal*, *limited wish*, *miracle*, or *wish* spells can restore the creature, as can the *Edit Mind* psionic power.

**Insect Plague**

Conjuration (Summoning)

**Level:** Clr 5, Drd 5**Components:** V, S, DF**Casting Time:** 1 round**Range:** Long (400 ft. + 40 ft./level)

**Effect:** One swarm of locusts per three levels, each of which must be adjacent to at least one other swarm

**Duration:** 1 minutes/level**Saving Throw:** None**Spell Resistance:** No

You summon a number of swarms of locusts (one per three levels, to a maximum of six swarms at 18th level). The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). You may summon the locust swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee.

**Instant Summons**

Conjuration (Summoning)

**Level:** Sor/Wiz 7**Components:** V, S, M**Casting Time:** 1 standard action**Range:** See text

**Target:** One object weighing 10 lb. or less whose longest dimension is 6 ft. or less

**Duration:** Permanent until discharged**Saving Throw:** None**Spell Resistance:** No

You call some nonliving item from virtually any location directly to your hand.

First, you must place your *arcane mark* on the item. Then you cast this spell, which magically and invisibly inscribes the name of the item on a sapphire worth at least 1,000 gp. Thereafter, you can summon the item by speaking a special word (set by you when the spell is cast) and crushing the gem. The item appears instantly in your hand. Only you can use the gem in this way.

If the item is in the possession of another creature, the spell does not work, but you know who the possessor is and roughly where that creature is located when the summons occurs.

The inscription on the gem is *invisible*. It is also unreadable, except by means of a *read magic* spell, to anyone but you.

The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

**Material Component:** A sapphire worth at least 1,000 gp.

**Interposing Hand**

Evocation [Force]

**Level:** Sor/Wiz 5**Components:** V, S, F**Casting Time:** 1 standard action**Range:** Medium (100 ft. + 10 ft./level)**Effect:** 10-ft. hand**Duration:** 1 round/level (D)**Saving Throw:** None**Spell Resistance:** Yes

*Interposing hand* creates a Large-size magic hand that appears between you and one opponent. This floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing

cover (+4 AC) for you against that opponent. Nothing can fool the hand - it sticks with the selected opponent in spite of *darkness*, *invisibility*, *polymorph*, or any other attempt at hiding or disguise. The hand does not pursue an opponent, however.

An *interposing hand* is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as you do when you're undamaged, and its AC is 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it.

The hand never provokes attacks of opportunity from opponents. It cannot push through a *wall of force* or enter an *antimagic field*, but it suffers the full effect of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster.

*Disintegrate* or a successful *dispel magic* destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks.

Directing the spell to a new target is a move action.

**Focus:** A soft glove.

### Invisibility

Illusion (Glamour)

**Level:** Brd 2, Sor/Wiz 2, Trickery 2

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Personal or touch

**Target:** You or a creature or object weighing no more than 100 lb./level

**Duration:** 1 minutes/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*, vanishing from sight, even from darkvision. 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 stepping in a puddle). 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.

**Arcane Material Component:** An eyelash encased in a bit of gum arabic.

### Invisibility, Greater

Illusion (Glamour)

**Level:** Brd 4, Sor/Wiz 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.

### Invisibility, Mass

Illusion (Glamour)

**Level:** Sor/Wiz 7

**Components:** V, S, M

**Range:** Long (400 ft. + 40 ft./level)

**Targets:** Any number of creatures, no two of which can be more than 180 ft. apart

This spell functions like *invisibility*, except that the effect is mobile with the group and is broken when anyone in the group attacks. Individuals in the group cannot see each other. The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. (If only two individuals are affected, the one moving away from the other one loses its *invisibility*. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.)

**Material Component:** An eyelash encased in a bit of gum arabic.

### Invisibility Purge

Evocation

**Level:**Clr 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minutes/level (D)

You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of *invisibility*.

Anything *invisible* becomes visible while in the area.

### Invisibility Sphere

Illusion (Glamour)

**Level:** Brd 3, Sor/Wiz 3

**Components:** V, S, M

**Area:** 10-ft.-radius emanation around the creature or object touched

This spell functions like *invisibility*, except that this spell confers *invisibility* upon all creatures within 10 feet of the recipient. The center of the effect is mobile with the recipient.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become *invisible*. Affected creatures (other than the recipient) who attack negate the *invisibility* only for themselves. If the spell recipient attacks, the *invisibility sphere* ends.

### Iron Body

Transmutation

**Level:** Earth 8, Sor/Wiz 8

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minutes/level (D)



This spell transforms your body into living iron, which grants you several powerful resistances and abilities.

You gain damage reduction 15/adamantine. You are immune to *blindness*, critical hits, ability score damage, *deafness*, disease, drowning, electricity, poison, *stunning*, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid and fire of all kinds. However, you also become vulnerable to all special attacks that affect iron golems.

You gain a +6 enhancement bonus to your Strength score, but you take a –6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have an arcane spell failure chance of 50% and a –8 armor check penalty, just as if you were clad in full plate armor. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of ten, causing you to sink in water like a stone. However, you could survive the crushing pressure and lack of air at the bottom of the ocean - at least until the spell duration expires.

**Arcane Material Component:** A small piece of iron that was once part of either an iron golem, a hero's armor, or a war machine.

### Ironwood

Transmutation

**Level:** Drd 6

**Components:** V, S, M

**Casting Time:** 1 minute/lb. created

**Range:** 0 ft.

**Effect:** An ironwood object weighing up to 5 lb./level

**Duration:** One day/level (D)

**Saving Throw:** None

**Spell Resistance:** No

*Ironwood* is a magical substance created by druids from normal wood. While remaining natural wood in almost every way, *ironwood* is as strong, heavy, and resistant to fire as steel. Spells that affect metal or iron do not function on *ironwood*. Spells that affect wood do affect *ironwood*, although *ironwood* does not burn. Using this spell with *wood shape* or a wood-related Craft check, you can fashion wooden items that function as steel items. Thus, wooden plate armor and wooden swords can be created that are as durable as their normal steel counterparts. These items are freely usable by druids.

Further, if you make only half as much *ironwood* as the spell would normally allow, any weapon, shield, or suit of armor so created is treated as a magic item with a +1 enhancement bonus.

**Material Component:** Wood shaped into the form of the intended *ironwood* object.

### Irresistible Dance

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 6, Sor/Wiz 8

**Components:** V

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1d4+1 rounds

**Saving Throw:** None

**Spell Resistance:** Yes

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and

prance in place. The effect imposes a –4 penalty to Armor Class and a –10 penalty on Reflex saves, and it negates any AC bonus granted by a shield the target holds. The dancing subject provokes attacks of opportunity each round on its turn.

### Jump

Transmutation

**Level:** Drd 1, Rgr 1, Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minutes/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

The subject gets a +10 enhancement bonus on Jump checks. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

**Material Component:** A grasshopper's hind leg, which you break when the spell is cast.

### Keen Edge

Transmutation

**Level:** Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 standard action

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

**Targets:** One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19–20, a threat range of 19–20 becomes 17–20, and a threat range of 18–20 becomes 15–20. The spell can be cast only on piercing or slashing weapons. If cast on arrows or crossbow bolts, the *keen edge* on a particular projectile ends after one use, whether or not the missile strikes its intended target. (Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell.)

Multiple effects that increase a weapon's threat range (such as the *keen edge* spell and the Improved Critical feat) don't stack. You can't cast this spell on a natural weapon, such as a claw.

### Knock

Transmutation

**Level:** Sor/Wiz 2

**Components:** V

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One door, box, or chest with an area of up to 10 sq. ft./level

**Duration:** Instantaneous; see text

**Saving Throw:** None

**Spell Resistance:** No

The *knock* spell opens stuck, barred, locked, held, or *arcane locked* doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). If used to open a *arcane locked* door, the spell does not remove the *arcane lock* but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. *Knock* does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. The

effect is limited by the area. Each spell can undo as many as two means of preventing egress.

### Know Direction

Divination

**Level:** Brd 0, Drd 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

You instantly know the direction of north from your current position. The spell is effective in any environment in which “north” exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don’t find some external reference point to help you keep track of direction.

### Legend Lore

Divination

**Level:** Brd 4, Knowledge 7, Sor/Wiz 6

**Components:** V, S, M, F

**Casting Time:** See text

**Range:** Personal

**Target:** You

**Duration:** See text

*Legend lore* brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4x10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better *legend lore* result next time). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better *legend lore* result next time).

During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are “legendary,” as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

**Material Component:** Incense worth at least 250 gp.

**Focus:** Four strips of ivory (worth 50 gp each) formed into a rectangle.

### Lesser (Spell Name)

Any spell whose name begins with lesser is alphabetized in this chapter according to the second word of the spell name. Thus, the description of a lesser spell appears near the description of the spell on which it is based. Spell chains that have lesser spells in them include those based on the spells *confusion*, *geas*, *globe of invulnerability*, *planar ally*, *planar binding*, and *restoration*.

### Levitate

Transmutation

**Level:** Sor/Wiz 2

**Components:** V, S, F

**Casting Time:** 1 standard action

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

**Target:** You or one willing creature or one object (total weight up to 100 lb./level)

**Duration:** 1 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

*Levitate* allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be *levitated*, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a –1 penalty on attack rolls, the second –2, and so on, to a maximum penalty of –5. A full round spent stabilizing allows the creature to begin again at –1.

**Focus:** Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

### Light

Evocation [Light]

**Level:** Brd 0, Clr 0, Drd 0, Sor/Wiz 0

**Components:** V, M/DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Object touched

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell causes an object to glow like a torch, shedding bright light in a 20-foot radius (and dim light for an additional 20 feet) from the point you touch. The effect is immobile, but it can be cast on a movable object. *Light* taken into an area of magical darkness does not function.

A *light* spell (one with the light descriptor) counters and dispels a *darkness* spell (one with the darkness descriptor) of an equal or lower level.

**Arcane Material Component:** A firefly or a piece of phosphorescent moss.

### Lightning Bolt

Evocation [Electricity]

**Level:** Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft. / level)

**Area:** 5 or 10 ft wide line to limit of range

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips.

The *lightning bolt* sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell’s range permits; otherwise, it stops at the barrier just as any other spell effect does.

**Material Component:** A bit of fur and an amber, crystal, or glass rod.

### Limited Wish

Universal

**Level:** Sor/Wiz 7

**Components:** V, S, XP

**Casting Time:** 1 standard action

**Range:** See text Target, Effect, or

**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 is not of a school prohibited to you.

\* Duplicate any other spell of 5th level or lower, provided the spell is not of a school prohibited to you.

\* Duplicate any sorcerer/wizard spell of 5th level or lower, even if it's of a prohibited school.

\* Duplicate any other spell of 4th level or lower, even if it's of a prohibited school.

\* 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* duplicates a spell that has an XP cost, you must pay that cost or 300 XP, whichever is more. When a *limited wish* spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide that component.

**XP Cost:** 300 XP or more (see above).

### Liveoak

Transmutation

**Level:** Drd 6

**Components:** V, S

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Tree touched

**Duration:** One day/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell turns an oak tree into a protector or guardian. The spell can be cast on only a single tree at a time; while *liveoak* is in effect, you can't cast it again on another tree. The tree on which the spell is cast must be within 10 feet of your dwelling place, within a place sacred to you, or within 300 feet of something that you wish to guard or protect.

*Liveoak* must be cast on a healthy, Huge oak. A triggering phrase of up to one word per caster level is placed on the targeted oak. The *liveoak* spell triggers the tree into animating as a treant.

If *liveoak* is dispelled, the tree takes root immediately, wherever it happens to be. If released by you, the tree tries to return to its original location before taking root.

### Locate Creature

Divination

**Level:** Brd 4, Sor/Wiz 4

**Components:** V, S, M

**Duration:** 10 minutes/level

This spell functions like *locate object*, except this spell locates a known or familiar creature.

You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.

The spell can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once.

Running water blocks the spell. It cannot detect objects. It can be fooled by *mislead*, *non-detection*, and *polymorph* spells.

**Material Component:** A bit of fur from a bloodhound.

### Locate Object

Divination

**Level:** Brd 2, Clr 3, Sor/Wiz 2, Travel 2

**Components:** V, S, F/DF

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** Circle, centered on you, with a radius of 400 ft. + 40 ft./level

**Duration:** 1 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination).

The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. *Polymorph any object* fools it.

**Arcane Focus:** A forked twig.

### Longstrider

Transmutation

**Level:** Drd 1, Rgr 1, Travel 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level (D)

This spell increases your base land speed by 10 feet. (This adjustment counts as an enhancement bonus.) It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

**Material Component:** A pinch of dirt.

### Lullaby

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Living creatures within a 10-ft.-radius burst

**Duration:** Concentration + 1 round/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Any creature within the area that fails a Will save becomes drowsy and inattentive, taking a -5 penalty on Listen and Spot checks and a -2 penalty on Will saves against *sleep* effects while the *lullaby* is in effect. *Lullaby* lasts for as long as the caster concentrates, plus up to 1 round per caster level thereafter.

**Mage Armor**

Conjuration (Creation) [Force]

**Level:** Sor/Wiz 1

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

An *invisible* but tangible field of force surrounds the subject of a *mage armor* spell, providing a +4 armor bonus to AC.

Unlike mundane armor, *mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction. Since *mage armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

**Focus:** A piece of cured leather.

**Mage Hand**

Transmutation

**Level:** Brd 0, Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One nonmagical, unattended object weighing up to 5 lb.

**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 Disjunction**

Abjuration

**Level:** Magic 9, Sor/Wiz 9

**Components:** V

**Casting Time:** 1 standard action

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

**Area:** All magical effects and magic items within a 40-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** Will negates (object)

**Spell Resistance:** No

All magical effects and magic items within the radius of the spell, except for those that you carry or touch, are disjoined. That is, spells and spell-like effects are separated into their individual components (ending the effect as a *dispel magic* spell does), and each permanent magic item must make a successful Will save or be turned into a normal item. An item in a creature's possession uses its own Will save bonus or its possessor's Will save bonus, whichever is higher.

You also have a 1% chance per caster level of destroying an *antimagic field*. If the *antimagic field* survives the disjunction, no items within it are disjoined.

Even artifacts are subject to disjunction, though there is only a 1% chance per caster level of actually affecting such powerful items. Additionally, if an artifact is destroyed, you must make a DC 25 Will save or permanently lose all spellcasting abilities. (These abilities cannot be recovered by mortal magic, not even *miracle* or *wish*.)

**Note:** Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

**Mage's Faithful Hound**

Conjuration (Creation)

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Effect:** Phantom watchdog

**Duration:** 1 hour/caster level or until discharged, then 1 round/caster level; see text

**Saving Throw:** None

**Spell Resistance:** No

You conjure up a phantom watchdog that is *invisible* to everyone but yourself. It then guards the area where it was conjured (it does not move). The hound immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees *invisible* and ethereal creatures. It does not react to figments, but it does react to shadow illusions.

If an intruder approaches to within 5 feet of the hound, the dog stops barking and delivers a vicious bite (+10 attack bonus, 2d6+3 points of piercing damage) once per round. The dog also gets the bonuses appropriate to an *invisible* creature.

The dog is considered ready to bite intruders, so it delivers its first bite on the intruder's turn. Its bite is the equivalent of a magic weapon for the purpose of damage reduction. The hound cannot be attacked, but it can be dispelled.

The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per caster level. If you are ever more than 100 feet distant from the hound, the spell ends.

**Material Component:** A tiny silver whistle, a piece of bone, and a thread.

**Mage's Lucubration**

Transmutation

**Level:** Wiz 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

You instantly recall any one spell of 5th level or lower that you have used during the past 24 hours. The spell must have been actually cast during that period. The recalled spell is stored in your mind as through prepared in the normal fashion.

If the recalled spell requires material components, you must provide them. The recovered spell is not usable until the material components are available.

**Mage's Magnificent Mansion**

Conjuration (Creation)

**Level:** Sor/Wiz 7

**Components:** V, S, F

**Casting Time:** 1 standard action

**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.

**Focus:** A miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon (each item worth 5 gp).

### Mage's Private Sanctum

Abjuration

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 10 minutes

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

**Area:** 30-ft. cube/level (S)

**Duration:** 24 hours (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell ensures privacy. Anyone looking into the area from outside sees only a dark, foggy mass. Darkvision cannot penetrate it. No sounds, no matter how loud, can escape the area, so nobody can eavesdrop from outside. Those inside can see out normally.

Divination (scrying) spells cannot perceive anything within the area, and those within are immune to *detect thoughts*. The ward prevents speech between those inside and those outside (because it blocks sound), but it does not prevent other communication, such as a *sending* or *message* spell, or telepathic communication, such as that between a wizard and her familiar.

The spell does not prevent creatures or objects from moving into and out of the area.

*Mage's private sanctum* can be made permanent with a *permanency* spell.

**Material Component:** A thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and powdered chrysolite.

### Mage's Sword

Evocation [Force]

**Level:** Sor/Wiz 7

**Components:** V, S, F

**Casting Time:** 1 standard action

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

**Effect:** One sword

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

This spell brings into being a shimmering, sword-like plane of force. The sword strikes at any opponent within its range, as you desire, starting in the round that you cast the spell. The sword attacks its designated target once each round on your turn. Its attack bonus is equal to your caster level + your Int bonus or your Cha bonus (for wizards or sorcerers, respectively) with an additional +3 enhancement bonus. As a force effect, it can strike ethereal and incorporeal creatures. It deals 4d6+3 points of force damage, with a threat range of 19–20 and a critical multiplier of x2.

The sword always strikes from your direction. It does not get a bonus for flanking or help a combatant get one. If the sword

goes beyond the spell range from you, if it goes out of your sight, or if you are not directing it, the sword returns to you and hovers.

Each round after the first, you can use a standard action to switch the sword to a new target. If you do not, the sword continues to attack the previous round's target.

The sword cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. The sword's AC is 13 (10, +0 size bonus for Medium object, +3 deflection bonus).

If an attacked creature has spell resistance, the resistance is checked the first time *mage's sword* strikes it. If the sword is successfully resisted, the spell is dispelled. If not, the sword has its normal full effect on that creature for the duration of the spell.

**Focus:** A miniature platinum sword with a grip and pommel of copper and zinc. It costs 250 gp to construct.

### Magic Aura

Illusion (Glamour)

**Level:** Brd 1, Magic 1, Sor/Wiz 1

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One touched object weighing up to 5 lb./level

**Duration:** One day/level (D)

**Saving Throw:** None; see text

**Spell Resistance:** No

You alter an item's aura so that it registers to *detect* spells (and spells with similar capabilities) as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify.

If the object bearing *magic aura* has *identify* cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), *magic aura* doesn't work.

**Note:** A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

**Focus:** A small square of silk that must be passed over the object that receives the aura.

### Magic Circle against Chaos

Abjuration [Lawful]

**Level:** Clr 3, Law 3, Pal 3, Sor/Wiz 3

This spell functions like *magic circle against evil*, except that it is similar to *protection from chaos* instead of *protection from evil*, and it can imprison a non-lawful called creature.

### Magic Circle against Evil

Abjuration [Good]

**Level:** Clr 3, Good 3, Pal 3, Sor/Wiz 3

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Touch

**Area:** 10-ft.-radius emanation from touched creature

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No; see text

All creatures within the area gain the effects of a *protection from evil* spell, and no non-good summoned creatures can enter the area either. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from evil*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A *magic circle against evil* can be focused inward rather than outward. When focused inward, the spell binds a non-good called creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding spells*) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the magic circle. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

A magic circle leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow walk*, *teleport*, and similar abilities) can simply leave the circle through that means. You can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the magic circle more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

A successful diagram allows you to cast a *dimensional anchor* spell on the magic circle during the round before casting any summoning spell. The anchor holds any called creatures in the magic circle for 24 hours per caster level. A creature cannot use its spell resistance against a magic circle prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the *lesser planar binding* spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram - even a straw laid across it. However, the creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with *protection from evil* and vice versa.

**Arcane Material Component:** A little powdered silver with which you trace a 3-footdiameter circle on the floor (or ground) around the creature to be warded.

### **Magic Circle against Good**

Abjuration [Evil]

**Level:** Clr 3, Evil 3, Sor/Wiz 3

This spell functions like *magic circle against evil*, except that it is similar to *protection from good* instead of *protection from evil*, and it can imprison a non-evil called creature.

### **Magic Circle against Law**

Abjuration [Chaotic]

**Level:** Chaos 3, Clr 3, Sor/Wiz 3

This spell functions like *magic circle against evil*, except that it is similar to *protection from law* instead of *protection from evil*, and it can imprison a non-chaotic called creature.

### **Magic Fang**

Transmutation

**Level:** Drd 1, Rgr 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*Magic fang* gives one natural weapon of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. (The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage.)

*Magic fang* can be made permanent with a *permanency* spell.

### **Magic Fang, Greater**

Transmutation

**Level:** Drd 3, Rgr 3

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

**Target:** One living creature

**Duration:** 1 hour/level

This spell functions like *magic fang*, except that the enhancement bonus on attack and damage rolls is +1 per four caster levels (maximum +5).

Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your caster level).

*Greater magic fang* can be made permanent with a *permanency* spell.

### **Magic Jar**

Necromancy

**Level:** Sor/Wiz 5, Undead

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One creature

**Duration:** 1 hour/level or until you return to your body

**Saving Throw:** Will negates; see text

**Spell Resistance:** Yes

By casting *magic jar*, you place your soul in a gem or large crystal (known as the *magic jar*), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the *magic jar*. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty.

To cast the spell, the *magic jar* must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the *magic jar*, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more Hit Dice between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body is a full-round action. It is blocked by *protection from evil* or a similar ward. You possess the body and force the creature's soul into the *magic jar* unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the *magic jar*, and the target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the *magic jar*. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the *magic jar* if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the *magic jar*, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the *magic jar*, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the *magic jar* returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the *magic jar* or at the host's location.

**Focus:** A gem or crystal worth at least 100 gp.

### Magic Missile

Evocation [Force]

**Level:** Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

**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 or has less than total cover or total concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell.

For every two caster levels beyond 1st, you gain an additional missile - two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

### Magic Mouth

Illusion (Glamer)

**Level:** Brd 1, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Target:** One creature or object

**Duration:** Permanent until discharged

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot utter verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, *magic mouth* can be placed upon a tree, rock, or any other object or creature.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or *invisibility* does. Silent movement or magical *silence* defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A *magic mouth* cannot distinguish alignment, level, Hit Dice, or class except by external garb.

The range limit of a trigger is 15 feet per caster level, so a 6th-level caster can command a *magic mouth* to respond to triggers as far as 90 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

*Magic mouth* can be made permanent with a *permanency* spell.

**Material Component:** A small bit of honeycomb and jade dust worth 10 gp.

### Magic Stone

Transmutation [Earth]

**Level:** Clr 1, Drd 1, Earth 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** Up to three pebbles touched

**Duration:** 30 minutes or until discharged

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage (including the spell's enhancement bonus), or 2d6+2 points against undead.

### Magic Vestment

Transmutation

**Level:** Clr 3, Strength 3, War 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Armor or shield touched

**Duration:** 1 hour/level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

You imbue a suit of armor or a shield with an enhancement bonus of +1 per four caster levels (maximum +5 at 20th level).  
An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

**Magic Weapon**

Transmutation  
**Level:** Clr 1, Pal 1, Sor/Wiz 1, War 1  
**Components:** V, S, DF  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Weapon touched  
**Duration:** 1 minutes/level  
**Saving Throw:** Will negates (harmless, object)  
**Spell Resistance:** Yes (harmless, object)  
*Magic weapon* gives a weapon a +1 enhancement bonus on attack and damage rolls. (An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.)  
You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see *magic fang*). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

**Magic Weapon, Greater**

Transmutation  
**Level:** Clr 4, Pal 3, Sor/Wiz 3  
**Components:** V, S, M/DF  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)  
**Duration:** 1 hour/level  
**Saving Throw:** Will negates (harmless, object)  
**Spell Resistance:** Yes (harmless, object)  
This spell functions like *magic weapon*, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5).  
Alternatively, you can affect as many as fifty arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation when used. (Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.)  
**Arcane Material Component:** Powdered lime and carbon.

**Major Creation**

Conjuration (Creation)  
**Level:** Sor/Wiz 5  
**Casting Time:** 10 minutes  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Duration:** See text  
This spell functions like *minor creation*, except that you can also create an object of mineral nature: stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

<b>Hardness and Rarity Examples</b>	<b>Duration</b>
Vegetable matter	2 hr. / level
Stone, crystal, base metals	1 hr. / level
Precious metals	20 minutes / level
Gems	10 minutes / level
Rare metal <sup>1</sup>	1 round / level

<sup>1</sup> Includes adamantine, alchemical silver, and mithral. You can't use *major creation* to create a cold iron item.

**Major Image**

Illusion (Figment)  
**Level:** Brd 3, Sor/Wiz 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.

**Make Whole**

Transmutation  
**Level:** Clr 2  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One object of up to 10 cu. ft./level  
This spell functions like *mending*, except that *make whole* completely repairs an object made of any substance, even one with multiple breaks, to be as strong as new. The spell does not restore the magical abilities of a broken magic item made whole, and it cannot mend broken magic rods, staffs, or wands. The spell does not repair items that have been warped, burned, *disintegrated*, ground to powder, melted, or vaporized, nor does it affect creatures (including constructs).

**Mark of Justice**

Necromancy  
**Level:** Clr 5, Pal 4  
**Components:** V, S, DF  
**Casting Time:** 10 minutes  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Permanent; see text  
**Saving Throw:** None  
**Spell Resistance:** Yes  
You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of criminal behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of *bestow curse*.  
Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained.

Like the effect of *bestow curse*, a *mark of justice* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. *Remove curse* works only if its caster level is equal to or higher than your *mark of justice* caster level. These restrictions apply regardless of whether the mark has activated.  
Mass (Spell Name)

**Mass (Spell Name)**

Any spell whose name begins with mass is alphabetized in this chapter according to the second word of the spell name. Thus, the description of a mass spell appears near the description of the spell on which it is based. Spell chains that have mass spells in them include those based on the spells *bear's endurance*, *bull's strength*, *cat's grace*, *charm monster*, *cure critical wounds*, *cure light wounds*, *cure moderate wounds*, *cure serious wounds*, *eagle's splendor*, *enlarge person*, *fox's cunning*, *heal*, *hold monster*, *hold person*, *inflict critical wounds*, *inflict light wounds*, *inflict moderate wounds*, *inflict serious wounds*, *invisibility*, *owl's wisdom*, *reduce person*, and *suggestion*.



### Maze

Conjuration (Teleportation)

**Level:** Sor/Wiz 8

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** See text

**Saving Throw:** None

**Spell Resistance:** Yes

You banish the subject into an extradimensional labyrinth of force planes. Each round on its turn, it may attempt a DC 20 Intelligence check to escape the labyrinth as a full-round action. If the subject doesn't escape, the *maze* disappears after 10 minutes, forcing the subject to leave.

On escaping or leaving the *maze*, the subject reappears where it had been when the *maze* spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature escape a *maze* spell, although a *plane shift* spell allows it to exit to whatever plane is designated in that spell. Minotaurs are not affected by this spell.

### Meld into Stone

Transmutation [Earth]

**Level:** Clr 3, Drd 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

*Meld into stone* enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save.

Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

The following spells harm you if cast upon the stone that you are occupying: *Stone to flesh* expels you and deals you 5d6 points of damage. *Stone shape* deals you 3d6 points of damage but does not expel you. *Transmute rock to mud* expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled. Finally, *passwall* expels you without damage.

### Mending

Transmutation

**Level:** Brd 0, Clr 0, Drd 0, Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Target:** One object of up to 1 lb.

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

*Mending* repairs small breaks or tears in objects (but not warps, such as might be caused by a *warp wood* spell). It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.

Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by *mending*. The spell can repair a magic item, but the item's magical abilities are not restored. The spell cannot mend broken magic rods, staves, or wands, nor does it affect creatures (except constructs).

A *mending* spell effectively restores 1 hit point to the affected object. If it is used on a construct, then it heals the construct for 1 point of damage.

### Message

Transmutation [Language-Dependent]

**Level:** Brd 0, Sor/Wiz 0

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** One creature/level

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

You can whisper messages and receive whispered replies with little chance of being overheard. 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.

**Note:** To speak a *message*, you must mouth the words and whisper, possibly allowing observers the opportunity to read your lips.

**Focus:** A short piece of copper wire.

### Meteor Swarm

Evocation [Fire]

**Level:** Sor/Wiz 9

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** Four 40-ft.-radius spreads; see text

**Duration:** Instantaneous

**Saving Throw:** None or Reflex half; see text

**Spell Resistance:** Yes

*Meteor swarm* is a very powerful and spectacular spell that is similar to *fireball* in many aspects. When you cast it, four 2-foot-diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select. The meteor spheres leave a fiery trail of sparks.

If you aim a sphere at a specific creature, you may make a ranged touch attack to strike the target with the meteor. Any creature struck by one of these spheres takes 2d6 points of bludgeoning damage (no save) and receives no saving throw against the sphere's fire damage (see below). If a targeted sphere misses its target, it simply explodes at the nearest corner of the

target's space. You may aim more than one meteor at the same target.

Once a sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 6d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each. (Fire resistance applies to each sphere's damage individually.)

### **Mind Blank**

Abjuration

**Level:** Protection 8, Sor/Wiz 8

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 24 hours

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. *Mind blank* even foils *limited wish*, *miracle*, and *wish* spells when they are used in such a way as to affect the subject's mind or to gain information about it. In the case of scrying that scans an area the creature is in, such as *arcane eye*, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all. The subject is immune to all psionic Telepathy effects.

### **Mind Fog**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 5, Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**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 competence 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 four rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The fog is thin and does not significantly hamper vision.

### **Minor Creation**

Conjuration (Creation)

**Level:** Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 minute

**Range:** 0 ft.

**Effect:** Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level

**Duration:** 1 hour/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You create a nonmagical, unattended object of nonliving, vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate skill check to make a complex item.

Attempting to use any created object as a material component causes the spell to fail.

**Material Component:** A tiny piece of matter of the same sort of item you plan to create with *minor creation*.

### **Minor Image**

Illusion (Figment)

**Level:** Brd 2, Sor/Wiz 2

**Duration:** Concentration +2 rounds

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

### **Miracle**

Evocation

**Level:** Clr 9, Luck 9

**Components:** V, S, XP; see text

**Casting Time:** 1 standard action

**Range:** See text Target, Effect, or

**Area:** See text

**Duration:** See text

**Saving Throw:** See text

**Spell Resistance:** Yes

You don't so much cast a *miracle* as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede.

A *miracle* can do any of the following things.

- \* Duplicate any cleric spell of 8th level or lower (including spells to which you have access because of your domains).

- \* Duplicate any other spell of 7th level or lower.

- \* Undo the harmful effects of certain spells, such as *feeblemind* or *insanity*.

- \* Have any effect whose power level is in line with the above effects.

If the *miracle* has any of the above effects, casting it has no experience point cost.

Alternatively, a cleric can make a very powerful request. Casting such a *miracle* costs the cleric 5,000 XP because of the powerful divine energies involved. Examples of especially powerful *miracles* of this sort could include the following.

- \* Swinging the tide of a battle in your favor by raising fallen allies to continue fighting.

- \* Moving you and your allies, with all your and their gear, from one plane to another through planar barriers to a specific locale with no chance of error.

- \* Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

In any event, a request that is out of line with the deity's (or alignment's) nature is refused.

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are as for a 9th-level spell. When a *miracle* duplicates a spell that has an XP cost, you must pay that cost. When a *miracle* spell duplicates a spell with a material component that costs more than 100 gp, you must provide that component.

**XP Cost:** 5,000 XP (for some uses of the *miracle* spell; see above).

### **Mirage Arcana**

Illusion (Glamour)

**Level:** Brd 5, Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 standard action

**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**

Illusion (Figment)

**Level:** Brd 2, Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal; see text

**Target:** You

**Duration:** 1 minutes/level (D)

Several illusory duplicates of you pop into being, making it difficult for enemies to know which target to attack. The figments stay near you and disappear when struck.

*Mirror image* creates 1d4 images plus one image per three caster levels (maximum eight images total). These figments separate from you and remain in a cluster, each within 5 feet of at least one other figment or you. You can move into and through a *mirror image*. When you and the *mirror image* separate, observers can't use vision or hearing to tell which one is you and which the image. The figments may also move through each other. The figments mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, *levitate* when you *levitate*, and so on.

Enemies attempting to attack you or cast spells at you must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack against an image destroys it. An image's AC is 10 + your size modifier + your Dex modifier. Figments seem to react normally to area spells (such as looking like they're burned or dead after being hit by a *fireball*).

While moving, you can merge with and split off from figments so that enemies who have learned which image is real are again confounded.

An attacker must be able to see the images to be fooled. If you are *invisible* or an attacker shuts his or her eyes, the spell has no effect. (Being unable to see carries the same penalties as being *blinded*.)

### **Misdirection**

Illusion (Glamour)

**Level:** Brd 2, Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

**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).

### **Mislead**

Illusion (Figment, Glamour)

**Level:** Brd 5, Luck 6, Sor/Wiz 6, Trickery 6

**Components:** S

**Casting Time:** 1 standard action

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

**Target/Effect:** You/one illusory double

**Duration:** 1 round/level (D) and concentration + 3 rounds; see text

**Saving Throw:** None or Will disbelief (if interacted with); see text

**Spell Resistance:** No

You become *invisible* (as *greater invisibility*, a glamour), and at the same time, an illusory double of you (as *major image*, a figment) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning *invisible*. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The *greater invisibility* lasts for 1 round per level, regardless of concentration.

### **Mnemonic Enhancer**

Transmutation

**Level:** Wiz 4

**Components:** V, S, M, F

**Casting Time:** 10 minutes

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

Casting this spell allows you to prepare additional spells or retain spells recently cast. Pick one of these two versions when the spell is cast.

**Prepare:** You prepare up to three additional levels of spells. A cantrip counts as 1/2 level for this purpose. You prepare and cast these spells normally.

**Retain:** You retain any spell of 3rd level or lower that you had cast up to 1 round before you started casting the *mnemonic enhancer*. This restores the previously cast spell to your mind.

In either event, the spell or spells prepared or retained fade after 24 hours (if not cast).

**Material Component:** A piece of string, and ink consisting of squid secretion with black dragon's blood.

**Focus:** An ivory plaque of at least 50 gp value.

### **Modify Memory**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 4

**Components:** V, S

**Casting Time:** 1 round; see text

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

**Target:** One living creature

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways.

\* Eliminate all memory of an event the subject actually experienced. This spell cannot negate *charm*, *geas/quest*, *suggestion*, or similar spells.

\* Allow the subject to recall with perfect clarity an event it actually experienced.

\* Change the details of an event the subject actually experienced.

\* Implant a memory of an event the subject never experienced.

Casting the spell takes 1 round. If the subject fails to save, you proceed with the spell by spending as much as 5 minutes (a period of time equal to the amount of memory time you want to modify) visualizing the memory you wish to modify in the subject. If your concentration is disturbed before the visualization is complete, or if the subject is ever beyond the spell's range during this time, the spell is lost.

A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream or a memory muddled by too much wine.

### **Moment of Prescience**

Divination

**Level:** Luck 8, Sor/Wiz 8

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level or until discharged

This spell grants you a powerful sixth sense in relation to yourself. Once during the spell's duration, you may choose to use its effect. This spell grants you an insight bonus equal to your caster level (maximum +25) on any single attack roll, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (even if flatfooted). Activating the effect doesn't take an action; you can even activate it on another character's turn if needed. You must choose to use the *moment of prescience* before you make the roll it is to modify. Once used, the spell ends.

You can't have more than one *moment of prescience* active on you at the same time.

### **Mount**

Conjuration (Summoning)

**Level:** Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 round

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

**Effect:** One mount

**Duration:** 2 hours/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You summon a light horse or a pony (your choice) to serve you as a *mount*. The steed serves willingly and well. The *mount* comes with a bit and bridle and a riding saddle.

**Material Component:** A bit of horse hair.

### **Move Earth**

Transmutation [Earth]

**Level:** Drd 6, Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** See text

**Range:** Long (400 ft. + 40 ft./level)

**Area:** Dirt in an area up to 750 ft. square and up to 10 ft. deep (S)

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

*Move earth* moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth.

However, in no event can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacier-like fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

This spell has no effect on earth creatures.

**Material Component:** A mixture of soils (clay, loam, and sand) in a small bag, and an iron blade.

### **Neutralize Poison**

Conjuration (Healing)

**Level:** Brd 4, Clr 4, Drd 3, Pal 4, Rgr 3

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature or object of up to 1 cu. ft./level touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

The creature is immune to any poison it is exposed to during the duration of the spell. Unlike with *delay poison*, such effects aren't postponed until after the duration - the creature need not make any saves against poison effects applied to it during the length of the spell.

This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster's option.

**Arcane Material Component:** A bit of charcoal.

### **Nightmare**

Illusion (Phantasm) [Mind-Affecting, Evil]

**Level:** Brd 5, Sor/Wiz 5

**Components:** V, S

**Casting Time:** 10 minutes

**Range:** Unlimited

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Will negates; see text

**Spell Resistance:** Yes

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The *nightmare* prevents restful sleep and causes 1d10 points of damage. The *nightmare* leaves the subject *fatigued* and unable to regain arcane spells for the next 24 hours.

The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature.

Knowledge	Will Save Modifier
None <sup>1</sup>	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

**1** You must have some sort of connection to a creature you have no knowledge of.

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

*Dispel evil* cast on the subject while you are casting the spell dispels the *nightmare* and causes you to be *stunned* for 10 minutes per caster level of the *dispel evil*.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of casting a spell or the spell ends.

If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance.

You are defenseless, both physically and mentally, while in the trance. (You always fail any saving throw, for example.)

Creatures who don't sleep (such as elves, but not half-elves) or dream are immune to this spell.

### Nondetection

Abjuration

**Level:** Rgr 4, Sor/Wiz 3, Trickery 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature or object touched

**Duration:** 1 hour/level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

The warded creature or object becomes difficult to detect by divination spells such as *clairaudience/clairvoyance*, *locate object*, and detect spells. *non-detection* also prevents location by such magic items as crystal balls. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast *non-detection*. If you cast *non-detection* on yourself or on an item currently in your possession, the DC is 15 + your caster level.

If cast on a creature, *non-detection* wards the creature's gear as well as the creature itself.

**Material Component:** A pinch of diamond dust worth 50 gp.

### Obscure Object

Abjuration

**Level:** Brd 1, Clr 3, Sor/Wiz 2

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One object touched of up to 100 lb./level

**Duration:** 8 hours (D)

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

This spell hides an object from location by divination (scrying) effects, such as the scrying spell or a crystal ball. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).

**Arcane Material Component:** A piece of chameleon skin.

### Obscuring Mist

Conjuration (Creation) [Air, Water]

**Level:** Air 1, Clr 1, Drd 1, Sor/Wiz 1, Water 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 20 ft.

**Effect:** Cloud spreads in 20-ft. radius from you, 20 ft. high

**Duration:** 1 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *fireball*, *flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area. A *wall of fire* burns away the fog in the area into which it deals damage.

This spell does not function underwater.

### Open/Close

Transmutation

**Level:** Brd 0, Sor/Wiz 0

**Components:** V, S, F

**Casting Time:** 1 standard action

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

**Target:** Object weighing up to 30 lb. 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.

**Focus:** A brass key.

### Order's Wrath

Evocation [Lawful]

**Level:** Law 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Nonlawful creatures within a burst that fills a 30-ft. cube

**Duration:** Instantaneous (1 round); see text

**Saving Throw:** Will partial; see text

**Spell Resistance:** Yes

You channel lawful power to smite enemies. The power takes the form of a three-dimensional grid of energy. Only chaotic and neutral (not lawful) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to chaotic creatures (or 1d6 points of damage per caster level, maximum 10d6, to chaotic outsiders) and causes them to be *dazed* for 1 round. A successful Will save reduces the damage to half and negates the *daze* effect.

The spell deals only half damage to creatures who are neither chaotic nor lawful, and they are not *dazed*. They can reduce the damage in half again (down to one-quarter of the roll) with a successful Will save.

**Overland Flight**

Transmutation  
**Level:** Sor/Wiz 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 average maneuverability. 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 eight-hour period of flight (or 48 miles at a speed of 30 feet).

**Owl's Wisdom**

Transmutation  
**Level:** Clr 2, Drd 2, Pal 2, Rgr 2, Sor/Wiz 2  
**Components:** V, S, M/DF  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 10 minutes/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes

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

**Arcane Material Component:** A few feathers, or a pinch of droppings, from an owl.

**Owl's Wisdom, Mass**

Transmutation  
**Level:** Clr 6, Drd 6, Sor/Wiz 6  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature/level, no two of which can be more than 30 ft. apart  
This spell functions like *owl's wisdom*, except that it affects multiple creatures.

**Passwall**

Transmutation  
**Level:** Sor/Wiz 5  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Effect:** 5 ft. by 8 ft. opening, 10 ft. deep plus 5 ft. deep per three additional levels  
**Duration:** 1 hour/level (D)  
**Saving Throw:** None  
**Spell Resistance:** No

You create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10 feet deep plus an additional 5 feet deep per three caster levels above 9th (15 feet at 12th, 20 feet at 15th, and a maximum of 25 feet deep at 18th level). If the wall's thickness is more than the depth of the passage created, then a single *passwall* simply makes a niche or short tunnel. Several *passwall* spells can then form a continuing passage to breach very thick walls. When *passwall* ends, creatures within the passage are ejected out the nearest exit. If someone dispels the *passwall* or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

**Material Component:** A pinch of sesame seeds.

**Pass without Trace**

Transmutation  
**Level:** Drd 1, Rgr 1  
**Components:** V, S, DF  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Targets:** One creature/level touched  
**Duration:** 1 hour/level (D)  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)

The subject or subjects can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is impossible by nonmagical means.

**Permanency**

Universal  
**Level:** Sor/Wiz 5  
**Components:** V, S, XP  
**Casting Time:** 2 rounds  
**Range:** See text Target, Effect, or  
**Area:** See text  
**Duration:** Permanent; see text  
**Saving Throw:** None  
**Spell Resistance:** No

This spell makes certain other spells permanent.

Depending on the spell, you must be of a minimum caster level and must expend a number of XP.

You can make the following spells permanent in regard to yourself.

Spell	Minimum Caster Level	XP Cost
<i>Arcane sight</i>	11th	1,500 XP
<i>Comprehend languages</i>	9th	500 XP
<i>Darkvision</i>	10th	1,000 XP
<i>Detect magic</i>	9th	500 XP
<i>Read magic</i>	9th	500 XP
<i>See invisibility</i>	10th	1,000 XP
<i>Tongues</i>	11th	1,500 XP

You cast the desired spell and then follow it with the *permanency* spell. You cannot cast these spells on other creatures. This application of *permanency* can be dispelled only by a caster of higher level than you were when you cast the spell.

In addition to personal use, *permanency* can be used to make the following spells permanent on yourself, another creature, or an object (as appropriate).

Spell	Minimum Caster Level	XP Cost
<i>Enlarge person</i>	9th	500 XP
<i>Magic fang</i>	9th	500 XP
<i>Magic fang, greater</i>	11th	1,500 XP
<i>Reduce person</i>	9th	500 XP
<i>Resistance</i>	9th	500 XP
<i>Telepathic bond</i> <sup>1</sup>	13th	2,500 XP

<sup>1</sup> Only bonds two creatures per casting of *permanency*.

Additionally, the following spells can be cast upon objects or areas only and rendered permanent.

Spell	Minimum Caster Level	XP Cost
<i>Alarm</i>	9th	500 XP
<i>Animate objects</i>	14th	3,000 XP
<i>Dancing lights</i>	9th	500 XP
<i>Ghost sound</i>	9th	500 XP

<i>Gust of wind</i>	11th	1,500 XP
<i>Invisibility</i>	10th	1,000 XP
<i>Mage's private sanctum</i>	13th	2,500 XP
<i>Magic mouth</i>	10th	1,000 XP
<i>Phase door</i>	15th	3,500 XP
<i>Prismatic sphere</i>	17th	4,500 XP
<i>Prismatic wall</i>	16th	4,000 XP
<i>Shrink item</i>	11th	1,500 XP
<i>Solid fog</i>	12th	2,000 XP
<i>Stinking cloud</i>	11th	1,500 XP
<i>Symbol of death</i>	16th	4,000 XP
<i>Symbol of fear</i>	14th	3,000 XP
<i>Symbol of insanity</i>	16th	4,000 XP
<i>Symbol of pain</i>	13th	2,500 XP
<i>Symbol of persuasion</i>	14th	3,000 XP
<i>Symbol of sleep</i>	16th	4,000 XP
<i>Symbol of stunning</i>	15th	3,500 XP
<i>Symbol of weakness</i>	15th	3,500 XP
<i>Teleportation circle</i>	17th	4,500 XP
<i>Wall of fire</i>	12th	2,000 XP
<i>Wall of force</i>	13th	2,500 XP
<i>Web</i>	10th	1,000 XP

Spells cast on other creatures, objects, or locations (not on you) are vulnerable to *dispel magic* as normal.

**XP Cost:** See tables above.

### Permanent Image

Illusion (Figment)

**Level:** Brd 6, Sor/Wiz 6

**Effect:** Figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)

**Duration:** Permanent (D)

This spell functions like *silent image*, except that the figment includes visual, auditory, olfactory, and thermal elements, and the spell is permanent. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.

**Material Component:** A bit of fleece plus powdered jade worth 100 gp.

### Persistent Image

Illusion (Figment)

**Level:** Brd 5, Sor/Wiz 5

**Duration:** 1 minutes/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.

**Material Component:** A bit of fleece and several grains of sand.

### Phantasmal Killer

Illusion (Phantasm) [Fear, Mind-Affecting]

**Level:** Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Will disbelief (if interacted with), 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 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.

### Phantom Steed

Conjuration (Creation)

**Level:** Brd 3, Sor/Wiz 3

**Components:** V, S

**Casting Time:** 10 minutes

**Range:** 0 ft.

**Effect:** One quasi-real, horse-like creature

**Duration:** 1 hour/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You conjure a Large, quasi-real, horse-like creature. The steed can be ridden only by you or by the one person for whom you specifically created the mount. A *phantom steed* has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.

The mount has an AC of 18 (–1 size, +4 natural armor, +5 Dex) and 7 hit points +1 hit point per caster level. If it loses all its hit points, the *phantom steed* disappears. A *phantom steed* has a speed of 20 feet per caster level, to a maximum of 240 feet. It can bear its rider's weight plus up to 10 pounds per caster level.

These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels.

**8th Level:** The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

**10th Level:** The mount can use *water walk* at will (as the spell, no action required to activate this ability).

**12th Level:** The mount can use *air walk* at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground.

**14th Level:** The mount can fly at its speed (average maneuverability).

### Phantom Trap

Illusion (Glamour)

**Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Object touched

**Duration:** Permanent (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists. Of course, the effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time.

If another *phantom trap* is active within 50 feet when the spell is cast, the casting fails.

**Material Component:** A piece of iron pyrite touched to the object to be trapped while the object is sprinkled with a special dust requiring 50 gp to prepare.

### Phase Door

Conjuration (Creation)

**Level:** Sor/Wiz 7, Travel 8

**Components:** V

**Casting Time:** 1 standard action

**Range:** 0 ft.

**Effect:** Ethereal 5 ft. by 8 ft. opening, 10 ft. deep + 5 ft. deep per three levels

**Duration:** One usage per two levels

**Saving Throw:** None

**Spell Resistance:** No

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The *phase door* is *invisible* and inaccessible to all creatures except you, and only you can use the passage. You disappear when you enter the *phase door* and appear when you exit. If you desire, you can take one other creature (Medium or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can you see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A *gem of true seeing* or similar magic reveals the presence of a *phase door* but does not allow its use.

*Phase door* is subject to *dispel magic*. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a *passwall* effect.

You can allow other creatures to use the *phase door* by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. They 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, and hit points don't qualify.

*Phase door* can be made permanent with a *permanency* spell.

### Planar Ally

Conjuration (Calling) [see text for *lesser planar ally*]

**Level:** Clr 6

**Effect:** One or two called elementals or outsiders, totaling no more than CR 10, which cannot be more than 30 ft. apart when they appear

This spell functions like *lesser planar ally*, except you may call a single creature of CR 10 or less, or two creatures of the same kind whose Challenge Ratings total no more than 10. The creatures agree to help you and request your return payment together.

**XP Cost:** 250 XP.

### Planar Ally, Greater

Conjuration (Calling) [see text for *lesser planar ally*]

**Level:** Clr 8

**Effect:** Up to three called elementals or outsiders, totaling no more than CR 14, no two of which can be more than 30 ft. apart when they appear.

This spell functions like *lesser planar ally*, except that you may call a single creature of CR 14 or less, or up to three creatures of the same kind whose Challenge Ratings total no more than 14. The creatures agree to help you and request your return payment together.

**XP Cost:** 500 XP.

### Planar Ally, Lesser

Conjuration (Calling) [see text]

**Level:** Clr 4

**Components:** V, S, DF, XP

**Casting Time:** 10 minutes

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

**Effect:** One called elemental or outsider of CR 6 or less

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

By casting this spell, you request your deity to send you an elemental or outsider (of CR 6 or less) of the deity's choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway).

You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creature called in order to bargain for its services.

The creature called requires a payment for its services. This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

A task taking up to 1 minute per caster level requires a payment of 100 gp per CR of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per CR. A long-term task, one requiring up to one day per caster level, requires a payment of 1,000 gp per CR.

A non-hazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature). However, if the task is strongly aligned with the creature's ethos, it may halve or even waive the payment.

At the end of its task, or when the duration bargained for expires, the creature returns to its home plane (after reporting back to you, if appropriate and possible).

**Note:** When you use a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

**XP Cost:** 100 XP.

### Planar Binding

Conjuration (Calling) [see text for *lesser planar binding*]

**Level:** Sor/Wiz 6

**Components:** V, S

**Targets:** Up to three elementals or outsiders, totaling no more than CR 10, no two of which can be more than 30 ft. apart when they appear

This spell functions like *lesser planar binding*, except that you may call a single creature of CR 10 or less, or up to three creatures of the same kind whose Challenge Ratings total no more than 10. Each creature gets a save, makes an independent attempt to escape, and must be individually persuaded to aid you.

### Planar Binding, Greater

Conjuration (Calling) [see text for *lesser planar binding*]

**Level:** Sor/Wiz 8

**Components:** V, S



**Targets:** Up to three elementals or outsiders, totaling no more than CR 14, no two of which can be more than 30 ft. apart when they appear.

This spell functions like *lesser planar binding*, except that you may call a single creature of CR 14 or less, or up to three creatures of the same kind whose Challenge Ratings total no more than 14. Each creature gets a saving throw, makes independent attempts to escape, and must be persuaded to aid you individually.

### **Planar Binding, Lesser**

Conjuration (Calling) [see text]

**Level:** Sor/Wiz 5

**Components:** V, S

**Casting Time:** 10 minutes

**Range:** Close (25 ft. + 5 ft./2 levels); see text

**Target:** One elemental or outsider with CR 6 or less

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** No and Yes; see text

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, which must lie within the spell's range. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, you must use a magic circle spell, focused inward. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell.

The target creature is allowed a Will saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep it from being called). The creature can escape from the trap with by successfully pitting its spell resistance against your caster level check, by dimensional travel, or with a successful Charisma check (DC 15 + 1/2 your caster level + your Cha modifier). It can try each method once per day. If it breaks loose, it can flee or attack you. A *dimensional anchor* cast on the creature prevents its escape via dimensional travel. You can also employ a calling diagram (see *magic circle against evil*) to make the trap more secure.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Charisma check opposed by the creature's Charisma check. The check is assigned a bonus of +0 to +6 based on the nature of the service and the reward. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones re-offered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If you roll a 1 on the Charisma check, the creature breaks free of the *binding* and can escape or attack you.

Once the requested service is completed, the creature need only so inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete though its own actions the spell remains in effect for a maximum of one day per caster level, and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions.

When you use a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

### **Plane Shift**

Conjuration (Teleportation)

**Level:** Clr 5, Sor/Wiz 7

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched, or up to eight willing creatures joining hands

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the *plane shift* at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination.

**Note:** *Plane shift* transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back.

**Focus:** A small, forked metal rod. The size and metal type dictates to which plane of existence or alternate dimension the spell sends the affected creatures.

### **Plant Growth**

Transmutation

**Level:** Drd 3, Plant 3, Rgr 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** See text Target or

**Area:** See text

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

*Plant growth* has different effects depending on the version chosen.

**Overgrowth:** This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within long range (400 feet + 40 feet per caster level) to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect.

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle.

You may designate places within the area that are not affected.

**Enrichment:** This effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal.

*Plant growth* counters *diminish plants*.

This spell has no effect on plant creatures.

### **Poison**

Necromancy

**Level:** Clr 4, Drd 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous; see text

**Saving Throw:** Fortitude negates; see text

**Spell Resistance:** Yes

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. The *poison* deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later. Each instance of

damage can be negated by a Fortitude save (DC 10 + 1/2 your caster level + your Wis modifier).

Polar Ray

Evocation [Cold]  
Level: Sor/Wiz 8  
Components: V, S, F  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Effect: Ray  
Duration: Instantaneous  
Saving Throw: None  
Spell Resistance: Yes

A blue-white ray of freezing air and ice springs from your hand. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of cold damage per caster level (maximum 25d6).

Focus: A small, white ceramic cone or prism.

Polymorph

Transmutation  
Level: Sor/Wiz 4  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Touch  
Target: Willing living creature touched  
Duration: 1 minutes/level (D)  
Saving Throw: None  
Spell Resistance: No

This spell functions like *alter self*, except that you change the willing subject into another form of living creature. The new form may be of the same type as the subject or any of the following types: aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin. The assumed form can't have more Hit Dice than your caster level (or the subject's HD, whichever is lower), to a maximum of 15 HD at 15th level. You can't cause a subject to assume a form smaller than Fine, nor can you cause a subject to assume an incorporeal or gaseous form. If slain, the subject reverts to its original form, though it remains dead. The subject's statistics are changed as detailed below. If something is not listed as changing, then it is unchanged.

- \* Creature type and subtype (if any) do not change to match the new form, but the subject gains the subtype of the chosen creature.
- \* Upon changing, the subject regains lost hit points as if it had rested for a night (though this healing does not restore temporary ability damage and provide other benefits of resting; and changing back does not heal the subject further).
- \* Gains the Strength, Dexterity, and Constitution scores of the new form, but none of them can increase by more than the caster's level, and the subject's modifiers in these ability scores are then used to alter the new ability scores (so a 10th-level caster can change a Str 8 subject into a Str 20 creature, but the subject's new Str maxes out at 18 and is then reduced to 17 thanks to the original -1 Str mod).
- \* Retains its own Intelligence, Wisdom, and Charisma scores.
- \* Gains all extraordinary special attacks and qualities possessed by the new form, except Fast Healing or Regeneration.
- \* Gains the movement methods of the new form.
- \* Gains the natural armor of the new form.
- \* Gains the natural weapons of the new form.
- \* Loses the extraordinary special attacks, movement types, natural armor, and natural weapons of the original form.

Note that the *polymorphed* subject **does not** gain the spell-like, psionic, or supernatural abilities of the new form!

Incorporeal or gaseous creatures are immune to being *polymorphed*, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

Material Component: An empty cocoon.

Polymorph Any Object

Transmutation  
Level: Sor/Wiz 8, Trickery 8  
Components: V, S, M/DF  
Casting Time: 1 standard action  
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 *polymorph*, except that it changes one object or creature into another. The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The duration is determined by using the following guidelines.

Changed Subject Is:	Increase to Duration Factor <sup>1</sup>
Same kingdom (animal, vegetable, mineral)	+5
Same class (mammals, fungi, metals, etc.)	+2
Same size	+2
Related (twig is to tree, wolf fur is to wolf, etc.)	+2
Same or lower Intelligence	+2

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

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 mantichore
6	2 days	Sheep to wool coat
7	1 week	Shrew to mantichore
9+	Permanent	Mantichore to shrew

Unlike *polymorph*, *polymorph any object* does grant the creature the Intelligence score of its new form. If the original form didn't have a Wisdom or Charisma score, it gains those scores as appropriate for the new form.

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 adamantite. 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*, *polymorph, flesh to stone*, *stone to flesh*, *transmute mud to rock*, *transmute metal to wood*, or *transmute rock to mud*.

Arcane Material Component: Mercury, gum arabic, and smoke.

**Power Word Blind**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Sor/Wiz 7, War 7**Components:** V**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One creature with 200 hp or less**Duration:** See text**Saving Throw:** None**Spell Resistance:** Yes

You utter a single word of power that causes one creature of your choice to become *blinded*, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 201 or more hit points is unaffected by *power word blind*.

<b>Hit Points</b>	<b>Duration</b>
50 or less	Permanent
51–100	1d4+1 minutes
101–200	1d4+1 rounds

**Power Word Kill**

Enchantment (Compulsion) [Death, Mind-Affecting]

**Level:** Mentalism 9, Sor/Wiz 9, War 9**Components:** V**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One living creature with 100 hp or less**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** Yes

You utter a single word of power that instantly kills one creature of your choice, whether the creature can hear the word or not. Any creature that currently has 101 or more hit points is unaffected by *power word kill*.

**Mentalism Domain Note:** Only affects creatures with at least one Manifester Level. If it targets a creature that has none, then it bounces to the nearest eligible target to that creature who is still within range.

**Power Word Stun**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Sor/Wiz 8, War 8**Components:** V**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One creature with 150 hp or less**Duration:** See text**Saving Throw:** None**Spell Resistance:** Yes

You utter a single word of power that instantly causes one creature of your choice to become *stunned*, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 151 or more hit points is unaffected by *power word stun*.

<b>Hit Points</b>	<b>Duration</b>
50 or less	4d4 rounds
51–100	2d4 rounds
101–150	1d4 rounds

**Prayer**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Clr 3, Pal 3**Components:** V, S, DF**Casting Time:** 1 standard action**Range:** 40 ft.

**Area:** All allies and foes within a 40-ft.-radius burst centered on you

**Duration:** 1 round/level**Saving Throw:** None**Spell Resistance:** Yes

You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and your each of your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a –1 penalty on such rolls.

**Prestidigitation**

Universal

**Level:** Brd 0, Sor/Wiz 0**Components:** V, S**Casting Time:** 1 standard action**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, a *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.

**Prismatic Sphere**

Abjuration

**Level:** Protection 9, Sor/Wiz 9, Sun 9**Components:** V**Range:** 10 ft.**Effect:** 10-ft.-radius sphere centered on you

This spell functions like *prismatic wall*, except you conjure up an immobile, opaque globe of shimmering, multicolored light that surrounds you and protects you from all forms of attack. The sphere flashes in all colors of the visible spectrum.

The sphere's *blindness* effect on creatures with less than 8 HD lasts 2d4x10 minutes.

You can pass into and out of the *prismatic sphere* and remain near it without harm. However, when you're inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack you or pass through suffer the effects of each color, one at a time.

Typically, only the upper hemisphere of the globe will exist, since you are at the center of the sphere, so the lower half is usually excluded by the floor surface you are standing on.

The colors of the sphere have the same effects as the colors of a *prismatic wall*.

*Prismatic sphere* can be made permanent with a *permanency* spell.

## Prismatic Spray

Evocation

**Level:** Sor/Wiz 7

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** See text

**Spell Resistance:** Yes

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically *blinded* for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.

	Color	
1d8	of Beam	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Kills; Fort partial, take 1d6 points of Con damage instead)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane, as <i>insanity</i> spell (Will negates)
7	Violet	Sent to another plane (Will negates)
8	Struck by two rays; roll twice more, ignoring any “8” results.	

## Prismatic Wall

Abjuration

**Level:** Sor/Wiz 8

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** Wall 4 ft./level wide, 2 ft./level high

**Duration:** 10 minutes/level (D)

**Saving Throw:** See text

**Spell Resistance:** See text

*Prismatic wall* creates a vertical, opaque wall - a shimmering, multicolored plane of light that protects you from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and you can pass through and remain near the wall without harm. However, any other creature with less than 8 HD that is within 20 feet of the wall is *blinded* for 2d4 rounds by the colors if it looks at the wall.

The wall's maximum proportions are 4 feet wide per caster level and 2 feet high per caster level. A *prismatic wall* spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted.

Each color in the wall has a special effect. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack you or pass through the wall, and the magic needed to negate each color.

The wall can be destroyed, color by color, in consecutive order, by various magical effects; however, the first color must be brought down before the second can be affected, and so on. A rod of cancellation or a *mage's disjunction* spell destroys a *prismatic wall*, but an *antimagic field* fails to penetrate it. *Dispel magic* and *greater dispel magic* cannot dispel the wall or anything beyond it. Spell resistance is effective against a *prismatic wall*, but the caster level check must be repeated for each color present.

*Prismatic wall* can be made permanent with a *permanency* spell.

## Color Order Effect of Color

Red	1st	Stops nonmagical ranged weapons. Deals 20 points of fire damage (Reflex half). <b>Negated by:</b> <i>Cone of cold</i>
Orange	2nd	Stops magical ranged weapons. Deals 40 points of acid damage (Reflex half). <b>Negated by:</b> <i>Gust of wind</i>
Yellow	3rd	Stops poisons, gases, and <i>petrification</i> . Deals 80 points of electricity damage (Reflex half). <b>Negated by:</b> <i>Disintegrate</i>
Green	4th	Stops breath weapons. Poison (Kills; Fortitude partial for 1d6 points of Con damage instead). <b>Negated by:</b> <i>Passwall</i>
Blue	5th	Stops divination and mental attacks. Turned to stone (Fortitude negates). <b>Negated by:</b> <i>Magic missile</i>
Indigo	6th	Stops all spells. Will save or become insane (as <i>insanity</i> spell). <b>Negated by:</b> <i>Daylight</i>
Violet	7th	Energy field destroys all objects and effects. <sup>1</sup> Creatures sent to another plane (Will negates). <b>Negated by:</b> <i>Dispel magic</i>

<sup>1</sup> The violet effect makes the special effects of the other six colors redundant, but these six effects are included here because certain magic items can create prismatic effects one color at a time, and spell resistance might render some colors ineffective (see above).

## Produce Flame

Evocation [Fire]

**Level:** Drd 1, Fire 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 0 ft.

**Effect:** Flame in your palm

**Duration:** 1 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment.

In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 +1 point per caster level (maximum +5). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

This spell does not function underwater.

## Programmed Image

Illusion (Figment)

**Level:** Brd 6, Sor/Wiz 6

**Effect:** Visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)

**Duration:** Permanent until triggered, then 1 round/level

This spell functions like *silent image*, except that this spell's figment activates when a specific condition occurs. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech.

You set the triggering condition (which may be a special word) when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The

trigger cannot be based on some quality not normally obvious to the senses, such as alignment. (See *magic mouth* for more details about such triggers.)

**Material Component:** A bit of fleece and jade dust worth 25 gp.

### Project Image

Illusion (Shadow)

**Level:** Brd 6, Sor/Wiz 7

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** One shadow duplicate

**Duration:** 1 round/level (D)

**Saving Throw:** Will disbelief (if interacted with)

**Spell Resistance:** No

You tap energy from the Plane of Shadow to create a quasi-real, illusory version of yourself. The projected image looks, sounds, and smells like you but is intangible. The projected image mimics your actions (including speech) unless you direct it to act differently (which is a move action).

You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered *blinded* and *deafened*.

If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you. The projected image can't cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image.

Objects are affected by the projected image as if they had succeeded on their Will save.

You must maintain line of effect to the projected image at all times. If your line of effect is obstructed, the spell ends. If you use *dimension door*, *teleport*, *plane shift*, or a similar spell that breaks your line of effect, even momentarily, the spell ends.

**Material Component:** A small replica of you (a doll), which costs 5 gp to create.

### Protection from Arrows

Abjuration

**Level:** Sor/Wiz 2

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level or until discharged

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The warding creature gains resistance to ranged weapons. The subject gains damage reduction 10/magic against ranged weapons. (This spell doesn't grant you the ability to damage creatures with similar damage reduction.) Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

**Focus:** A piece of shell from a tortoise or a turtle.

### Protection from Chaos

Abjuration [Lawful]

**Level:** Clr 1, Law 1, Pal 1, Sor/Wiz 1

This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks from chaotic creatures, and chaotic summoned creatures cannot touch the subject.

### Protection from Energy

Abjuration [see text]

**Level:** Clr 3, Drd 3, Luck 3, Protection 3, Rgr 2, Sor/Wiz 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level or until discharged

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

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

*Protection from energy* has the same descriptor as the type of damage it protects against.

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

### Protection from Evil

Abjuration [Good]

**Level:** Clr 1, Good 1, Pal 1, Sor/Wiz 1

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minutes/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No; see text

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

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

Second, the barrier blocks any attempt to possess the warded creature (by a *magic jar* attack, for example) or to exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as *dominate person*). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the *protection from evil* effect. If the *protection from evil* effect ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the spell prevents bodily contact by 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. Good summoned creatures 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.

**Arcane Material Component:** A little powdered silver with which you trace a 3-ft-diameter circle on the floor (or ground) around the creature to be warded.

## Protection from Good

Abjuration [Evil]

**Level:** Clr 1, Evil 1, Sor/Wiz 1

This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks from good creatures, and good summoned creatures cannot touch the subject.

## Protection from Law

Abjuration [Chaotic]

**Level:** Chaos 1, Clr 1, Sor/Wiz 1

This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks from lawful creatures, and lawful summoned creatures cannot touch the subject.

## Protection from Spells

Abjuration

**Level:** Magic 8, Sor/Wiz 8

**Components:** V, S, M, F

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** Up to one creature touched per four levels

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject gains a +8 resistance bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

**Material Component:** A diamond of at least 500 gp value, which must be crushed and sprinkled over the targets.

**Focus:** One 1,000 gp diamond per creature to be granted the protection. Each subject must carry one such gem for the duration of the spell. If a subject loses the gem, the spell ceases to affect him.

## Prying Eyes

Divination

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 minute

**Range:** One mile

**Effect:** Ten or more levitating eyes

**Duration:** 1 hour/level; see text (D)

**Saving Throw:** None

**Spell Resistance:** No

You create a number of semi-tangible, visible magical orbs (called "eyes") equal to 1d4 + your caster level. These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions.

While the individual eyes are quite fragile, they're small and difficult to spot. Each eye is a Fine construct, about the size of a small apple, that has 1 hit point, AC 18 (+8 bonus for its size), flies at a speed of 30 feet with perfect maneuverability, and has a +16 Hide modifier. It has a Spot modifier equal to your caster level (maximum +15) and is subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings. An eye traveling through darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than twenty-five words. Any knowledge you possess is known by the eyes as well.

In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. It takes an eye 1 round to replay 1 hour of recorded images. After relaying its findings, an eye disappears.

If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per caster level or until they return to you. *Dispel magic* can destroy eyes. Roll separately for each eye caught in an area dispel. Of course, if an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself.

**Material Component:** A handful of crystal marbles.

## Prying Eyes, Greater

Divination

**Level:** Sor/Wiz 8

This spell functions like *prying eyes*, except that the eyes can see all things as they actually are, just as if they had *true seeing* with a range of 120 feet. Thus, they can navigate darkened areas at full normal speed. Also, a greater prying eye's maximum Spot modifier is +25 instead of +15.

## Psi Curse

Necromancy

**Level:** Mentalism 3, Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell renders the subject's psionic powers unreliable. Whenever he tries to manifest any power other than a Knack he must make another Will save against this spell. If he fails this second Will save then the power's manifestation is wasted, any Power Points spent on it are lost, and the subject cannot use *any* psionic power again until their next action. If the second Will save passes then the power is manifested normally. Whether or not this second Will save is passed, the *psi curse* remains, so future attempts to manifest psionic powers can still be affected.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell; or the *edit mind* (6 Power Point cost) psionic power.

## Purify Food and Drink

Transmutation

**Level:** Clr 0, Drd 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Target:** 1 cu. ft./level of contaminated food and water

**Duration:** Instantaneous

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type - nor upon magic potions. However, it **will** turn containers of poisonous liquids into pure water.

**Note:** Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

## Pyrotechnics

Transmutation

**Level:** Brd 2, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Target:** One fire source, up to a 20-ft. cube

**Duration:** 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text

**Saving Throw:** Will negates or Fortitude negates; see text

**Spell Resistance:** Yes or No; see text

*Pyrotechnics* turns a fire into either a burst of *blinding* fireworks or a thick cloud of choking smoke, depending on the version you choose.

**Fireworks:** The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120 feet of the fire source to become *blinded* for 1d4+1 rounds (Will negates). These creatures must have line of sight to the fire to be affected. Spell resistance can prevent *blindness*.

**Smoke Cloud:** A writhing stream of smoke billows out from the source, forming a choking cloud. The cloud spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud take –4 penalties to Strength and Dexterity (Fortitude negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Spell resistance does not apply.

**Material Component:** The spell uses one fire source, which is immediately extinguished. A fire so large that it exceeds a 20-foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per caster level.

## Quench

Transmutation

**Level:** Drd 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area or Target:** One 20-ft. cube/level (S), or one fire-based magic item

**Duration:** Instantaneous

**Saving Throw:** None or Will negates (object)

**Spell Resistance:** No or Yes (object)

*Quench* is often used to put out forest fires and other conflagrations. It extinguishes all nonmagical fires in its area. The spell also dispels any fire spells in its area, though you must succeed on a dispel check (1d20 +1 per caster level, maximum +15) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell.

Each elemental (fire) creature within the area of a *quench* spell takes 1d6 points of damage per caster level (maximum 15d6, no save allowed).

Alternatively, you can target the spell on a single magic item that creates or controls flame. The item loses all its fire-based magical abilities for 1d4 hours unless it succeeds on a Will save. (Artifacts are immune to this effect.)

## Rage

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 2, Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** One willing living creature per three levels, no two of which may be more than 30 ft. apart

**Duration:** Concentration + 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

Each affected creature gains a morale bonus to Strength and Constitution equal to +1 for every two levels of the caster, a morale bonus on Will saves equal to +1 for every four levels of the caster, and a –2 penalty to AC. At the end of this duration, the subject becomes *fatigued* from the strain it placed on his body.

The subject cannot use skills linked to Charisma, Dexterity, or Intelligence (except for Balance, Escape Artist, Intimidate, and Ride). They cannot use the Concentration skill, or any ability that requires patience or concentration (like psionics or spellcasting). Since Combat Expertise requires concentration, he cannot use that feat, but can use any other combat-oriented feat he has.

## Rainbow Pattern

Illusion (Pattern) [Mind-Affecting]

**Level:** Brd 4, Sor/Wiz 4

**Components:** V (Brd only), S, M, F; see text

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Colorful lights with a 20-ft.-radius spread

**Duration:** Concentration +1 round/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

A glowing, rainbow-hued pattern of interweaving colors *fascinates* those within it. *Rainbow pattern fascinates* a maximum of 24 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. An affected creature that fails its save is *fascinated* by the pattern.

With a simple gesture (a free action), you can make the *rainbow pattern* move up to 30 feet per round (moving its effective point of origin). All *fascinated* creatures follow the moving rainbow of light, trying to get or remain within the effect. *Fascinated* creatures that are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area each *fascinated* creature gets a second save. If the view of the lights is completely blocked creatures that can't see them are no longer affected.

The spell does not affect sightless creatures.

**Verbal Component:** A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

**Material Component:** A piece of phosphor.

**Focus:** A crystal prism.

## Raise Dead

Conjuration (Healing)

**Level:** Clr 5

**Components:** V, S, M, DF

**Casting Time:** 1 minute

**Range:** Touch

**Target:** Dead creature touched

**Duration:** Instantaneous

**Saving Throw:** None; see text

**Spell Resistance:** Yes (harmless)

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than one day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Coming back from the dead is an ordeal. The subject of the spell loses one level (or 1 Hit Die) when it is raised, just as if it had lost a level or a Hit Die to an energy-draining creature. If the subject is 1st level, it loses 2 points of Constitution instead (if this

would reduce its Con to 0 or less, it can't be raised). This level/HD loss or Constitution loss cannot be repaired by any means. A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spells for losing a level. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell, in addition to losing spell slots for losing a level.

A raised creature has a number of hit points equal to its current Hit Dice. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature that has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

**Material Component:** Diamonds worth a total of at least 5,000 gp.

### Ray of Enfeeblement

Necromancy

**Level:** Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** Ray

**Duration:** 1 minutes/level

**Saving Throw:** None

**Spell Resistance:** Yes

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Strength score cannot drop below 1.

### Ray of Exhaustion

Necromancy

**Level:** Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Effect:** Ray

**Duration:** 1 minutes/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target.

The subject is immediately *exhausted* for the spell's duration.

A successful Fortitude save prevents this.

This spell has no effect on a creature that is already *exhausted*. Unlike normal *exhaustion* or *fatigue*, the effect ends as soon as the spell's duration expires.

**Material Component:** A drop of sweat.

### Ray of Frost

Evocation [Cold]

**Level:** Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

**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

Divination

**Level:** Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

By means of *read magic*, 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 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.

**Focus:** A clear crystal or mineral prism.

### Reduce Animal

Transmutation

**Level:** Drd 2, Rgr 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One willing animal of Small, Medium, Large, or Huge size

**Duration:** 1 hour/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell functions like *reduce person*, except that it affects a single willing animal. Reduce the damage dealt by the animal's natural attacks as appropriate for its new size.

### Reduce Person

Transmutation

**Level:** Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 round

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

**Target:** One humanoid or monstrous humanoid creature

**Duration:** 1 minutes/level (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell causes instant diminution of a humanoid or monstrous humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.

A Small creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed.



All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that reduce size do not stack.

*Reduce person* counters and dispels *enlarge person*.

*Reduce person* can be made permanent with a *permanency* spell.

**Material Component:** A pinch of powdered iron.

### Reduce Person, Mass

Transmutation

**Level:** Sor/Wiz 4

**Target:** One humanoid or monstrous humanoid creature/level, no two of which can be more than 30 ft. apart

This spell functions like *reduce person*, except that it affects multiple creatures.

### Refuge

Conjuration (Teleportation)

**Level:** Clr 7, Sor/Wiz 9

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Object touched

**Duration:** Permanent until discharged

**Saving Throw:** None

**Spell Resistance:** No

You create powerful magic in some specially prepared object. This object contains the power to instantly transport its possessor across any distance within the same plane to your abode. Once the item is transmuted, you must give it willingly to a creature and at the same time inform it of a command word to be spoken when the item is used. To make use of the item, the subject speaks the command word at the same time that it rends or breaks the item (a standard action). When this is done, the individual and all objects it is wearing and carrying (to a maximum of the character's heavy load) are instantly transported to your abode. No other creatures are affected (aside from a familiar that is touching the subject).

You can alter the spell when casting it so that it transports you to within 10 feet of the possessor of the item when it is broken and the command word spoken. You will have a general idea of the location and situation of the item possessor at the time the *refuge* spell is discharged, but once you decide to alter the spell in this fashion, you have no choice whether or not to be transported.

**Material Component:** The specially prepared object, whose construction requires gems worth 1,500 gp.

### Regenerate

Conjuration (Healing)

**Level:** Clr 7, Drd 9, Healing 7

**Components:** V, S, DF

**Casting Time:** 3 full rounds

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed

members are present and touching the creature. It takes 2d10 rounds otherwise.

*Regenerate* also cures 4d8 points of damage +1 point per caster level (maximum +35), rids the subject of *exhaustion* and/or *fatigue*, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

### Reincarnate

Transmutation

**Level:** Drd 4

**Components:** V, S, M, DF

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Dead creature touched

**Duration:** Instantaneous

**Saving Throw:** None; see text

**Spell Resistance:** Yes (harmless)

With this spell, you bring back a dead creature in another body, provided that its death occurred no more than one week before the casting of the spell and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be *reincarnated*, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the subject is *reincarnated*.

A *reincarnated* creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonus, base save bonuses, and hit points are unchanged. Strength, Dexterity, and Constitution scores depend partly on the new body. First eliminate the subject's racial adjustments (since it is no longer of his previous race) and then apply the adjustments found below to its remaining ability scores. The subject's level (or Hit Dice) is reduced by 1. If the subject was 1st level, its new Constitution score is reduced by 2. (If this reduction would put its Con at 0 or lower, it can't be *reincarnated*). This level/HD loss or Constitution loss cannot be repaired by any means.

It's possible for the change in the subject's ability scores to make it difficult for it to pursue its previous character class. If this is the case, the subject is well advised to become a multiclass character.

For a humanoid creature, the new incarnation is determined using the following table. For non-humanoid creatures, a similar table of creatures of the same type should be created.

A creature that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell. Constructs, elementals, outsiders, and undead creatures can't be *reincarnated*. The spell cannot bring back a creature that has died of old age.

d%	Incarnation	Str/Dex/Con	d%	Incarnation	Str/Dex/Con
01	Bugbear	+4/+2/+2	63-74	Halfling	-2/+2/+0
02-13	Dwarf	+0/+0/+2	75-89	Human	+0/+0/+0
14-25	Elf	+0/+2/-2	90-93	Kobold	-4/+2/-2
26	Gnoll	+4/+0/+2	94	Lizardfolk	+2/+0/+2
27-38	Gnome	-2/+0/+2	95-98	Orc	+4/+0/0
39-42	Goblin	-2/+2/+0	99	Troglodyte	+0/-2/+4
43-52	Half-elf	+0/+0/+0	100	Other	??/?
53-62	Half-orc	+2/+0/+0			

The *reincarnated* creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it doesn't automatically speak the language of the new form.

A *wish* or a *miracle* spell can restore a *reincarnated* character to his or her original form.

**Material Component:** Rare oils and unguents worth a total of least 1,000 gp, spread over the remains.

### Remove Blindness/Deafness

Conjuration (Healing)

**Level:** Clr 3, Pal 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

*Remove blindness/deafness* cures *blindness* or *deafness* (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

*Remove blindness/deafness* counters and dispels *blindness/deafness*.

### Remove Curse

Abjuration

**Level:** Brd 3, Clr 3, Pal 3, Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature or item touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*Remove curse* instantaneously removes all curses on an object or a creature. *Remove curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

*Remove curse* counters and dispels *bestow curse* and *psi curse*.

### Remove Disease

Conjuration (Healing)

**Level:** Clr 3, Drd 3, Rgr 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

*Remove disease* cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others. Certain special diseases may not be countered by this spell or may be countered only by a caster of a certain level or higher.

**Note:** Since the spell's duration is instantaneous, it does not prevent re-infection after a new exposure to the same disease at a later date.

### Remove Fear

Abjuration

**Level:** Brd 1, Clr 1

**Components:** V, S

**Casting Time:** 1 standard action

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

**Targets:** One creature plus one additional creature per four levels, no two of which can be more than 30 ft. apart

**Duration:** 10 minutes; see text

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell.

*Remove fear* counters and dispels *cause fear*.

### Remove Paralysis

Conjuration (Healing)

**Level:** Clr 2, Pal 2

**Components:** V, S

**Casting Time:** 1 standard action

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

**Targets:** Up to four creatures, no two of which can be more than 30 ft. apart

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You can free one or more creatures from the effects of any temporary paralysis or related magic, including a ghoul's touch or a *slow* spell. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus.

The spell does not restore ability scores reduced by penalties, damage, or drain.

### Repel Metal or Stone

Abjuration [Earth]

**Level:** Drd 8

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** 60-ft. line from you

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** No

Like *repel wood*, this spell creates waves of *invisible* and intangible energy that roll forth from you. All metal or stone objects in the path of the spell are pushed away from you to the limit of the range. Fixed metal or stone objects larger than 3 inches in diameter and loose objects weighing more than 500 pounds are not affected. Anything else, including animated objects, small boulders, and creatures in metal armor, moves back. Fixed objects 3 inches in diameter or smaller bend or break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as metal armor, swords, and the like are pushed back, dragging their bearers with them. Even magic items with metal components are repelled, although an *antimagic field* blocks the effects.

The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

### Repel Vermin

Abjuration

**Level:** Brd 4, Clr 4, Drd 4, Rgr 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Area:** 10-ft.-radius emanation centered on you

**Duration:** 10 minutes/level (D)

**Saving Throw:** None or Will negates; see text

**Spell Resistance:** Yes

An *invisible* barrier holds back vermin. A vermin with Hit Dice of less than one-third your level cannot penetrate the barrier.

A vermin with Hit Dice of one-third your level or more can penetrate the barrier if it succeeds on a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin.

### Repel Wood

Transmutation

**Level:** Drd 6, Plant 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** 60-ft. line-shaped emanation from you

**Duration:** 1 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

Waves of energy roll forth from you, moving in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range. Wooden objects larger than 3 inches in diameter that are fixed firmly are not affected, but loose objects are. Objects 3 inches in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along. (A creature being dragged by an item it is carrying can let go. A creature being dragged by a shield can loose it as a move action and drop it as a free action.) If a spear is planted (set) to prevent this forced movement, it splinters. Even magic items with wooden sections are repelled, although an *antimagic field* blocks the effects.

The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

### Repulsion

Abjuration

**Level:** Clr 7, Protection 7, Sor/Wiz 6

**Components:** V, S, F/DF

**Casting Time:** 1 standard action

**Range:** Up to 10 ft./level

**Area:** Up to 10-ft.-radius/level emanation centered on you

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

An *invisible*, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your level allows). Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted.

They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected

creature, nothing happens. (The creature is not forced back.) The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

**Arcane Focus:** A pair of small iron bars attached to two small canine statuettes, one black and one white, the whole array worth 50 gp.

### Resilient Sphere

Evocation [Force]

**Level:** Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Effect:** 1-ft.-diameter/level sphere, centered around a creature

**Duration:** 1 minutes/level (D)

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes

A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a rod of cancellation, a rod of negation, a *disintegrate* spell, or a targeted *dispel magic* spell. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally.

The subject may struggle, but the sphere cannot be physically moved either by people outside it or by the struggles of those within.

**Material Component:** A hemispherical piece of clear crystal and a matching hemispherical piece of gum arabic.

### Resistance

Abjuration

**Level:** Brd 0, Clr 0, Drd 0, Pal 1, Sor/Wiz 0

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

*Resistance* can be made permanent with a *permanency* spell.

**Arcane Material Component:** A miniature cloak.

### Resist Energy

Abjuration [see text]

**Level:** Clr 2, Drd 2, Fire 3, Pal 2, Rgr 1, Sor/Wiz 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a

maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

*Resist energy* absorbs only damage. The subject could still suffer unfortunate side effects, such as heat stroke or hypothermia.

*Protection from energy* has the same descriptor as the type of damage it protects against.

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

### Restoration

Conjuration (Healing)

**Level:** Clr 4, Pal 4

**Components:** V, S, M

This spell functions like *lesser restoration*, except that it also dispels negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level. A character who has a level restored by *restoration* has exactly the minimum number of experience points necessary to restore him or her to his or her previous level.

*Restoration* cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any *fatigue* or *exhaustion* suffered by the target.

*Restoration* does not restore levels or Constitution points lost due to death.

**Material Component:** Diamond dust worth 100 gp that is sprinkled over the target.

### Restoration, Greater

Conjuration (Healing)

**Level:** Clr 7

**Components:** V, S, XP

**Casting Time:** 10 minutes

This spell functions like *lesser restoration*, except that it dispels all negative levels afflicting the healed creature. This effect also reverses level drains by a force or creature, restoring the creature to the highest level it had previously attained. The drained levels are restored only if the time since the creature lost the level is no more than one week per caster level.

*Greater restoration* also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates *fatigue* and *exhaustion*, and removes all forms of *insanity*, *confusion*, and similar mental effects. *Greater restoration* does not restore levels or Constitution points lost due to death.

**XP Cost:** 500 XP.

### Restoration, Lesser

Conjuration (Healing)

**Level:** Clr 2, Drd 2, Pal 1

**Components:** V, S

**Casting Time:** 3 rounds

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*Lesser restoration* dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any *fatigue* suffered by the character, and improves an *exhausted* condition to *fatigued*. It does not restore permanent ability drain.

### Resurrection

Conjuration (Healing)

**Level:** Clr 7

**Casting Time:** 10 minutes

This spell functions like *raise dead*, except that you are able to restore life and complete strength to any deceased creature.

The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. (The remains of a creature hit by a *disintegrate* spell count as a small portion of its body.) The creature can have been dead no longer than 10 years per caster level.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. However, the subject loses one level, or 2 points of Constitution if the subject was 1st level. (If this reduction would bring its Con to 0 or lower, it can't be resurrected). This level loss or Constitution loss cannot be repaired by any means.

You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot resurrect someone who has died of old age. Constructs, elementals, outsiders, and undead creatures can't be resurrected.

**Material Component:** A sprinkle of holy water and diamonds worth a total of at least 10,000 gp.

### Reverse Gravity

Transmutation

**Level:** Drd 8, Sor/Wiz 7

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Up to one 10-ft. cube per two levels (S)

**Duration:** 1 round/level (D)

**Saving Throw:** None; see text

**Spell Resistance:** No

This spell reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself when the spell strikes. Creatures who can fly or *levitate* can keep themselves from falling.

**Arcane Material Component:** A lodestone and iron filings.

### Righteous Might

Transmutation

**Level:** Clr 5, Strength 5

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level (D)

This spell causes you to grow, doubling your height and multiplying your weight by 8. This increase changes your size category to the next larger one, and you gain a +4 size bonus to Strength and a +2 size bonus to Constitution. You gain a +2 enhancement bonus to your natural armor. You gain damage reduction 3/evil (if you normally channel positive energy) or

damage reduction 3/good (if you normally channel negative energy). At 12th level this damage reduction becomes 6/evil or 6/good, and at 15th level it becomes 9/evil or 9/good (the maximum). Your size modifier for AC and attacks changes as appropriate to your new size category. This spell doesn't change your speed. Determine space and reach as appropriate to your new size.

If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you - the spell cannot crush you by increasing your size.

All equipment you wear or carry is similarly enlarged by the spell. Melee and projectile weapons deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that increase size do not stack.

### **Rope Trick**

Transmutation

**Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One touched piece of rope from 5 ft. to 30 ft. long

**Duration:** 1 hour/level (D)

**Saving Throw:** None

**Spell Resistance:** No

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space that is outside the multiverse of extradimensional spaces ("planes"). Creatures in the extradimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes. The space holds as many as eight creatures (of any size). Creatures in the space can pull the rope up into the space, making the rope "disappear." In that case, the rope counts as one of the eight creatures that can fit in the space. The rope can support up to 16,000 pounds. A weight greater than that can pull the rope free.

Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3-ft by 5-ft window were centered on the rope. The window is present on the Material Plane, but it's *invisible*, and even creatures that can see the window can't see through it. Anything inside the extradimensional space drops out when the spell ends. The rope can be climbed by only one person at a time. The *rope trick* spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

**Note:** It is hazardous to create an extradimensional space within an existing extradimensional space or to take an extradimensional space into an existing one. To prevent this, the *rope trick* effect causes any extradimensional space taken inside of it to become disconnected from its focus (i.e. a *bag of holding* turns into a regular bag, and the contents it contained become inaccessible). These extradimensional spaces return to normal once they leave the *rope trick* effect. Casting another *rope trick* spell while within the effect of a *rope trick* causes the duration to be reset to the longer of the new spell's duration, or the duration left on the previous casting.

**Material Component:** Powdered corn extract and a twisted loop of parchment.

### **Rusting Grasp**

Transmutation

**Level:** Drd 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One nonmagical ferrous object (or the volume of the object within 3 ft. of the touched point) or one ferrous creature

**Duration:** See text

**Saving Throw:** None

**Spell Resistance:** No

Any iron or iron alloy item you touch becomes instantaneously rusted, pitted, and worthless, effectively destroyed. If the item is so large that it cannot fit within a 3-foot radius a 3-foot-radius volume of the metal is rusted and destroyed. Magic items made of metal are immune to this spell.

You may employ *rusting grasp* in combat with a successful melee touch attack. *Rusting grasp* used in this way instantaneously destroys 1d6 points of Armor Class gained from metal armor (to the maximum amount of protection the armor offered) through corrosion.

Weapons in use by an opponent targeted by the spell are more difficult to grasp. You must succeed on a melee touch attack against the weapon. A metal weapon that is hit is destroyed.

**Note:** Striking at an opponent's weapon provokes an attack of opportunity. Also, you must touch the weapon and not the other way around.

Against a ferrous creature, *rusting grasp* instantaneously deals 3d6 points of damage +1 per caster level (maximum +15) per successful attack. The spell lasts for 1 round per level, and you can make one melee touch attack per round.

### **Sanctuary**

Abjuration

**Level:** Clr 1, Protection 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** No

Any opponent attempting to strike or otherwise directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area or effect spells. The subject cannot attack without breaking the spell but may use non-attack spells or otherwise act.

**Scare**

Necromancy [Fear, Mind-Affecting]  
**Level:** Brd 2, Death 3, Sor/Wiz 2  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Targets:** One living creature per three levels, no two of which can be more than 30 ft. apart  
**Duration:** 1 round/level or 1 round; see text for *cause fear*  
**Saving Throw:** Will partial  
**Spell Resistance:** Yes  
This spell functions like *cause fear*, except that it causes all targeted creatures of less than 6 HD to become *frightened*.  
**Material Component:** A bit of bone from an undead skeleton, zombie, ghoul, ghast, or mummy.

**Scintillating Pattern**

Illusion (Pattern) [Mind-Affecting]  
**Level:** Sor/Wiz 8  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Effect:** Colorful lights in a 20-ft.-radius spread  
**Duration:** Concentration + 2 rounds  
**Saving Throw:** None  
**Spell Resistance:** Yes  
A twisting pattern of discordant, coruscating colors weaves through the air, affecting creatures within it. The spell affects a total number of Hit Dice of creatures equal to your caster level (maximum 20). Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. The spell affects each subject according to its Hit Dice.  
**6 or less:** *Unconscious* for 1d4 rounds, then *stunned* for 1d4 rounds, and then *confused* for 1d4 rounds. (Treat an *unconscious* result as *stunned* for nonliving creatures.)  
**7 to 12:** *Stunned* for 1d4 rounds, then *confused* for 1d4 rounds.  
**13 or more:** *Confused* for 1d4 rounds.  
Sightless creatures are not affected by *scintillating pattern*.  
**Material Component:** A small crystal prism.

**Scorching Ray**

Evocation [Fire]  
**Level:** Sor/Wiz 2  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Effect:** One or more rays  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** Yes  
You blast your enemies with fiery rays. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage.  
The rays may be fired at the same or different targets, but all bolts must be aimed at targets within 30 feet of each other and fired simultaneously.

**Screen**

Illusion (Glamer)  
**Level:** Sor/Wiz 8, Trickery 7  
**Components:** V, S  
**Casting Time:** 10 minutes

**Range:** Close (25 ft. + 5 ft./2 levels)  
**Area:** 30-ft. cube/level (S)  
**Duration:** 24 hours  
**Saving Throw:** None or Will disbelief (if interacted with); see text  
**Spell Resistance:** No  
This spell combines several elements to create a powerful protection from scrying and direct observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed.  
Attempts to *scry* the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created.

Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

**Scrying**

Divination (Scrying)  
**Level:** Brd 3, Clr 5, Drd 4, Sor/Wiz 4  
**Components:** V, S, M/DF, F  
**Casting Time:** 1 hour  
**Range:** See text  
**Effect:** Magical sensor  
**Duration:** 1 minutes/level  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes  
You can see and hear some creature, which may be at any distance. If the subject succeeds on a Will save, the *scrying* attempt simply fails. The difficulty of the save depends on how well you know 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 <sup>1</sup>	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

**1** You must have some sort of connection to a creature you have no knowledge of.

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

If the save fails, you can see and hear the subject and the subject's immediate 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.

**Arcane Material Component:** The eye of a hawk, an eagle, or a roc, plus nitric acid, copper, and zinc.  
**Wizard, Sorcerer, or Bard Focus:** A mirror of finely wrought and highly polished silver costing not less than 1,000 gp. The mirror must be at least 2 feet by 4 feet.  
**Cleric Focus:** A holy water font costing not less than 100 gp.  
**Druid Focus:** A natural pool of water.

### Scrying, Greater

Divination (Scrying)

**Level:** Brd 6, Clr 7, Sor/Wiz 7

**Components:** V, S

**Casting Time:** 1 standard action

**Duration:** 1 hour/level

This spell functions like *scrying*, except as noted above. Additionally, all of the following spells function reliably through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *detect psionics*, *message*, *read magic*, and *tongues*.

### Sculpt Sound

Transmutation

**Level:** Brd 3

**Components:** V, S

**Casting Time:** 1 standard action

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

**Targets:** One creature or object/level, no two of which can be more than 30 ft. apart

**Duration:** 1 hour/level (D)

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

You change the sounds that creatures or objects make. You can create sounds where none exist, deaden sounds, or transform sounds into other sounds. All affected creatures or objects must be transmuted in the same way. Once the transmutation is made, you cannot change it.

You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself.

A spellcaster whose voice is changed dramatically is unable to cast spells with verbal components.

### Searing Light

Evocation

**Level:** Clr 3, Sun 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8). An undead creature takes 1d6 points of damage per caster level (maximum 10d6), and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level (maximum 10d8). A construct or inanimate object takes only 1d6 points of damage per two caster levels (maximum 5d6).

### Secret Chest

Conjuration (Summoning)

**Level:** Sor/Wiz 5

**Components:** V, S, F

**Casting Time:** 10 minutes

**Range:** See text

**Target:** One chest and up to 1 cu. ft. of goods/caster level

**Duration:** Sixty days or until discharged

**Saving Throw:** None

**Spell Resistance:** No

You hide a chest on the Ethereal Plane for as long as sixty days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size,

which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, you can retrieve it by concentrating (a standard action), and it appears next to you.

The chest must be exceptionally well crafted and expensive, constructed for you by master crafters. The cost of such a chest is never less than 5,000 gp. Once it is constructed, you must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a perfect copy. (The replica costs 50 gp.) You can have but one pair of these chests at any given time - even a *wish* spell does not allow more. The chests are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, you cast the spell while touching both the chest and the replica. The chest vanishes into the Ethereal Plane. You need the replica to recall the chest. After sixty days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, not even with a *wish* spell, that the large chest can be summoned back, although an extraplanar expedition might be mounted to find it.

Living things in the chest eat, sleep, and age normally, and they die if they run out of food, air, water, or whatever they need to survive.

**Focus:** The chest and its replica.

### Secret Page

Transmutation

**Level:** Brd 3, Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Page touched, up to 3 sq. ft. in size

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

*Secret page* alters the contents of a page so that they appear to be something entirely different. The text of a spell can be changed to show even another spell. *Explosive runes* or *sepia snake sigil* can be cast upon the *secret page*.

A *comprehend languages* spell alone cannot reveal a *secret page*'s contents. You are able to reveal the original contents by speaking a special word. You can then peruse the actual page, and return it to its *secret page* form at will. You can also remove the spell by double repetition of the special word. A *detect magic* spell reveals dim magic on the page in question but does not reveal its true contents. *True seeing* reveals the presence of the hidden material but does not reveal the contents unless cast in combination with *comprehend languages*. A *secret page* spell can be dispelled, and the hidden writings can be destroyed by means of an *erase* spell.

**Material Component:** Powdered herring scales and will-o'-wisp essence.

### Secure Shelter

Conjuration (Creation)

**Level:** Brd 4, Sor/Wiz 4

**Components:** V, S, M, F; see text

**Casting Time:** 10 minutes

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

**Effect:** 20-ft.-square structure

**Duration:** 2 hours/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level,

clean, and dry. In all respects the lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.

The shelter has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise - it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants).

The door, shutters, and even chimney are secure against intrusion, the former two being *arcane locked* and the latter secured by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an *alarm* spell. Finally, an *unseen servant* is conjured to provide service to you for the duration of the shelter.

The *secure shelter* contains crude furnishings - eight bunks, a trestle table, eight stools, and a writing desk.

**Material Component:** A square chip of stone, crushed lime, a few grains of sand, a sprinkling of water, and several splinters of wood. These must be augmented by the components of the *unseen servant* spell (string and a bit of wood) if this benefit is to be included.

**Focus:** The focus of the *alarm* spell (silver wire and a tiny bell) if this benefit is to be included.

### See Invisibility

Divination

**Level:** Brd 3, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level (D)

You can see any objects or beings that are *invisible* within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, *invisible*, and ethereal creatures.

The spell does not reveal the method used to obtain *invisibility*. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures that are simply hiding, concealed, or otherwise hard to see.

*See invisibility* can be made permanent with a *permanency* spell.

**Material Component:** A pinch of talc and a small sprinkling of powdered silver.

### Seeming

Illusion (Glamer)

**Level:** Brd 5, Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 standard action

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

**Targets:** One creature per two levels, no two of which can be more than 30 ft. apart

**Duration:** 12 hours (D)

**Saving Throw:** Will negates or Will disbelief (if interacted with)

**Spell Resistance:** Yes or No; see text

This spell functions like *disguise self*, except that you can change the appearance of other people as well. Affected creatures resume their normal appearances if slain.

Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance.

### Sending

Evocation

**Level:** Clr 4, Sor/Wiz 5

**Components:** V, S, M/DF

**Casting Time:** 10 minutes

**Range:** See text

**Target:** One creature

**Duration:** 1 round; see text

**Saving Throw:** None

**Spell Resistance:** No

You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the *sending*, though the subject's ability to react is limited as normal by its Intelligence score. Even if the *sending* is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the *sending* does not arrive. (Local conditions on other planes may worsen this chance considerably.)

**Arcane Material Component:** A short piece of fine copper wire.

### Sepia Snake Sigil

Conjuration (Creation) [Force]

**Level:** Brd 3, Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** One touched book or written work

**Duration:** Permanent or until discharged; until released or 1d4 days + one day/level; see text

**Saving Throw:** Reflex negates

**Spell Resistance:** No

When you cast *sepia snake sigil*, a small symbol appears in the text of one written work such as a book, scroll, or map. The text containing the symbol must be at least twenty-five words long. When anyone reads the text containing the symbol, the sepia snake springs into being and strikes the reader, provided there is line of effect between the symbol and the reader.

Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read it. The target is entitled to a save to evade the snake's strike. If it succeeds, the sepia snake dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + one day per caster level have elapsed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury. However, a *dying* subject does not lose hit points or become stable until the spell ends.

The hidden sigil cannot be detected by normal observation, and *detect magic* reveals only that the entire text is magical.

A *dispel magic* can remove the sigil. An *erase* spell destroys the entire page of text.

*Sepia snake sigil* can be cast in combination with other spells that hide or garble text, such as *secret page*.

**Material Component:** 500 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.



## Sequester

Abjuration

**Level:** Sor/Wiz 7

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One willing creature or object (up to a 2-ft. cube/level) touched

**Duration:** One day/level (D)

**Saving Throw:** None or Will negates (object)

**Spell Resistance:** No or Yes (object)

When cast, this spell not only prevents divination spells from working to detect or locate the creature or object affected by *sequester*, it also renders the affected creature or object *invisible* to any form of sight or seeing (as the *invisibility* spell). The spell does not prevent the subject from being discovered through tactile means or through the use of devices. Creatures affected by *sequester* become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

**Note:** The Will save prevents an attended or magical object from being *sequestered*. There is no save to see the *sequestered* creature or object or to detect it with a divination spell.

**Material Component:** A basilisk eyelash, gum arabic, and a dram of whitewash.

## Shades

Illusion (Shadow) [see text]

**Level:** Darkness 9, Sor/Wiz 9

This spell functions like *shadow conjuration*, except that it mimics sorcerer and wizard conjuration spells of 8th level or lower. The illusory conjurations created deal four-fifths (80%) damage to non-believers, and non-damaging effects are 80% likely to work against non-believers.

**Darkness Domain Note:** This spell has the darkness descriptor when it is cast as a Darkness Domain spell.

## Shadow Conjuration

Illusion (Shadow) [see text]

**Level:** Brd 4, Darkness 6, Sor/Wiz 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** See text

**Effect:** See text

**Duration:** See text

**Saving Throw:** Will disbelief (if interacted with); varies; see text

**Spell Resistance:** Yes; see text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. *Shadow conjuration* can mimic any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 3rd level or lower.

*Shadow conjurations* are actually one-fifth (20%) as strong as the real things, though creatures who believe the *shadow conjurations* to be real are affected by them at full strength.

Any creature that interacts with the conjured object, force, or creature can make a Will save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to *shadow conjuration's* level (5th) rather than the spell's normal level. In addition, any effect created by *shadow conjuration* allows spell resistance, even if the spell it is simulating

does not. Shadow objects or substances have normal effects except against those who disbelieve them.

Against disbelievers, they are 20% likely to work.

A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are one-fifth as large.

A creature that succeeds on its save sees the *shadow conjurations* as transparent images superimposed on vague, shadowy forms.

Objects automatically succeed on their Will saves against this spell.

**Darkness Domain Note:** This spell has the darkness descriptor when it is cast as a Darkness Domain spell.

## Shadow Conjuration, Greater

Illusion (Shadow) [see text]

**Level:** Darkness 7, Sor/Wiz 7

This spell functions like *shadow conjuration*, except that it can duplicate any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 6th level or lower. The illusory conjurations created deal three-fifths (60%) damage to non-believers, and non-damaging effects are 60% likely to work against non-believers.

**Darkness Domain Note:** This spell has the darkness descriptor when it is cast as a Darkness Domain spell.

## Shadow Evocation

Illusion (Shadow) [see text]

**Level:** Brd 5, Darkness 8, Sor/Wiz 5

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** See text

**Effect:** See text

**Duration:** See text

**Saving Throw:** Will disbelief (if interacted with)

**Spell Resistance:** Yes

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard evocation spell of 4th level or lower. (For a spell with more than one level, use the best one applicable to you.)

Spells that deal damage have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. If recognized as a *shadow evocation*, a damaging spell deals only one-fifth (20%) damage. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or spell resistance) that the spell being simulated allows, but the save DC is set according to *shadow evocation's* level (5th) rather than the spell's normal level.

Non-damaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect.

Objects automatically succeed on their Will saves against this spell.

**Darkness Domain Note:** This spell has the darkness descriptor when it is cast as a Darkness Domain spell.

## Shadow Evocation, Greater

Illusion (Shadow) [see text]

**Level:** Darkness 8, Sor/Wiz 8

This spell functions like *shadow evocation*, except that it enables you to create partially real, illusory versions of sorcerer or wizard evocation spells of 7th level or lower. If recognized as a *greater shadow evocation*, a damaging spell deals only three-fifths (60%) damage.

**Darkness Domain Note:** This spell has the darkness descriptor when it is cast as a Darkness Domain spell.

## Shadow Walk

Illusion (Shadow) [see text]

**Level:** Brd 5, Darkness 6, Sor/Wiz 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** Up to one touched creature/level

**Duration:** 1 hour/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

To use the shadow walk spell, you must be in an area of shadowy illumination. You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you (subject to your level limit), but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted 1d10 x 100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10 x 1,000 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature *fatigued* (no save).

Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by you when shadow walk is cast also make the transition to the borders of the Plane of Shadow.

They may opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

**Darkness Domain Note:** This spell has the darkness descriptor when it is cast as a Darkness Domain spell.

## Shadows

Evocation [Darkness]

**Level:** Darkness 1, Sor/Wiz 1

**Components:** V, M/DF

**Casting Time:** 1 standard action

**Range:** Close (25 ft + 5 ft/2 levels)

**Area:** 20-ft-radius emanation

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell causes an area's illumination to be reduced one step in a 20-foot radius emanation from a central point. Lighted becomes shadowed illumination, which becomes darkness. All creatures in a shadowed illuminated area gain concealment (20% miss chance), and those in darkness become *invisible* (50% miss chance).

Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area beyond shadowed illumination, as are light spells of lower level. Light spells of at least 1st-level dispel *shadows*.

*Shadows* counters or dispels any light spell of equal or lower level.

**Arcane Material Component:** A piece of black cloth.

## Shambler

Conjuration (Creation)

**Level:** Drd 9, Plant 9

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Three or more shambling mounds, no two of which can be more than 30 ft. apart; see text

**Duration:** Seven days or seven months (D); see text

**Saving Throw:** None

**Spell Resistance:** No

The *shambler* spell creates 1d4+2 shambling mounds with 11 HD each. The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for seven days unless you dismiss them. If the *shamblers* are created only for guard duty, however, the duration of the spell is seven months. In this case, the *shamblers* can only be ordered to guard a specific site or location. *Shamblers* summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared.

The *shamblers* have resistance to fire as normal shambling mounds do only if the terrain is rainy, marshy, or damp.

## Shapechange

Transmutation

**Level:** Animal 9, Drd 9, Sor/Wiz 9

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level (D)

This spell functions like *polymorph*, except that it enables you to assume the form of any single non-unique creature (of any type) from Fine to Colossal size. The assumed form cannot have more than your caster level in Hit Dice (to a maximum of 25 HD). Unlike *polymorph*, this spell allows incorporeal or *gaseous forms* to be assumed.

You gain all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, but you lose your own supernatural abilities. You also gain the type of the new form in place of your own. The new form does not disorient you. Parts of your body or pieces of equipment that are separated from you do not revert to their original forms.

You can become just about anything you are familiar with. You can change form once each round as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action. If you use this

spell to create a disguise, you get a +10 bonus on your Disguise check.

**Focus:** A jade circlet worth no less than 1,500 gp, which you must place on your head when casting the spell. (The focus melds into your new form when you change shape.)

### Shatter

Evocation [Sonic]

**Level:** Brd 2, Chaos 2, Clr 2, Destruction 2, Sor/Wiz 2

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels) Area or

**Target:** 5-ft.-radius spread; or one solid object or one crystalline creature

**Duration:** Instantaneous

**Saving Throw:** Will negates (object); Will negates (object) or Fortitude half; see text

**Spell Resistance:** Yes (object)

*Shatter* creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, *shatter* destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are *shattered*.

Alternatively, you can target *shatter* against a single solid object, regardless of composition, weighing up to 10 pounds per caster level. Targeted against a crystalline creature (of any weight), *shatter* deals 1d6 points of sonic damage per caster level (maximum 10d6), with a Fortitude save for half damage.

Astral construct creatures in the area of effect must pass a Fortitude save against this spell or be destroyed, as a side-effect of their mutable ectoplasmic nature. If directly targeted instead, they take 1d6 points of sonic damage per caster level (maximum 10d6) even on a successful Fortitude save, and are still destroyed if they fail.

**Arcane Material Component:** A chip of mica.

### Shield

Abjuration [Force]

**Level:** Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minutes/level (D)

Shield creates an *invisible*, tower shield-sized mobile disk 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. Unlike with a normal tower shield, you can't use the shield spell for cover.

### Shield of Faith

Abjuration

**Level:** Clr 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).

**Material Component:** A small parchment with a bit of holy text written upon it.

### Shield of Law

Abjuration [Lawful]

**Level:** Clr 8, Law 8

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** 20 ft.

**Targets:** One creature/level in a 20-ft.-radius burst centered on you

**Duration:** 1 round/level (D)

**Saving Throw:** See text

**Spell Resistance:** Yes (harmless)

A dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and *slowing* chaotic creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike *protection from chaos*, this benefit applies against all attacks, not just against attacks by chaotic creatures.

Second, a warded creature gains spell resistance 25 against chaotic spells and spells cast by chaotic creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from chaos* does.

Finally, if a chaotic creature succeeds on a melee attack against a warded creature, the attacker is *slowed* (Will save negates, as the *slow* spell, but against *shield of law's* save DC).

**Focus:** A tiny reliquary containing some sacred relic, such as a scrap of parchment from a lawful text. The reliquary costs at least 500 gp.

### Shield Other

Abjuration

**Level:** Clr 2, Pal 2, Protection 2

**Components:** V, S, F

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 1 hour/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (including that dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

If you and the subject of the spell move out of range of each other, the spell ends.

**Focus:** A pair of platinum rings (worth at least 50 gp each) worn by both you and the warded creature.

### Shillelagh

Transmutation

**Level:** Drd 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One touched nonmagical oak club or quarterstaff

**Duration:** 1 minutes/level

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls. (A quarterstaff gains this enhancement for both ends of the weapon.) It deals damage as if it were two size categories larger (a Small club or quarterstaff so transmuted deals 1d8 points of damage, a Medium 2d6, and a Large 3d6), +1 for its enhancement bonus. These effects only occur when the weapon is wielded by you. If you do not wield it, the weapon behaves as if unaffected by this spell.

### Shocking Grasp

Evocation [Electricity]

**Level:** Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature or object touched

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

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

### Shout

Evocation [Sonic]

**Level:** Brd 4, Sor/Wiz 4

**Components:** V

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial or Reflex negates (object); see text

**Spell Resistance:** Yes (object)

You emit an ear-splitting yell that *deafens* and damages creatures in its path. Any creature within the area is *deafened* for 2d6 rounds and takes 5d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 15d6). An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save.

A *shout* spell cannot penetrate a *silence* spell.

### Shout, Greater

Evocation [Sonic]

**Level:** Brd 6, Sor/Wiz 8

**Components:** V, S, F

**Range:** 60 ft.

**Saving Throw:** Fortitude partial or Reflex negates (object); see text

This spell functions like *shout*, except that the cone deals 10d6 points of sonic damage (or 1d6 points of sonic damage per caster level, maximum 20d6, against exposed brittle or crystalline objects or crystalline creatures). It also causes creatures to be *stunned* for 1 round and *deafened* for 4d6 rounds. A creature in the area of the cone can negate the *stunning* and halve both the damage and the duration of the deafness with a successful Fortitude save. A creature holding vulnerable objects can attempt a Reflex save to negate the damage to those objects.

**Arcane Focus:** A small metal or ivory horn.

### Shrink Item

Transmutation

**Level:** Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One touched object of up to 2 cu. ft./level

**Duration:** One day/level; see text

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

You are able to shrink one nonmagical item (if it is within the size limit) to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass). This change effectively reduces the object's size by four categories.

Optionally, you can also change its now shrunken composition to a cloth-like one. This object then looks like a stylized patch or tapestry depicting the original object, but weighing 1/4,000th as much. Cloth-like objects are effectively halted in time, so burning objects cease to burn until returned to their normal state at which point they resume burning).

Objects changed by a *shrink item* spell can be returned to normal composition and size merely by tossing them onto any solid surface, by a word of command from the original caster, or by harming the object in some way. Even a burning fire and its fuel can be shrunk by this spell. Restoring the shrunken object to its normal size and composition ends the spell.

*Shrink item* can be made permanent with a *permanency* spell, in which case the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.

### Silence

Illusion (Glamour)

**Level:** Brd 2, Clr 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** 20-ft.-radius emanation centered on a creature, object, or point in space

**Duration:** 1 minutes/level (D)

**Saving Throw:** Will negates; see text or none (object)

**Spell Resistance:** Yes; see text or no (object)

Upon the casting of this spell, complete *silence* prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks.

### Silent Image

Illusion (Figment)

**Level:** Brd 1, Sor/Wiz 1

**Components:** V, S, F

**Casting Time:** 1 standard action

**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.

**Focus:** A bit of fleece.

### Simulacrum

Illusion (Shadow)

**Level:** Sor/Wiz 7

**Components:** V, S, M, XP

**Casting Time:** 12 hours

**Range:** 0 ft.

**Effect:** One duplicate creature

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

*Simulacrum* creates an illusory duplicate of any creature. The duplicate creature is partially real and formed from ice or snow. It appears to be the same as the original, but it has only one-half of the real creature's levels or Hit Dice (and the appropriate hit points, feats, skill ranks, and special abilities for a creature of that level or HD). You can't create a *simulacrum* of a creature whose Hit Dice or levels exceed twice your caster level. You must make a Disguise check when you cast the spell to determine how good the likeness is. A creature familiar with the original might detect the ruse with a successful Spot check (opposed by the caster's Disguise check) or a DC 20 Sense Motive check.

At all times the *simulacrum* remains under your absolute command. No special telepathic link exists, so command must be exercised in some other manner. A *simulacrum* has no ability to become more powerful. It cannot increase its level or abilities. If reduced to 0 hit points or otherwise destroyed, it reverts to snow and melts instantly into nothingness. A complex process requiring at least 24 hours, 100 gp per hit point, and a fully equipped magical laboratory can repair damage to a *simulacrum*.

**Material Component:** The spell is cast over the rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, or the like) must be placed inside the snow or ice. Additionally, the spell requires powdered ruby worth 100 gp per HD of the *simulacrum* to be created.

**XP Cost:** 100 XP per HD of the *simulacrum* to be created (minimum 1,000 XP).

### Slay Living

Necromancy [Death]

**Level:** Clr 5, Death 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

You can slay any one living creature. You must succeed on a melee touch attack to touch the subject, and it can avoid death with

a successful Fortitude save. If it succeeds, it instead takes 3d6 points of damage +1 point per caster level.

### Sleep

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 1, Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 round

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** One or more living creatures within a 10-ft.-radius burst

**Duration:** 1 minutes/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

A *sleep* spell causes a magical slumber to come upon 4 Hit Dice of creatures. Creatures with the fewest HD are affected first.

Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted.

*Sleeping* creatures are *helpless*. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action).

Sleep does not target *unconscious* creatures, constructs, or undead creatures.

**Material Component:** A pinch of fine sand, rose petals, or a live cricket.

### Sleet Storm

Conjuration (Creation) [Cold]

**Level:** Drd 3, Sor/Wiz 3

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** Cylinder (40-ft. radius, 20 ft. high)

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Balance check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Balance skill for details).

The sleet extinguishes torches and small fires.

**Arcane Material Component:** A pinch of dust and a few drops of water.

### Slow

Transmutation

**Level:** Brd 3, Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Targets:** One creature

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The affected creature moves and attacks at a drastically slowed rate. A *slowed* creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -2 penalty on attack rolls, AC, and Reflex saves. A *slowed* creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple *slow* effects don't stack. *Slow* counters and dispels *haste*.

**Material Component:** A drop of molasses.

### Snare

Transmutation

**Level:** Rgr 2, Drd 3

**Components:** V, S, DF

**Casting Time:** 3 rounds

**Range:** Touch

**Target:** Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level

**Duration:** Until triggered or broken

**Saving Throw:** None

**Spell Resistance:** No

This spell enables you to make a snare which functions as a magic trap. The *snare* can be made from any supple vine, a thong, or a rope. When you cast *snare* upon it, the cordlike object blends with its surroundings (Search DC 23 for a character with the trapfinding ability to locate). One end of the *snare* is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle.

If a strong and supple tree is nearby, the *snare* can be fastened to it. The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be *entangled*.

The *snare* is magical. To escape, a trapped creature must make a DC 23 Escape Artist check or a DC 23 Strength check that is a full-round action. The *snare* has AC 7 and 5 hit points. A successful escape from the *snare* breaks the loop and ends the spell.

### Soften Earth and Stone

Transmutation [Earth]

**Level:** Drd 2, Earth 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

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

**Area:** 10-ft. square/level; see text

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot-square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge.

Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While soften earth and stone does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls.

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing

it to settle. However, most well built structures will only be damaged by this spell, not destroyed.

### Solid Fog

Conjuration (Creation)

**Level:** Sor/Wiz 4

**Components:** V, S, M

**Duration:** 1 minutes/level

**Spell Resistance:** No

This spell functions like *fog cloud*, but in addition to obscuring sight, the solid fog is so thick that any creature attempting to move through it progresses at a speed of 5 feet, regardless of its normal speed, and it takes a -2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into solid fog is slowed, so that each 10 feet of vapor that it passes through reduces falling damage by 1d6. A creature can't take a 5-foot step while in solid fog.

However, unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

Solid fog can be made permanent with a *permanency* spell. A permanent solid fog dispersed by wind reforms in 10 minutes.

**Material Component:** A pinch of dried, powdered peas combined with powdered animal hoof.

### Song of Discord

Enchantment (Compulsion) [Mind-Affecting, Sonic]

**Level:** Brd 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Creatures within a 20-ft.-radius spread

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell causes those within the area to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest target each round. (Roll to determine each creature's behavior every round at the beginning of its turn.) A creature that does not attack its nearest neighbor is free to act normally for that round.

Creatures forced by a song of discord to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that have fallen *unconscious*.

### Soul Bind

Necromancy

**Level:** Clr 9, Sor/Wiz 9

**Components:** V, S, F

**Casting Time:** 1 standard action

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

**Target:** Corpse

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** No

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through *clone*, *raise dead*, *reincarnation*, *resurrection*, *true resurrection*, or even a *miracle* or a *wish*. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

**Focus:** A black sapphire of at least 1,000 gp value for every Hit Die possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the *binding* is

attempted. (While creatures have no concept of level or Hit Dice as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more Hit Dice.)

### Sound Burst

Evocation [Sonic]

**Level:** Brd 2, Clr 2

**Components:** V, S, F/DF

**Casting Time:** 1 standard action

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

**Area:** 10-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being *stunned* for 1 round.

Creatures that cannot hear are not *stunned* but are still damaged.

**Arcane Focus:** A musical instrument.

### Speak with Animals

Divination

**Level:** Brd 3, Drd 1, Rgr 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minutes/level

You can comprehend and communicate with animals. You are able to ask questions of and receive answers from animals, although the spell doesn't make them any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

### Speak with Dead

Necromancy [Language-Dependent]

**Level:** Clr 3

**Components:** V, S, DF

**Casting Time:** 10 minutes

**Range:** 10 ft.

**Target:** One dead creature

**Duration:** 1 minutes/level

**Saving Throw:** Will negates; see text

**Spell Resistance:** No

You grant the semblance of life and intellect to a corpse, allowing it to answer several questions that you put to it. You may ask one question per two caster levels. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive. If the creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive.

If the corpse has been subject to speak with dead within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all.

This spell does not let you actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge stored in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with

all the knowledge that the creature had while alive. The corpse, however, cannot learn new information.

Indeed, it can't even remember being questioned.

This spell does not affect a corpse that has been turned into an undead creature.

### Speak with Plants

Divination

**Level:** Brd 4, Drd 3, Rgr 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minutes/level

You can comprehend and communicate with plants, including both normal plants and plant creatures. You are able to ask questions of and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly toward you, it may do some favor or service for you.

### Spectral Hand

Necromancy

**Level:** Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** One spectral hand

**Duration:** 1 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

A ghostly, glowing hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch range spell of 4th level or lower that you cast can be delivered by the *spectral hand*. The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if the hand goes beyond the spell range, goes out of your sight, the hand returns to you and hovers.

The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and an AC of at least 22. Your Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that you lost in creating it.

### Spell Immunity

Abjuration

**Level:** Clr 4, Protection 4, Strength 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4th level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells. Naturally, that immunity doesn't protect a creature from spells for which spell resistance doesn't apply. *Spell immunity* protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks.

Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect.

A creature can have only one *spell immunity* or *greater spell immunity* spell in effect on it at a time.

### **Spell Immunity, Greater**

Abjuration

**Level:** Clr 8

This spell functions like *spell immunity*, except the immunity applies to spells of 8th level or lower.

A creature can have only one *spell immunity* or *greater spell immunity* spell in effect on it at a time.

### **Spell Resistance**

Abjuration

**Level:** Clr 5, Magic 5, Protection 5

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The creature gains spell resistance equal to 12 + your caster level.

### **Spellstaff**

Transmutation

**Level:** Drd 6

**Components:** V, S, F

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Wooden quarterstaff touched

**Duration:** Permanent until discharged (D)

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

You store one spell that you can normally cast in a wooden quarterstaff. Only one such spell can be stored in a staff at a given time, and you cannot have more than one *spellstaff* at any given time. You can cast a spell stored within a staff just as though it were among those you had prepared, but it does not count against your normal allotment for a given day. You use up any applicable material components required to cast the spell when you store it in the *spellstaff*.

**Focus:** The staff that stores the spell.

### **Spell Turning**

Abjuration

**Level:** Luck 7, Magic 7, Sor/Wiz 7

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** Until expended or 10 minutes/level

Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you

as a target. Effect and area spells are not affected. *Spell turning* also fails to stop touch range spells.

From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a spell of higher level than the amount of *spell turning* you have left, that spell is partially turned. Subtract the amount of *spell turning* left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For non-damaging spells, each of you has a proportional chance to be affected.

If you and a spellcasting attacker are both warded by *spell turning* effects in operation, a resonating field is created.

Roll randomly to determine the result.

#### **d% Effect**

01-70 Spell drains away without effect.

71-80 Spell affects both of you equally at full effect.

81-97 Both turning effects rendered non-functional for 1d4 min.

98-100 Both of you go through a rift into another plane.

**Arcane Material Component:** A small silver mirror.

### **Spider Climb**

Transmutation

**Level:** Drd 1, Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A *spider climbing* 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.

**Material Component:** A drop of bitumen and a live spider, both of which must be eaten by the subject.

### **Spike Growth**

Transmutation

**Level:** Drd 3, Rgr 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** One 20-ft. square/level

**Duration:** 1 hour/level (D)

**Saving Throw:** Reflex partial

**Spell Resistance:** Yes

Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance.

In areas of bare earth, roots and rootlets act in the same way. Typically, *spike growth* can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by one-half. This speed penalty lasts for 24 hours or until the injured creature receives a *cure* spell (which also



restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

*Spike growth* can't be disabled with the Disable Device skill.

**Note:** Magic traps such as *spike growth* are hard to detect. A rogue (only) can use the Search skill to find a *spike growth*. The DC is 25 + spell level, or DC 28 for *spike growth* (or DC 27 for *spike growth* cast by a ranger).

### Spike Stones

Transmutation [Earth]

**Level:** Drd 4, Earth 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** One 20-ft. square/level

**Duration:** 1 hour/level (D)

**Saving Throw:** Reflex partial

**Spell Resistance:** Yes

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background.

*Spike stones* impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area moves at half speed.

In addition, each creature moving through the area takes 1d8 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a cure spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

*Spike stones* is a magic trap that can't be disabled with the Disable Device skill.

**Note:** Magic traps such as *spike stones* are hard to detect. A rogue (only) can use the Search skill to find *spike stones*. The DC is 25 + spell level, or DC 29 for *spike stones*.

### Spiritual Weapon

Evocation [Force]

**Level:** Clr 2, War 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Magic weapon of force

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

A weapon made of pure force springs into existence and attacks opponents at a distance, as you direct it, dealing 1d8 force damage per hit, +1 point per four caster levels (maximum +5 at 20th level). The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so, for example, it can damage creatures that have damage reduction. As a force effect, it can strike *incorporeal* creatures without the normal miss chance associated with *incorporeality*. The weapon always strikes from your direction. It does not get a flanking bonus or help a

combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the *spiritual weapon* is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

A *spiritual weapon* cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. A *spiritual weapon*'s AC against touch attacks is 12 (10 + size bonus for Tiny object).

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the *spiritual weapon* strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

The weapon that you get is often a force replica of your deity's own personal weapon. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a *spiritual weapon* of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapons associated with each alignment are as follows.

**Chaos:** Battleaxe

**Evil:** Light flail

**Good:** Warhammer

**Law:** Longsword

**True Neutral:** Trident

### Statue

Transmutation

**Level:** Sor/Wiz 7

**Components:** V, S, M

**Casting Time:** 1 round

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

A *statue* spell turns the subject to solid stone, along with any garments and equipment worn or carried. In *statue* form, the subject gains hardness 8. The subject retains its own hit points.

The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the *statue's* arms constitutes serious damage.

The subject of a *statue* spell can return to its normal state, act, and then return instantly to the *statue* state (a free action) if it so desires, as long as the spell duration is in effect.

**Material Component:** Lime, sand, and a drop of water stirred by an iron bar, such as a nail or spike.

## Status

Divination

**Level:** Clr 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** One living creature touched per three levels

**Duration:** 1 hour/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

When you need to keep track of comrades who may get separated, *status* allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, *disabled*, *staggered*, *unconscious*, *dying*, *nauseated*, *panicked*, *stunned*, poisoned, diseased, *confused*, or the like. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

## Stinking Cloud

Conjuration (Creation)

**Level:** Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Cloud spreads in 20-ft. radius, 20 ft. high

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates; see text

**Spell Resistance:** No

*Stinking cloud* creates a bank of fog like that created by *fog cloud*, except that the vapors are *nauseating*. Living creatures in the cloud become *nauseated*. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each *nauseated* character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn.

*Stinking cloud* can be made permanent with a *permanency* spell. A permanent *stinking cloud* dispersed by wind reforms in 10 minutes.

**Material Component:** A rotten egg or several skunk cabbage leaves.

## Stone Shape

Transmutation [Earth]

**Level:** Clr 3, Drd 3, Earth 3, Sor/Wiz 4

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffer, doors, and so forth with *stone shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

**Arcane Material Component:** Soft clay, which must be worked into roughly the desired shape of the stone object and then touched to the stone while the verbal component is uttered.

## Stone Tell

Divination

**Level:** Drd 6

**Components:** V, S, DF

**Casting Time:** 10 minutes

**Range:** Personal

**Target:** You

**Duration:** 1 minutes/level

You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for.

You can speak with natural or worked stone.

## Stone to Flesh

Transmutation

**Level:** Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One *petrified* creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates (object); see text

**Spell Resistance:** Yes

This spell restores a *petrified* creature to its normal state, restoring life and goods. The creature must make a DC 15 Fortitude save to survive the process. Any *petrified* creature, regardless of size, can be restored.

The spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. (For example, this spell would turn a stone golem into a flesh golem, but an ordinary statue would become a corpse.) You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.

**Material Component:** A pinch of earth and a drop of blood.

## Stoneskin

Abjuration

**Level:** Drd 5, Earth 6, Sor/Wiz 4, Strength 6

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level or until discharged

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains damage reduction 10/adamantine. (It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction.) Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

**Material Component:** Granite and 250 gp worth of diamond dust sprinkled on the target's skin.

**Storm of Vengeance**

Conjuration (Summoning)

**Level:** Brd 9, Clr 9**Components:** V, S**Casting Time:** 1 round**Range:** Long (400 ft. + 40 ft./level)**Effect:** 360-ft.-radius storm cloud**Duration:** Concentration (maximum 10 rounds) (D)**Saving Throw:** See text**Spell Resistance:** Yes

This spell creates an enormous black storm cloud. Lightning and crashing claps of thunder appear within the storm. Each creature beneath the cloud must succeed on a Fortitude save or be *deafened* for 1d4x10 minutes.

If you do not maintain concentration on the spell after casting it, the spell ends. If you continue to concentrate, the spell generates additional effects in each following round, as noted below. Each effect occurs during your turn.

**2nd Round:** Acid rains down in the area, dealing 1d6 points of acid damage (no save).

**3rd Round:** You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage.

**4th Round:** Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save).

**5th through 10th Rounds:** Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters.

Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to the *storm of vengeance's* save DC + the level of the spell the caster is trying to cast.

**Suggestion**

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

**Level:** Brd 2, Sor/Wiz 3**Components:** V, M**Casting Time:** 1 standard action**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).

**Material Component:** A snake's tongue and either a bit of honeycomb or a drop of sweet oil.

**Suggestion, Mass**

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

**Level:** Brd 5, Sor/Wiz 6**Range:** Medium (100 ft. + 10 ft./level)**Targets:** One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *suggestion*, except that it can affect more creatures. The same *suggestion* applies to all these creatures.

**Summon Instrument**

Conjuration (Summoning)

**Level:** Brd 0**Components:** V, S**Casting Time:** 1 round**Range:** 0 ft.**Effect:** One summoned handheld musical instrument**Duration:** 1 minutes/level (D)**Saving Throw:** None**Spell Resistance:** No

This spell summons one handheld musical instrument of your choice. This instrument appears in your hands or at your feet (your choice). The instrument is typical for its type. Only one instrument appears per casting, and it will play only for you. You can't summon an instrument too large to be held in two hands.

**Summon Monster I**

Conjuration (Summoning) [see text]

**Level:** Brd 1, Clr 1, Sor/Wiz 1**Components:** V, S, F/DF**Casting Time:** 1 round**Range:** Close (25 ft. + 5 ft./2 levels)**Effect:** One summoned creature**Duration:** 1 round/level (D)**Saving Throw:** None**Spell Resistance:** No

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures one Challenge Rating 1 creature of the elemental or outsider types, or two Challenge Rating 1/2 creatures, or three Challenge Rating 1/3 and lower creatures. You choose which kind of creature to summon, and you can change that choice each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

When you use a *summoning* spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

**Arcane Focus:** A tiny bag and a small (not necessarily lit) candle.

**Summon Monster II**Conjuration (Summoning) [see text for *summon monster I*]**Level:** Brd 2, Clr 2, Sor/Wiz 2**Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature of up to Challenge Rating 2, two of Challenge Rating 1, or three of Challenge Rating 1/2.

### Summon Monster III

Conjuration (Summoning) [see text for *summon monster I*]

**Level:** Brd 3, Clr 3, Sor/Wiz 3

**Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature of up to Challenge Rating 4, two of Challenge Rating 2, or three of Challenge Rating 1.

### Summon Monster IV

Conjuration (Summoning) [see text for *summon monster I*]

**Level:** Brd 4, Clr 4, Sor/Wiz 4

This spell functions like *summon monster I*, except that you can summon one creature of up to Challenge Rating 5, two of Challenge Rating 3, or three of Challenge Rating 2.

### Summon Monster V

Conjuration (Summoning) [see text for *summon monster I*]

**Level:** Brd 5, Clr 5, Sor/Wiz 5

This spell functions like *summon monster I*, except that you can summon one creature of up to Challenge Rating 7, two of Challenge Rating 5, or three of Challenge Rating 4.

### Summon Monster VI

Conjuration (Summoning) [see text for *summon monster I*]

**Level:** Brd 6, Clr 6, Sor/Wiz 6

This spell functions like *summon monster I*, except you can summon one creature of up to Challenge Rating 8, two of Challenge Rating 6, or three of Challenge Rating 5.

### Summon Monster VII

Conjuration (Summoning) [see text for *summon monster I*]

**Level:** Clr 7, Sor/Wiz 7

**Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature of up to Challenge Rating 9, two of Challenge Rating 7, or three of Challenge Rating 6.

### Summon Monster VIII

Conjuration (Summoning) [see text for *summon monster I*]

**Level:** Clr 8, Sor/Wiz 8

**Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature of up to Challenge Rating 10, two of Challenge Rating 8, or three of Challenge Rating 7.

### Summon Monster IX

Conjuration (Summoning) [see text for *summon monster I*]

**Level:** Chaos 9, Clr 9, Evil 9, Good 9, Law 9, Sor/Wiz 9

**Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature of up to Challenge Rating 12, two of Challenge Rating 9, or three of Challenge Rating 8.

### Summon Monster Examples

**Challenge Rating 1/4 or 1/3:** Celestial Cat [good], Celestial Dog [good], Celestial Hawk [good], Celestial Owl [good], Celestial Pony [good], Fiendish Dire Rat [evil], Fiendish Snake (Viper, Tiny) [evil], Fiendish Monstrous Centipede (Small) [evil], Fiendish Monstrous Scorpion (Tiny) [evil], Fiendish Monstrous Spider (Tiny) [evil]

**Challenge Rating 1/2:** Formian (Worker) [Lawful], Celestial Baboon [good], Celestial Badger [good], Celestial Eagle [good], Fiendish Monstrous Centipede (Medium) [evil], Fiendish Monstrous Scorpion (Small) [evil], Fiendish Monstrous Spider (Small) [evil], Fiendish Snake (Viper, Small) [evil]

**Challenge Rating 1:** Devil (Lemure) [evil, lawful], Elemental (Air, Small) [Air], Elemental (Earth, Small) [Earth], Elemental (Fire, Small) [Fire], Elemental (Water, Small) [Water]

**Challenge Rating 2:** Archon (Lantern) [archon, good, lawful], Azer [fire], Demon (Dretch) [chaotic, evil], Demon (Quasit) [chaotic, evil], Devil (Imp) [evil, lawful], Mephitis (Air) [air], Mephitis (Dust) [air], Mephitis (Earth) [earth], Mephitis (Fire) [extraplanar], Mephitis (Ice) [air, cold], Mephitis (Magma) [fire], Mephitis (Ooze) [water], Mephitis (Salt) [earth], Mephitis (Steam) [fire], Mephitis (Water) [water], Thoqqua [earth, fire], Tojanida (Juvenile) [water], Vargouille [evil]

**Challenge Rating 3:** Arrowhawk (Juvenile) [air], Elemental (Air, Medium) [Air], Elemental (Earth, Medium) [Earth], Elemental (Fire, Medium) [Fire], Elemental (Water, Medium) [Water], Ethereal Marauder, Formian (Warrior) [Lawful], Hell Hound [evil, fire, lawful], Howler [chaotic, evil], Magmin [fire], Salamander (Flamebrother) [fire], Xorn (Minor) [earth], Yeth [evil]

**Challenge Rating 4:** Archon (Hound) [archon, good, lawful], Barghest [evil, lawful, shapechanger], Celestial Dire Ape [good], Fiendish Cockatrice [evil], Fiendish Dire Wolf [Evil]

**Challenge Rating 5:** Achaierai [outsider evil, lawful], Arrowhawk (Adult) [air], Devil (Bearded Devil) [evil, lawful], Elemental (Air, Large) [Air], Elemental (Earth, Large) [Earth], Elemental (Fire, Large) [Fire], Elemental (Water, Large) [Water], Gennie (Djinni) [air, good], Nightmare [evil], Rast [fire], Ravid, Shadow Mastiff [evil], Tojanida (Adult) [water]

**Challenge Rating 6:** Belker [air], Bralani [chaotic, good], Demon (Babau) [chaotic, evil], Devil (Chain Devil) [evil, lawful], Salamander (Salamander) [fire], Xill [evil, lawful], Xorn (Average) [earth]

**Challenge Rating 7:** Chaos Beast [chaotic], Demon (Succubus) [chaotic, evil], Devil (Hellcat) [evil, lawful], Elemental (Air, Huge) [Air], Elemental (Earth, Huge) [Earth], Elemental (Fire, Huge) [Fire], Elemental (Water, Huge) [Water], Formian (Taskmaster) [Lawful], Invisible Stalker [air], Lillend [chaotic, good]

**Challenge Rating 8:** Arrowhawk (Elder) [air], Bodak, Celestial Remorhaz [good], Devil (Erinyes) [evil, lawful], Gennie (Djinni Noble) [air, good], Gennie (Ifrit) [evil, fire], Xorn (Elder) [earth]

**Challenge Rating 9:** Avoral [good], Demon (Vrock) [chaotic, evil], Devil (Bone Devil) [evil, lawful], Elemental (Air, Greater) [Air], Elemental (Earth, Greater) [Earth], Elemental (Fire, Greater) [Fire], Elemental (Water, Greater) [Water], Inevitable (Zelegkhot) [lawful], Night Hag [evil], Tojanida (Elder) [water]

**Challenge Rating 10:** Celestial Behir [good], Celestial Dire Tiger [good], Celestial Gorgon [good], Demon (Bebilith) [chaotic, evil], Formian (Myrmarch) [Lawful], Salamander (Noble Salamander) [fire], Swarm (Hellwasp) [evil, swarm]

**Challenge Rating 11:** Demon (Hezrou) [chaotic, evil], Demon (Retriever), Devil (Barbed Devil) [evil, lawful], Devourer [evil], Elemental (Air, Elder) [Air], Elemental (Earth, Elder) [Earth], Elemental (Fire, Elder) [Fire], Elemental (Water, Elder) [Water]

**Challenge Rating 12:** Celestial Hydra (Cryo, 9-Headed) [good], Inevitable (Kolyarut) [lawful], Infernal Hydra (11-Headed) [Evil], Infernal Hydra (Pyro, 9-Headed) [Evil], Leonal [good]

**Summon Nature's Ally I**

Conjuration (Summoning)

**Level:** Drd 1, Rgr 1**Components:** V, S, DF**Casting Time:** 1 round**Range:** Close (25 ft. + 5 ft./2 levels)**Effect:** One summoned creature**Duration:** 1 round/level (D)**Saving Throw:** None**Spell Resistance:** No

This spell summons a natural creature. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

The spell conjures one Challenge Rating 1 creature of the animal, elemental, fey, magical beast (unless extraplanar), or plant types, or two Challenge Rating 1/2 creatures, or three Challenge Rating 1/3 and lower creatures. You choose which kind of creature to summon, and you can change that choice each time you cast the spell.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. You cannot summon a monster that is chaotic, evil, good, or lawful unless you share at least one of those alignments with it.

**Summon Nature's Ally II**

Conjuration (Summoning)

**Level:** Drd 2, Rgr 2**Effect:** One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one creature of up to Challenge Rating 2, two of Challenge Rating 1, or three of Challenge Rating 1/2.

**Summon Nature's Ally III**

Conjuration (Summoning) [see text]

**Level:** Drd 3, Rgr 3**Effect:** One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one creature of up to Challenge Rating 4, two of Challenge Rating 2, or three of Challenge Rating 1.

**Summon Nature's Ally IV**

Conjuration (Summoning) [see text]

**Level:** Animal 4, Drd 4, Rgr 4**Effect:** One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one creature of up to Challenge Rating 5, two of Challenge Rating 3, or three of Challenge Rating 2.

**Summon Nature's Ally V**

Conjuration (Summoning) [see text]

**Level:** Drd 5**Effect:** One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one creature of up to Challenge Rating 7, two of Challenge Rating 5, or three of Challenge Rating 4.

**Summon Nature's Ally VI**

Conjuration (Summoning) [see text]

**Level:** Drd 6**Effect:** One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except you can summon one creature of up to Challenge Rating 8, two of Challenge Rating 6, or three of Challenge Rating 5.

**Summon Nature's Ally VII**

Conjuration (Summoning) [see text]

**Level:** Drd 7**Effect:** One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one creature of up to Challenge Rating 9, two of Challenge Rating 7, or three of Challenge Rating 6.

**Summon Nature's Ally VIII**

Conjuration (Summoning) [see text]

**Level:** Animal 8, Drd 8**Effect:** One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one creature of up to Challenge Rating 10, two of Challenge Rating 8, or three of Challenge Rating 7.

**Summon Nature's Ally IX**

Conjuration (Summoning) [see text]

**Level:** Drd 9**Effect:** One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one creature of up to Challenge Rating 12, two of Challenge Rating 9, or three of Challenge Rating 8.

**Summon Nature's Ally Examples**

**Challenge Rating 1/4 or 1/3:** Animal (Cat), Animal (Dog), Animal (Hawk), Animal (Owl), Animal (Pony), Animal (Snake, Tiny Viper), Animal (Weasel), Dire Rat

**Challenge Rating 1/2:** Animal (Baboon), Animal (Badger), Animal (Eagle), Animal (Porpoise) [aquatic], Animal (Snake, Small Viper), Animal (War Pony), Stirge

**Challenge Rating 1:** Animal (Camel), Animal (Horse, Heavy), Animal (Horse, Light), Animal (Horse, Light Warhorse), Animal (Hyena), Animal (Manta Ray) [aquatic], Animal (Mule), Animal (Octopus) [aquatic], Animal (Riding Dog), Animal (Shark, Medium) [aquatic], Animal (Snake, Medium Viper), Animal (Squid) [aquatic], Animal (Wolf), Darkmantle, Elemental (Small, Air) [air], Elemental (Small, Earth) [earth], Elemental (Small, Fire) [Fire], Elemental (Small, Water) [water], Fungus (Shrieker), Krenshar, Sprite (Grig) [good], Sprite (Nixie)

**Challenge Rating 2:** Animal (Ape), Animal (Bear, Black), Animal (Bison), Animal (Boar), Animal (Cheetah), Animal (Crocodile), Animal (Horse, Heavy Warhorse), Animal (Leopard), Animal (Monitor Lizard), Animal (Shark, Large) [aquatic], Animal (Snake, Medium Constrictor), Animal (Snake, Large Viper), Animal (Wolverine), Blink Dog [good], Dire Badger, Dire Bat, Dire Weasel, Hippogriff, Satyr (without pipes) [chaotic], Shocker Lizard, Thoqqua [earth, fire], Worg [evil]

**Challenge Rating 3:** Animal (Lion), Animal (Snake, Huge Viper), Ankheg, Assassin Vine, Cockatrice, Dinosaur (Deinonychus), Dire Ape, Dire Wolf, Dryad, Elemental (Medium, Air) [air], Elemental (Medium, Earth) [earth], Elemental (Medium, Fire) [Fire], Elemental (Medium, Water) [water], Fungus (Violet Fungus),

Giant Eagle [good], Giant Owl [good], Magmin [chaotic, fire], Pegasus [chaotic, good], Phantom Fungus, Unicorn [chaotic, good]  
**Challenge Rating 4:** Animal (Bear, Brown), Animal (Giant Crocodile), Animal (Rhinoceros), Animal (Shark, Huge) [aquatic], Animal (Tiger), Aranea, Dire Boar, Dire Wolverine, Griffon, Hydra (5-Headed), Owlbear, Satyr (with pipes) [chaotic], Sea Cat, Sprite (Pixie) [good]

**Challenge Rating 5:** Animal (Bear, Polar), Animal (Snake, Huge Constrictor), Animal (Whale, Orca) [aquatic], Basilisk, Dire Lion, Elemental (Large, Air) [air], Elemental (Large, Earth) [earth], Elemental (Large, Fire) [Fire], Elemental (Large, Water) [water], Hydra (6-Headed), Manticore [evil, lawful], Phase Spider, Sphinx (Hieracosphinx) [chaotic, evil], Spider Eater, Sprite (Pixie, with *irresistible dance*), Winter Wolf [evil]

**Challenge Rating 6:** Animal (Whale, Baleen) [aquatic], Digester, Dinosaur (Megalaptor), Girallon, Hydra (5-Headed, Cryo) [cold], Hydra (5-Headed, Pyro) [fire], Hydra (7-Headed), Lamia [chaotic, evil], Shambling Mound, Tendriculous

**Challenge Rating 7:** Animal (Elephant), Animal (Whale, Cachalot) [aquatic], Bullette, Chimera [evil], Dinosaur (Ellasmosaurus), Dire Bear, Dragonne, Elemental (Huge, Air) [air], Elemental (Huge, Earth) [earth], Elemental (Huge, Fire) [Fire], Elemental (Huge, Water) [water], Hydra (6-Headed, Cryo) [cold], Hydra (6-Headed, Pyro) [fire], Hydra (8-Headed), Invisible Stalker [air], Nymph [chaotic, good], Remorhaz, Sphinx (Criosphinx)

**Challenge Rating 8:** Animal (Giant Octopus) [aquatic], Behir, Dinosaur (Tyrannosaurus), Dire Tiger, Gorgon, Grey Render, Hydra (7-Headed, Cryo) [cold], Hydra (7-Headed, Pyro) [fire], Hydra (9-Headed), Lammasu [good, lawful], Sphinx (Gynosphinx), Treant [good]

**Challenge Rating 9:** Animal (Giant Squid) [aquatic], Dinosaur (Triceratops), Dire Shark, Elemental (Greater, Air) [air], Elemental (Greater, Earth) [earth], Elemental (Greater, Fire) [Fire], Elemental (Greater, Water) [water], Hydra (8-Headed, Cryo) [cold], Hydra (8-Headed, Pyro) [fire], Hydra (10-Headed), Roc, Sphinx (Androsphinx) [chaotic, good], Yrthak

**Challenge Rating 10:** Hydra (9-Headed, Cryo) [cold], Hydra (9-Headed, Pyro) [fire], Hydra (11-Headed)

**Challenge Rating 11:** Elemental (Elder, Air) [air], Elemental (Elder, Earth) [earth], Elemental (Elder, Fire) [Fire], Elemental (Elder, Water) [water], Hydra (10-Headed, Cryo) [cold], Hydra (10-Headed, Pyro) [fire], Hydra (12-Headed)

**Challenge Rating 12:** Frost Worm [cold], Hydra (11-Headed, Cold) [cold], Hydra (11-Headed, Pyro) [fire], Kraken [aquatic], Purple Worm, Roper

### Summon Swarm

Conjuration (Summoning)

**Level:** Brd 2, Drd 2, Sor/Wiz 2

**Components:** V, S, M/DF

**Casting Time:** 1 round

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

**Effect:** One swarm of bats, rats, or spiders

**Duration:** Concentration + 2 rounds

**Saving Throw:** None

**Spell Resistance:** No

You summon a swarm of bats, rats, or spiders (your choice), which attacks all other creatures within its area. (You may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel.

**Arcane Material Component:** A square of red cloth.

### Sunbeam

Evocation [Light]

**Level:** Drd 7, Sun 7

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Line from your hand

**Duration:** 1 round/level or until all beams are exhausted

**Saving Throw:** Reflex negates and Reflex half; see text

**Spell Resistance:** Yes

For the duration of this spell, you can use a standard action to evoke a *dazzling* beam of intense light each round. You can call forth one beam per three caster levels (maximum six beams at 18th level). The spell ends when its duration runs out or your allotment of beams is *exhausted*.

Each creature in the beam is *blinded* and takes 4d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful Reflex save negates the *blindness* and reduces the damage by half.

An undead creature caught within the beam takes 1d6 points of damage per caster level (maximum 20d6), or half damage if a Reflex save is successful. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

### Sunburst

Evocation [Light]

**Level:** Drd 8, Sor/Wiz 8, Sun 8

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** 80-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** Reflex partial; see text

**Spell Resistance:** Yes

*Sunburst* causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are *blinded* and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save negates the *blindness* and reduces the damage by half.

An undead creature caught within the globe takes 1d6 points of damage per caster level (maximum 25d6), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

*Sunburst* dispels any darkness spells of lower than 9th level within its area.

**Arcane Material Component:** A piece of sunstone and a naked flame.

### Suppression

Abjuration

**Level:** Mentalism 2, Sor/Wiz 2

**Components:** V, S, F/DF

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 1 minutes/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell sets up a field of magical energy around the target that causes any psionic energy he tries to form into a power to be interrupted. This means that the target cannot manifest powers for as long as he remains within range of the caster, but any attempts he makes to manifest powers do not result in lost Power Points of Knack uses, since the manifestation **attempt** was interrupted.

The subject feels like a wet blanket is wrapped around them, so they can tell when they leave the *suppression's* range or return to it by the lack of this feeling.

If the subject leaves the range of this spell and later re-enters it, while the duration lasts, then the effect resumes. They do not get another try to resist it.

**Arcane Focus:** A blindfold.

### Suppression Field

Abjuration

**Level:** Mentalism 5, Sor/Wiz 5

**Components:** V, S, F/DF

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 20-ft.-radius emanation centered on a point in space

**Duration:** One hour/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

As *suppression*, except that it affects every creature and item within the area of effect. Psionic items and creatures that enter the effect after the *suppression field* is cast can still be affected by it.

The “wet blanket” feeling applies to any creature in the area that is affected by the *suppression field*.

### Symbol of Death

Necromancy [Death]

**Level:** Clr 8, Death 8, Sor/Wiz 8

**Components:** V, S, M

**Casting Time:** 10 minutes

**Range:** 0 ft.; see text

**Effect:** One symbol

**Duration:** See text

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of death* slays one or more creatures within 60 feet of the symbol (treat as a burst) whose combined total current hit points do not exceed 150. The *symbol of death* affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the symbol becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points' worth of creatures, whichever comes first. Any creature that enters the area while the *symbol of death* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the symbol only once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again.

Until it is triggered, the *symbol of death* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol of death* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol of death* ineffective, unless a creature removes the covering, in which case the *symbol of death* works normally.

As a default, a *symbol of death* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *symbol of death* can't trigger it (even if it meets one or more of the

triggering conditions, such as reading the rune). Once the spell is cast, a *symbol of death's* triggering conditions cannot be changed.

In this case, “reading” the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol of death* to render it inoperative triggers it if the symbol reacts to touch. You can't use a *symbol of death* offensively; for instance, a touch-triggered *symbol of death* remains untriggered if an item bearing the *symbol of death* is used to touch a creature. Likewise, a *symbol of death* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol of death* 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, and hit points don't qualify.

When scribing a *symbol of death*, you can specify a password or phrase that prevents a creature using it from triggering the effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol of death*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as ten creatures) extends the casting time to 1 hour. Attuning a large group (as many as twenty-five creatures) takes 24 hours. Attuning larger groups takes proportionately longer. Any creature attuned to a *symbol of death* cannot trigger it and is immune to its effects, even if within its radius when triggered. You are automatically considered attuned to your own symbols of death, and thus always ignore the effects and cannot inadvertently trigger them.

*Read magic* allows you to identify a *symbol of death* with a DC 19 Spellcraft check. Of course, if the *symbol of death* is set to be triggered by reading it, this will trigger the symbol.

A *symbol of death* can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell has no effect on a *symbol of death*. Destruction of the surface where a *symbol of death* is inscribed destroys the symbol but also triggers it.

*Symbol of death* can be made permanent with a *permanency* spell. A permanent *symbol of death* that is disabled or that has affected its maximum number of hit points becomes inactive for 10 minutes, then can be triggered again as normal.

**Note:** Magic traps such as *symbol of death* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of death* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for *symbol of death*.

**Material Component:** Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp each.

### Symbol of Fear

Necromancy [Fear, Mind-Affecting]

**Level:** Clr 6, Sor/Wiz 6

**Saving Throw:** Will negates

This spell functions like *symbol of death*, except that all creatures within 60 feet of the *symbol of fear* instead become *panicked* for 1 round per caster level.

**Note:** Magic traps such as *symbol of fear* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of fear* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for *symbol of fear*.

**Material Component:** Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp.

### Symbol of Insanity

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Clr 8, Sor/Wiz 8

**Saving Throw:** Will negates

This spell functions like *symbol of death*, except that all creatures within the radius of the *symbol of insanity* instead become permanently insane (as the *insanity* spell).

Unlike *symbol of death*, *symbol of insanity* has no hit point limit; once triggered, a *symbol of insanity* simply remains active for 10 minutes per caster level.

**Note:** Magic traps such as *symbol of insanity* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of insanity* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for *symbol of insanity*.

**Material Component:** Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

### Symbol of Pain

Necromancy [Evil]

**Level:** Clr 5, Sor/Wiz 5

This spell functions like *symbol of death*, except that each creature within the radius of a *symbol of pain* instead suffers wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks. These effects last for 1 hour after the creature moves farther than 60 feet from the symbol.

Unlike *symbol of death*, *symbol of pain* has no hit point limit; once triggered, a *symbol of pain* simply remains active for 10 minutes per caster level.

**Note:** Magic traps such as *symbol of pain* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of pain* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for *symbol of pain*.

**Material Component:** Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp.

### Symbol of Persuasion

Enchantment (Charm) [Mind-Affecting]

**Level:** Clr 6, Sor/Wiz 6

**Saving Throw:** Will negates

This spell functions like *symbol of death*, except that all creatures within the radius of a *symbol of persuasion* instead become charmed by the caster (as the *charm monster* spell) for 1 hour per caster level.

Unlike *symbol of death*, *symbol of persuasion* has no hit point limit; once triggered, a *symbol of persuasion* simply remains active for 10 minutes per caster level.

**Note:** Magic traps such as *symbol of persuasion* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of persuasion* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for *symbol of persuasion*.

**Material Component:** Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

### Symbol of Sleep

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Clr 5, Sor/Wiz 5

**Saving Throw:** Will negates

This spell functions like *symbol of death*, except that all creatures of 10 HD or less within 60 feet of the *symbol of sleep* instead fall into a catatonic slumber for 3d6x10 minutes. Unlike with the *sleep* spell, sleeping creatures cannot be awakened by nonmagical means before this time expires.

Unlike *symbol of death*, *symbol of sleep* has no hit point limit; once triggered, a *symbol of sleep* simply remains active for 10 minutes per caster level.

**Note:** Magic traps such as *symbol of sleep* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of sleep* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for *symbol of sleep*.

**Material Component:** Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp.

### Symbol of Stunning

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Clr 7, Sor/Wiz 7

**Saving Throw:** Will negates

This spell functions like *symbol of death*, except that all creatures within 60 feet of a *symbol of stunning* instead become *stunned* for 1d6 rounds.

**Note:** Magic traps such as *symbol of stunning* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of stunning* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 32 for *symbol of stunning*.

**Material Component:** Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

### Symbol of Weakness

Necromancy

**Level:** Clr 7, Sor/Wiz 7

This spell functions like *symbol of death*, except that every creature within 60 feet of a *symbol of weakness* instead suffers crippling weakness that deals 3d6 points of Strength damage.

Unlike *symbol of death*, *symbol of weakness* has no hit point limit; once triggered, a *symbol of weakness* simply remains active for 10 minutes per caster level.

**Note:** Magic traps such as *symbol of weakness* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of weakness* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 32 for *symbol of weakness*.

**Material Component:** Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

### Sympathetic Vibration

Evocation [Sonic]

**Level:** Brd 6

**Components:** V, S, F

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** One freestanding structure

**Duration:** Up to 1 round/level

**Saving Throw:** None; see text

**Spell Resistance:** Yes

By attuning yourself to a freestanding structure such you can create a damaging vibration within it. Once it begins, the vibration deals 2d10 points of damage per round to the target structure. (Hardness has no effect on the spell's damage.) You can choose at the time of casting to limit the duration of the spell; otherwise it lasts for 1 round/level. If the spell is cast upon a target that is not freestanding the surrounding stone dissipates the effect and no damage occurs.

*Sympathetic vibration* cannot affect creatures (including constructs). Since a structure is an unattended object, it gets no saving throw to resist the effect.

**Focus:** A tuning fork.



### Sympathy

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Drd 9, Sor/Wiz 8

**Components:** V, S, M

**Casting Time:** 1 hour

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

**Target:** One location (up to a 10-ft. cube/level) or one object

**Duration:** 2 hours/level (D)

**Saving Throw:** Will negates; see text

**Spell Resistance:** Yes

You cause an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment must be named.

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6x10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

*Sympathy* counters and dispels *antipathy*.

**Material Component:** 1,500 gp worth of crushed pearls and a drop of honey.

### Telekinesis

Transmutation

**Level:** Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level) Target or

**Targets:** See text

**Duration:** Concentration (up to 1 round/level) or instantaneous; see text

**Saving Throw:** Will negates (object) or non-e; see text

**Spell Resistance:** Yes (object); see text

You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.

**Sustained Force:** A sustained force moves an object weighing no more than 25 pounds per caster level (maximum 375 pounds at 15th level) up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with spell resistance.

This version of the spell can last 1 round per caster level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks.

**Combat Maneuver:** Alternatively, once per round, you can use *telekinesis* to perform a bull rush, disarm, grapple (including pin), or trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your base attack bonus (for disarm and grapple), you use your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer) in place of your Strength or Dexterity modifier, and a

failed attempt doesn't allow a reactive attempt by the target (such as for disarm or trip). No save is allowed against these attempts, but spell resistance applies normally. This version of the spell can last 1 round per caster level, but it ends if you cease concentration.

**Violent Thrust:** Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature per caster level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level).

You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer). Weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects).

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell. If a *telekinesis*-targeted creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

### Telekinetic Sphere

Evocation [Force]

**Level:** Sor/Wiz 8

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Effect:** 1-ft.-diameter/level sphere, centered around creatures or objects

**Duration:** 1 minutes/level (D)

**Saving Throw:** Reflex negates (object)

**Spell Resistance:** Yes (object)

This spell functions like *resilient sphere*, with the addition that the creatures or objects inside the globe are nearly weightless. Anything contained within an *telekinetic sphere* weighs only one-sixteenth of its normal weight. You can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less. The telekinetic control extends from you out to medium range (100 feet + 10 feet per caster level) after the sphere has succeeded in encapsulating its contents.

You can move objects or creatures in the sphere that weigh a total of 5,000 pounds or less by concentrating on the sphere. You can begin moving a sphere in the round after casting the spell. If you concentrate on doing so (a standard action), you can move the sphere as much as 30 feet in a round. If you cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, or the spell's duration expires, or you begin concentrating again. If you cease concentrating (voluntarily or due to failing a Concentration check), you can resume concentrating on your next turn or any later turn during the spell's duration.

The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere.

You can move the sphere telekinetically even if you are in it.

**Material Component:** A hemispherical piece of clear crystal, a matching hemispherical piece of gum arabic, and a pair of small bar magnets.

## Telepathic Bond

Divination

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Targets:** You plus one willing creature per three levels, no two of which can be more than 30 ft. apart

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You forge a *telepathic bond* among yourself and a number of willing creatures, each of which must have an Intelligence score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

If desired, you may leave yourself out of the *telepathic bond* forged. This decision must be made at the time of casting.

*Telepathic bond* can be made permanent with a *permanency* spell, though it only bonds two creatures per casting of *permanency*.

**Material Component:** Pieces of eggshell from two different kinds of creatures.

## Teleport

Conjuration (Teleportation)

**Level:** Sor/Wiz 5, Travel 5

**Components:** V

**Casting Time:** 1 standard action

**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. Extraplanar 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 (see below) per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. 500 lbs of extra material counts as a Medium creature. 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 Teleport table. 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 see it, you've been there often, or you have used other means (such as *scrying*) to study the place for at least one hour. "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.

"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 1d10x1d10% 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, and you re-roll on the chart to see where you wind up. For these re-rolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must re-roll.

	On	Off	Similar	
Familiarity	Target	Target	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 (1d20+80)	---	---	81-92	93-100

## Teleport Object

Conjuration (Teleportation)

**Level:** Sor/Wiz 7

**Range:** Touch

**Target:** One touched object of up to 50 lb./level and 3 cu. ft./level

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

This spell functions like *teleport*, except that it teleports an object, not you. Creatures and magical forces cannot be teleported.

If desired, the target object can be sent to a distant location on the Ethereal Plane. In this case, the point from which the object was teleported remains faintly magical until the item is retrieved. A successful targeted *dispel magic* spell cast on that point brings the vanished item back from the Ethereal Plane.

## Teleport, Greater

Conjuration (Teleportation)

**Level:** Sor/Wiz 7, Travel 7

This spell functions like *teleport*, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Extraplanar travel is not possible.

### Teleportation Circle

Conjuration (Teleportation)

**Level:** Sor/Wiz 9

**Components:** V, M

**Casting Time:** 10 minutes

**Range:** 0 ft.

**Effect:** 5-ft.-radius circle that teleports those who activate it

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

You create a circle on the floor or other horizontal surface that teleports, as *greater teleport*, any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can't change it. The spell fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice. If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way.

*Teleportation circle* can be made permanent with a *permanency* spell. A permanent *teleportation circle* that is disabled becomes inactive for 10 minutes, then can be triggered again as normal.

**Note:** Magic traps such as *teleportation circle* are hard to detect and disable. A rogue (only) can use the Search skill to find the circle and Disable Device to thwart it. The DC in each case is 25 + spell level, or 34 in the case of *teleportation circle*.

**Material Component:** Amber dust to cover the area of the circle (cost 1,000 gp).

### Temporal Stasis

Transmutation

**Level:** Sor/Wiz 8

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Permanent

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You must succeed on a melee touch attack. You place the subject into a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed (such as by a successful *dispel magic* spell or a *freedom* spell).

**Material Component:** A powder composed of diamond, emerald, ruby, and sapphire dust with a total value of at least 5,000 gp.

### Time Stop

Transmutation

**Level:** Sor/Wiz 9, Trickery 9

**Components:** V

**Casting Time:** 1 standard action

**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*.

### Tiny Hut

Evocation [Force]

**Level:** Brd 3, Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 20 ft.

**Effect:** 20-ft.-radius sphere centered on your location

**Duration:** 2 hours/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You create an unmoving, opaque sphere of force of any color you desire around yourself. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as nine other Medium creatures can fit into the field with you; they can freely pass into and out of the hut without harming it. However, if you remove yourself from the hut, the spell ends.

The temperature inside the hut is 70° F if the exterior temperature is between 0° and 100° F. An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.

The interior of the hut is a hemisphere. You can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (they have total concealment).

**Material Component:** A small crystal bead that shatters when the spell duration expires or the hut is dispelled.

### Tongues

Divination

**Level:** Brd 2, Clr 4, Sor/Wiz 3

**Components:** V, M/DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

*Tongues* can be made permanent with a *permanency* spell.

**Arcane Material Component:** A small clay model of a ziggurat, which shatters when the verbal component is pronounced.

## Touch of Fatigue

Necromancy

**Level:** Sor/Wiz 0

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You channel negative energy through your touch, *fatiguing* the target. You must succeed on a touch attack to strike a target.

The subject is immediately *fatigued* for the spell's duration.

This spell has no effect on a creature that is already *fatigued*.

Unlike with normal *fatigue*, the effect ends as soon as the spell's duration expires.

**Material Component:** A drop of sweat.

## Touch of Idiocy

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1.

This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

## Transformation

Transmutation

**Level:** Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

You become a virtual fighting machine - stronger, tougher, faster, and more skilled in combat. Your mind-set changes so that you relish combat and you can't cast spells, even from magic items.

You gain a +4 enhancement bonus to Strength, Dexterity, and Constitution, a +4 natural armor bonus to AC, a +5 competence bonus on Fortitude saves, and proficiency with all simple and martial weapons. Your base attack bonus equals your character level (which may give you multiple attacks).

You lose your spellcasting ability, including your ability to use spell activation or spell completion magic items, just as if the spells were no longer on your class list.

**Material Component:** A potion of *bull's strength*, which you drink (and whose effects are subsumed by the spell effects).

## Transmute Metal to Wood

Transmutation

**Level:** Drd 7

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** All metal objects within a 40-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes (object; see text)

This spell enables you to change all metal objects within its area to wood. Weapons, armor, and other metal objects carried by creatures are affected as well. A magic object made of metal effectively has spell resistance equal to 20 + its caster level against this spell. Artifacts cannot be transmuted. Weapons converted from metal to wood take a -2 penalty on attack and damage rolls. The armor bonus of any armor converted from metal to wood is reduced by 2. Weapons changed by this spell splinter and break on any natural attack roll of 1 or 2, and armor changed by this spell loses an additional point of armor bonus every time it is struck with a natural attack roll of 19 or 20.

Only *limited wish*, *miracle*, *wish*, or similar magic can restore a transmuted object to its metallic state.

## Transmute Mud to Rock

Transmutation [Earth]

**Level:** Drd 5, Sor/Wiz 5

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Up to two 10-ft. cubes/level (S)

**Duration:** Permanent

**Saving Throw:** See text

**Spell Resistance:** No

This spell transforms normal mud or quicksand of any depth into soft stone (sandstone or a similar mineral) permanently.

Any creature in the mud is allowed a Reflex save to escape before the area is hardened to stone.

*Transmute mud to rock* counters and dispels *transmute rock to mud*.

**Arcane Material Component:** Sand, lime, and water.

## Transmute Rock to Mud

Transmutation [Earth]

**Level:** Drd 5, Sor/Wiz 5

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Up to two 10-ft. cubes/level (S)

**Duration:** Permanent; see text

**Saving Throw:** See text

**Spell Resistance:** No

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. A creature unable to *levitate*, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing a -2 penalty on attack rolls and AC. Brush thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If *transmute rock to mud* is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the area, or half damage to those who succeed on Reflex saves.

Castles and large stone buildings are generally immune to the effect of the spell, since *transmute rock to mud* can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful *dispel magic* or *transmute mud to rock* spell restores its substance - but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

**Arcane Material Component:** Clay and water.

### Transport via Plants

Conjuration (Teleportation)

**Level:** Drd 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Unlimited

**Target:** You and touched objects or other touched willing creatures

**Duration:** 1 round

**Saving Throw:** None

**Spell Resistance:** No

You can enter any normal plant (Medium or larger) and pass any distance to a plant of the same kind in a single round, regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to you, but it also must be alive. If you are uncertain of the location of a particular kind of destination plant, you need merely designate direction and distance and the *transport via plants* spell moves you as close as possible to the desired location. If a particular destination plant is desired but the plant is not living, the spell fails and you are ejected from the entry plant.

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. Use the following equivalents to determine the maximum number of larger creatures you can bring along: 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.

You can't use this spell to travel through plant creatures.

The destruction of an occupied plant slays you and any creatures you have brought along, and ejects the bodies and all carried objects from the tree.

### Trap the Soul

Conjuration (Summoning)

**Level:** Sor/Wiz 8

**Components:** V, S, M, (F); see text

**Casting Time:** 1 standard action or see text

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

**Target:** One creature

**Duration:** Permanent; see text

**Saving Throw:** See text

**Spell Resistance:** Yes; see text

*Trap the soul* forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. If the trapped creature is a powerful creature from another plane it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken.

Depending on the version selected, the spell can be triggered in one of two ways.

**Spell Completion:** First, the spell can be completed by speaking its final word as a standard action as if you were casting a regular spell at the subject. This allows spell resistance (if any) and a Will save to avoid the effect. If the creature's name is

spoken as well, any spell resistance is ignored and the save DC increases by 2. If the save or spell resistance is successful, the gem shatters.

**Trigger Object:** The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enspelled. A *sympathy* spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of spell resistance or a save.

**Material Component:** Before the actual casting of *trap the soul*, you must procure a gem of at least 1,000 gp value for every Hit Die possessed by the creature to be trapped. If the gem is not valuable enough, it shatters when the entrapment is attempted. (While creatures have no concept of level or Hit Dice as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more Hit Dice.)

**Focus (Trigger Object Only):** If the trigger object method is used, a special trigger object, prepared as described above, is needed.

### Tree Shape

Transmutation

**Level:** Drd 2, Rgr 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level (D)

By means of this spell, you are able to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a *detect magic* spell reveals a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 natural armor bonus to AC but have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you.

You can dismiss *tree shape* as a free action (instead of as a standard action).

### Tree Stride

Conjuration (Teleportation)

**Level:** Drd 5, Rgr 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level or until expended; see text

You gain the ability to enter trees and move from inside one tree to inside another tree. The first tree you enter and all others you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

**Type of Tree      Transport Range**

Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet
All other trees	500 feet

You may move into a tree up to one time per caster level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration expires or you exit a tree. Each transport is a full-round action.

You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

**True Resurrection**

Conjuration (Healing)

**Level:** Clr 9

**Casting Time:** 10 minutes

This spell functions like *raise dead*, except that you can resurrect a creature that has been dead for as long as 10 years per caster level. This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of level (or Constitution points) or prepared spells.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also resurrect elementals or outsiders, but it can't resurrect constructs or undead creatures.

Even *true resurrection* can't restore to life a creature who has died of old age.

**Material Component:** A sprinkle of holy water and diamonds worth a total of at least 25,000 gp.

**True Seeing**

Divination

**Level:** Clr 5, Drd 7, Knowledge 5, Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees *invisible* creatures or objects normally, sees through illusions, and sees the true form of *polymorphed*, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of *true seeing* conferred is 120 feet.

*True seeing*, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use *true seeing* through a crystal ball or in conjunction with *clairaudience*/*clairvoyance*.

**Material Component:** An ointment for the eyes that costs 250 gp and is made from mushroom powder, saffron, and fat.

**True Strike**

Divination

**Level:** Sor/Wiz 1

**Components:** V, F

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** See text

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

**Focus:** A small wooden replica of an archery target.

**Undeath to Death**

Necromancy

**Level:** Clr 6, Sor/Wiz 6

**Components:** V, S, M/DF

**Area:** Several undead creatures within a 40-ft.-radius burst

**Saving Throw:** Will negates

This spell functions like *circle of death*, except that it destroys undead creatures as noted above.

**Material Component:** The powder of a crushed diamond worth at least 500 gp.

**Undetectable Alignment**

Abjuration

**Level:** Brd 1, Clr 2, Pal 2

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One creature or object

**Duration:** 24 hours

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

An *undetectable alignment* spell conceals the alignment of an object or a creature from all forms of divination.

**Unhallow**

Evocation [Evil]

**Level:** Clr 5, Drd 5, Undead 4

**Components:** V, S, M

**Casting Time:** 24 hours

**Range:** Touch

**Area:** 40-ft. radius emanating from the touched point

**Duration:** Instantaneous

**Saving Throw:** See text

**Spell Resistance:** See text

*Unhallow* makes a particular site, building, or structure an unholy site. This has three major effects.

First, the site or structure is guarded by a *magic circle against good* effect.

Second, all turning checks made to turn undead take a —4 penalty, and turning checks to rebuke undead gain a +4 profane bonus. Spell resistance does not apply to this effect. (This provision does not apply to the druid version of the spell.)

Finally, you may choose to fix a single spell effect to the *unhallowed* site. The spell effect lasts for one year and functions throughout the entire site, regardless of its normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures

that adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *unhallow* again.

Spell effects that may be tied to an *unhallowed* site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *deeper darkness*, *detect magic*, *detect good*, *dimensional anchor*, *discern lies*, *dispel magic*, *endure elements*, *freedom of movement*, *invisibility purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*.

Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *unhallow* spell (and its associated spell effect) at a time.

*Unhallow* counters but does not dispel *hallow*.

**Material Component:** Herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be tied to the *unhallowed* area.

### Unholy Aura

Abjuration [Evil]

**Level:** Clr 8, Evil 8

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** 20 ft.

**Targets:** One creature/level in a 20-ft.-radius burst centered on you

**Duration:** 1 round/level (D)

**Saving Throw:** See text

**Spell Resistance:** Yes (harmless)

A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike the effect of *protection from good*, this benefit applies against all attacks, not just against attacks by good creatures.

Second, a warded creature gains spell resistance 25 against good spells and spells cast by good creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from good* does.

Finally, if a good creature succeeds on a melee attack against a warded creature, the offending attacker takes 1d6 points of temporary Strength damage (Fortitude negates).

**Focus:** A tiny reliquary containing some sacred relic, such as a piece of parchment from an unholy text. The reliquary costs at least 500 gp.

### Unholy Blight

Evocation [Evil]

**Level:** Evil 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 20-ft.-radius spread

**Duration:** Instantaneous (1d4 rounds); see text

**Saving Throw:** Will partial

**Spell Resistance:** Yes

You call up unholy power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness.

Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to a good creature (or 1d6 per caster level, maximum 10d6, to a good outsider) and causes it to be *sickened* for 1d4 rounds. A successful Will save reduces damage to half and

negates the *sickened* effect. The effects cannot be negated by *remove disease* or *heal*, but *remove curse* is effective.

The spell deals only half damage to creatures who are neither evil nor good, and they are not *sickened*. Such a creature can reduce the damage in half again (down to one-quarter) with a successful Will save.

### Unseen Servant

Conjuration (Creation)

**Level:** Brd 1, Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Effect:** One *invisible*, mindless, shapeless servant

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

An *unseen servant* is an *invisible*, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. Its speed is 15 feet.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

**Material Component:** A piece of string and a bit of wood.

### Vampiric Touch

Necromancy

**Level:** Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous/1 hour; see text

**Saving Throw:** None

**Spell Resistance:** Yes

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. However, you can't gain more than the subject's current hit points +10, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

### Veil

Illusion (Glamer)

**Level:** Brd 6, Sor/Wiz 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Targets:** One or more creatures, no two of which can be more than 30 ft. apart

**Duration:** Concentration + 1 hour/level (D)

**Saving Throw:** Will negates; see text

**Spell Resistance:** Yes; see text

You instantly change the appearance of the subjects and then maintain that appearance for the spell's duration. You can make the subjects appear to be anything you wish. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. You must succeed on a Disguise check to duplicate the appearance of a specific individual. This spell gives you a +10 bonus on the check.

Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance. Those who interact with the subjects can attempt Will disbelief saves to see through the glamor, but spell resistance doesn't help.

### Ventriloquism

Illusion (Figment)

**Level:** Brd 1, Sor/Wiz 1

**Components:** V, F

**Casting Time:** 1 standard action

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

**Effect:** Intelligible sound, usually speech

**Duration:** 1 minutes/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).

**Focus:** A parchment rolled up into a small cone.

### Virtue

Transmutation

**Level:** Clr 0, Drd 0, Pal 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 min.

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject gains 1 temporary hit point.

### Vision

Divination

**Level:** Sor/Wiz 7

**Components:** V, S, M, XP

**Casting Time:** 1 standard action

This spell functions like *legend lore*, except that it works more quickly but produces some strain on you. You pose a question about some person, place, or object, then cast the spell. If the person or object is at hand or if you are in the place in question, you receive a *vision* about it by succeeding on a caster level check (1d20 +1 per caster level; maximum +25) against DC 20. If only detailed information on the person, place, or object is known, the DC is 25, and the information gained is incomplete. If only rumors are known, the DC is 30, and the information gained is vague.

**XP Cost:** 100 XP.

### Wail of the Banshee

Necromancy [Death, Sonic]

**Level:** Death 9, Sor/Wiz 9

**Components:** V

**Casting Time:** 1 standard action

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

**Area:** One living creature/level within a 40-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You emit a terrible scream that kills creatures that hear it (except for yourself). Creatures closest to the point of origin are affected first.

### Wall of Fire

Evocation [Fire]

**Level:** Drd 5, Fire 4, Sor/Wiz 4

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft. per two levels; either form 20 ft. high

**Duration:** Concentration + 1 round/level

**Saving Throw:** None

**Spell Resistance:** Yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out. (Do not divide cold damage by 4, as normal for objects.)

*Wall of fire* can be made permanent with a *permanency* spell. A permanent *wall of fire* that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

**Arcane Material Component:** A small piece of phosphorus.

### Wall of Force

Evocation [Force]

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Effect:** Wall whose area is up to one 10-ft. square/level

**Duration:** 1 round /level (D)

**Saving Throw:** None

**Spell Resistance:** No

A *wall of force* spell creates an *invisible wall of force*. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including *dispel magic*. However, *disintegrate* immediately destroys it, as does a rod of cancellation, a sphere of annihilation, or a *mage's disjunction* spell. Breath weapons and spells cannot pass through the wall in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through a *wall of force*.

The caster can form the wall into a flat, vertical plane whose area is up to one 10- foot square per level. The wall must be continuous and unbroken when formed. If any object or creature breaks its surface, the spell fails.

*Wall of force* can be made permanent with a *permanency* spell.

**Material Component:** A pinch of powder made from a clear gem.



## Wall of Ice

Evocation [Cold]

**Level:** Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level

**Duration:** 1 minutes/level

**Saving Throw:** Reflex negates; see text

**Spell Resistance:** Yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A *wall of ice* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a *wall of ice*, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a *wall of ice* creates a great cloud of steamy fog that lasts for 10 minutes.

**Ice Plane:** A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a *wall of ice* 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or some other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage +1 point per caster level (no save).

**Hemisphere:** The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The hemisphere is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

**Material Component:** A small piece of quartz or similar rock crystal.

## Wall of Iron

Conjuration (Creation)

**Level:** Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Iron wall whose area is up to one 5-ft. square/level; see text

**Duration:** Instantaneous

**Saving Throw:** See text

**Spell Resistance:** No

You cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

A *wall of iron* is 1 inch thick per four caster levels. You can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 10. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single

attack, the DC for the Strength check is 25 + 2 per inch of thickness.

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must make a DC 40 Strength check to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Any Large or smaller creature that fails takes 10d6 points of damage. The wall cannot crush Huge and larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

**Material Component:** A small piece of sheet iron plus gold dust worth 50 gp (1 pound of gold dust).

## Wall of Stone

Conjuration (Creation) [Earth]

**Level:** Clr 5, Drd 6, Earth 5, Sor/Wiz 5

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Stone wall whose area is up to one 5-ft. square/level (S)

**Duration:** Instantaneous

**Saving Throw:** See text

**Spell Resistance:** No

This spell creates a wall of rock that merges into adjoining rock surfaces. A *wall of stone* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a *wall of iron*, you can create a *wall of stone* in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a *disintegrate* spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has 15 hit points per inch of thickness and hardness 8. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a *wall of stone*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

**Arcane Material Component:** A small block of granite.

## Wall of Thorns

Conjuration (Creation)

**Level:** Drd 5, Plant 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Wall of thorny brush, up to one 10-ft. cube/level (S)

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

A *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's

finger. Any creature forced into or attempting to move through a *wall of thorns* takes slashing damage per round of movement equal to 25 minus the creature's AC. Dexterity and dodge bonuses to AC do not count for this calculation. (Creatures with an Armor Class of 25 or higher, without considering Dexterity and dodge bonuses, take no damage from contact with the wall.)

You can make the wall as thin as 5 feet thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to twice your caster level. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall by making a Strength check as a full-round action. For every 5 points by which the check exceeds 20, a creature moves 5 feet (up to a maximum distance equal to its normal land speed). Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a *wall of thorns* at normal speed without taking damage.

A *wall of thorns* can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns it away in 10 minutes.

Despite its appearance, a *wall of thorns* is not actually a living plant, and thus is unaffected by spells that affect plants.

### Warp Wood

Transmutation

**Level:** Drd 2

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** 1 Small wooden object/level, all within a 20-ft. radius

**Duration:** Instantaneous

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

You cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring a Strength check to open, at your option). A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon causes a -4 penalty on attack rolls.

You may warp one Small or smaller object or its equivalent per caster level. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two.

Alternatively, you can unwarped wood (effectively warping it back to normal) with this spell, straightening wood that has been warped by this spell or by other means. *Make whole*, on the other hand, does no good in repairing a warped item.

You can combine multiple consecutive *warp wood* spells to warp (or unwarped) an object that is too large for you to warp with a single spell.

Until the object is completely warped, it suffers no ill effects.

### Water Breathing

Transmutation [Water]

**Level:** Clr 3, Drd 3, Sor/Wiz 3, Water 3

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creatures touched

**Duration:** 2 hours/level; see text

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch.

The spell does not make creatures unable to breathe air.

**Arcane Material Component:** A short reed or piece of straw.

### Water Walk

Transmutation [Water]

**Level:** Clr 3, Rgr 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** One touched creature/level

**Duration:** 10 minutes/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. (Creatures crossing molten lava still take damage from the heat because they are near it.) The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

### Waves of Exhaustion

Necromancy

**Level:** Sor/Wiz 7

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

Waves of negative energy cause all living creatures in the spell's area to become *exhausted*. This spell has no effect on a creature that is already *exhausted*.

### Waves of Fatigue

Necromancy

**Level:** Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

Waves of negative energy render all living creatures in the spell's area *fatigued*. This spell causes a creature that is already *fatigued*, to instead become *exhausted*.

## Web

Conjuration (Creation)

**Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Webs in a 20-ft.-radius spread

**Duration:** 10 minutes/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 spider webs 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 *entangled* among the gluey fibers. Attacking a creature in a *web* won't cause you to become *entangled*.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is *entangled*, but not prevented from moving, though moving is more difficult than normal for being *entangled* (see below). If the save fails, the creature is *entangled* and can't move from its space, but can break loose by spending 1 round and making a DC 20 Strength check or a DC 25 Escape Artist check. Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist check), a creature remains *entangled*, but may move through the *web* very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

If you have at least 5 feet of *web* between you and an opponent, it provides partial 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 magic flaming sword can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away 5 square feet 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) re-grows in 10 minutes.

**Material Component:** A bit of spider web.

## Weird

Illusion (Phantasm) [Fear, Mind-Affecting]

**Level:** Sor/Wiz 9

**Targets:** Any number of creatures, no two of which can be more than 30 ft. apart

This spell functions like *phantasmal killer*, except it can affect more than one creature. Only the affected creatures see the phantasmal creatures attacking them, though you see the attackers as shadowy shapes.

If a subject's Fortitude save succeeds, it still takes 3d6 points of damage and is *stunned* for 1 round. The subject also takes 1d4 points of temporary Strength damage.

## Whirlwind

Evocation [Air]

**Level:** Air 8, Drd 8

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Effect:** Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall

**Duration:** 1 round/level (D)

**Saving Throw:** Reflex negates; see text

## Spell Resistance: Yes

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round. You can concentrate on controlling the cyclone's every movement or specify a simple program. Directing the cyclone's movement or changing its programmed movement is a standard action for you. The cyclone always moves during your turn. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the cyclone, even if it comes back within range.)

Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

## Whispering Wind

Transmutation [Air]

**Level:** Brd 2, Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 1 mile/level

**Area:** 10-ft.-radius spread

**Duration:** No more than 1 hour/level or until discharged (destination is reached)

**Saving Throw:** None

**Spell Resistance:** No

You send a message or sound on the wind to a designated spot. The *whispering wind* travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A *whispering wind* is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare the spell to bear a message of no more than twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the *whispering wind* seem to be a faint stirring of the air. You can likewise cause the *whispering wind* to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

When the spell reaches its objective, it swirls and remains in place until the message is delivered. As with *magic mouth*, *whispering wind* cannot speak verbal components, use command words, or activate magical effects.

## Wind Walk

Transmutation [Air]

**Level:** Clr 6, Drd 7

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** You and one touched creature per three levels

**Duration:** 1 hour/level (D); see text

**Saving Throw:** No and Will negates (harmless)

**Spell Resistance:** No and Yes (harmless)

You alter the substance of your body to a cloudlike vapor (as the *gaseous form* spell) and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.

Normally, a *wind walker* flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind

wafts a *wind walker* along at up to 600 feet per round (60 mph) with poor maneuverability. *Wind walkers* are not *invisible* but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

A *wind walker* can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the spell, and you can even dismiss it for individual *wind walkers* and not others.

For the last minute of the spell's duration, a *wind walker* in cloud form automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

### Wind Wall

Evocation [Air]

**Level:** Air 2, Clr 3, Drd 3, Rgr 2, Sor/Wiz 3

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Wall up to 10 ft./level long and 5 ft./level high (S)

**Duration:** 1 round/level

**Saving Throw:** None; see text

**Spell Resistance:** Yes

An *invisible* vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a *wind wall*. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in *gaseous form* cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square *wind walls* to enclose specific points.

**Arcane Material Component:** A tiny fan and a feather of exotic origin.

### Wish

Universal

**Level:** Sor/Wiz 9

**Components:** V, XP

**Casting Time:** 1 standard action

**Range:** See text Target, Effect, or

**Area:** See text

**Duration:** See text

**Saving Throw:** See text

**Spell Resistance:** Yes

*Wish* is the mightiest spell a wizard or sorcerer can cast. By simply speaking aloud, you can alter reality to better suit you.

Even *wish*, however, has its limits.

A *wish* can produce any one of the following effects.

\* **Duplicate** any wizard or sorcerer spell of 8th level or lower, provided the spell is not of a school prohibited to you.

\* **Duplicate** any other spell of 6th level or lower, provided the spell is not of a school prohibited to you.

\* **Duplicate** any wizard or sorcerer spell of 7th level or lower even if it's of a prohibited school.

\* **Duplicate** any other spell of 5th level or lower even if it's of a prohibited school.

\* **Undo** the harmful effects of many other spells, such as *geas/quest* or *insanity*.

\* **Create** a nonmagical item of up to 25,000 gp in value.

\* **Create** a magic item, or add to the powers of an existing magic item.

\* **Grant** a creature a +1 inherent bonus to an ability score. Two to five *wish* spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two *wishes* for a +2 inherent bonus, three for a +3 inherent bonus, and so on). Inherent bonuses are instantaneous, so they cannot be dispelled. Note: An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies.

\* **Remove injuries and afflictions.** A single *wish* can aid one creature per caster level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do both with the same *wish*. A *wish* can never restore the experience point loss from casting a spell or the level or Constitution loss from being raised from the dead.

\* **Revive the dead.** A *wish* can bring a dead creature back to life by duplicating a *resurrection* spell. A *wish* can revive a dead creature whose body has been destroyed, but the task takes two *wishes*, one to recreate the body and another to infuse the body with life again. A *wish* cannot prevent a character who was brought back to life from losing an experience level.

\* **Transport travelers.** A *wish* can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.

\* **Undo misfortune.** A *wish* can undo a single recent event. The *wish* forces a re-roll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a *wish* could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The re-roll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.

You may try to use a *wish* to produce greater effects than these, but doing so is dangerous. (The *wish* may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.)

Duplicated spells allow saves and spell resistance as normal (but save DCs are for 9th-level spells).

**Material Component:** When a *wish* duplicates a spell with a material component that costs more than 10,000 gp, you must provide that component.

**XP Cost:** The minimum XP cost for casting *wish* is 5,000 XP. When a *wish* duplicates a spell that has an XP cost, you must pay 5,000 XP or that cost, whichever is more. When a *wish* creates or improves a magic item, you must pay twice the normal XP cost for crafting or improving the item, plus an additional 5,000 XP.

### Wood Shape

Transmutation

**Level:** Drd 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One touched piece of wood no larger than 10 cu. ft. + 1 cu. ft./level

**Duration:** Instantaneous

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

*Wood shape* enables you to form one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work.

### Word of Chaos

Evocation [Chaotic, Sonic]

**Level:** Chaos 7, Clr 7

**Components:** V

**Casting Time:** 1 standard action

**Range:** 40 ft.

**Area:** Nonchaotic creatures in a 40-ft.-radius spread centered on you

**Duration:** Instantaneous

**Saving Throw:** None or Will negates; see text

**Spell Resistance:** Yes

Any non-chaotic creature within the area who hears the *word of chaos* suffers the following ill effects.

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

**Deafened:** The creature is *deafened* for 1d4 rounds.

**Stunned:** The creature is *stunned* for 1 round.

**Confused:** The creature is *confused*, as by the *confusion* spell, for 1d10 minutes. This is a mind-affecting enchantment effect.

**Killed:** Living creatures die. Undead creatures are destroyed.

HD	Effect
Equal to caster level	<i>Deafened</i>
Up to caster level –1	<i>Stunned, deafened</i>
Up to caster level –5	Confused, stunned, deafened
Up to caster level –10	Killed, confused, stunned, deafened

Furthermore, if you are on your home plane when you cast this spell, non-chaotic extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *word of chaos*. The *banishment* effect allows a Will save (at a –4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by *word of chaos*.

### Word of Recall

Conjuration (Teleportation)

**Level:** Clr 6, Drd 8

**Components:** V

**Casting Time:** 1 standard action

**Range:** Unlimited

**Target:** You and touched objects or other willing creatures

**Duration:** Instantaneous

**Saving Throw:** None or Will negates (harmless, object)

**Spell Resistance:** No or Yes (harmless, object)

*Word of recall* teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, 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. Exceeding this limit causes the spell to fail.

An unwilling creature can't be teleported by *word of recall*. Likewise, a creature's Will save (or spell resistance) prevents items in its possession from being teleported. Unattended, nonmagical objects receive no saving throw.

### Zone of Silence

Illusion (Glamer)

**Level:** Brd 4

**Components:** V, S

**Casting Time:** 1 round

**Range:** Personal

**Area:** 5-ft.-radius emanation centered on you

**Duration:** 1 hour/level (D)

By casting *zone of silence*, you manipulate sound waves in your immediate vicinity so that you and those within the spell's area can converse normally, yet no one outside can hear your voices or any other noises from within, including language-dependent or sonic spell effects. This effect is centered on you and moves with you. Anyone who enters the zone immediately becomes subject to its effects, but those who leave are no longer affected. Note, however, that a successful Spot check to read lips can still reveal what's said inside a *zone of silence*.

### Zone of Truth

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Clr 2, Pal 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

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

**Area:** 20-ft.-radius emanation

**Duration:** 1 minutes/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

TABLE 11-1: SPELLS A TO Z

Spell	School	Subschool	Descriptor	Level	Components
<i>Acid arrow</i>	Conjuration	Creation	Acid	S/W 2	V, S, M, F
<i>Acid fog</i>	Conjuration	Creation	Acid	S/W 6, Water 7	V, S, M/DF
<i>Acid splash</i>	Conjuration	Creation	Acid	S/W 0	V, S
<i>Aid</i>	Enchantment	Compulsion	Mind-Affecting	Clr 2, Good 2, Luck 2	V, S, DF
<i>Air walk</i>	Transmutation		Air	Air 4, Clr 4, Drd 4	V, S, DF
<i>Alarm</i>	Abjuration			Brd 1, Rgr 1, S/W 1	V, S, F/DF
<i>Align weapon</i>	Transmutation		see text	Clr 2	V, S, DF
<i>Alter self</i>	Transmutation			Brd 2, S/W 2	V, S
<i>Analyze dweomer</i>	Divination			Brd 6, S/W 6	V, S, F
<i>Animal growth</i>	Transmutation			Drd 5, Rgr 4, S/W 5	V, S
<i>Animal messenger</i>	Enchantment	Compulsion	Mind-Affecting	Brd 2, Drd 2, Rgr 1	V, S, M
<i>Animal shapes</i>	Transmutation			Animal 7, Drd 8	V, S, DF
<i>Animal trance</i>	Enchantment	Compulsion	Mind-Affecting, Sonic	Brd 2, Drd 2	V, S
<i>Animate construct</i>	Transmutation			Brd 6, S/W 6	V, S
<i>Animate construct, lesser</i>	Transmutation			Brd 2, S/W 2	V, S
<i>Animate construct, major</i>	Transmutation			S/W 8	V, S
<i>Animate construct, minor</i>	Transmutation			Brd 4, S/W 4	V, S
<i>Animate dead</i>	Necromancy		Evil	Clr 3, S/W 4, Undead 3	V, S, M
<i>Animate objects</i>	Transmutation			Brd 6, Chaos 6, Clr 6	V, S
<i>Animate plants</i>	Transmutation			Drd 7, Plant 7	V
<i>Animate rope</i>	Transmutation			Brd 1, S/W 1	V, S
<i>Antilife shell</i>	Abjuration			Animal 6, Clr 6, Drd 6	V, S, DF
<i>Antimagic field</i>	Abjuration			Clr 8, Magic 6, Protection 6, S/W 6	V, S, M/DF
<i>Antipathy</i>	Enchantment	Compulsion	Mind-Affecting	Drd 9, S/W 8	V, S, M/DF
<i>Antiplant shell</i>	Abjuration			Drd 4	V, S, DF
<i>Arcane eye</i>	Divination	Scrying		S/W 4	V, S, M
<i>Arcane lock</i>	Abjuration			S/W 2	V, S, M
<i>Arcane mark</i>	Universal			S/W 0	V, S
<i>Arcane sight</i>	Divination			S/W 3	V, S
<i>Arcane sight, greater</i>	Divination			S/W 7	V, S
<i>Astral projection</i>	Necromancy			Clr 9, S/W 9, Travel 9	V, S, M
<i>Atonement</i>	Abjuration			Clr 5, Drd 5	V,S,M,F,DF,XP
<i>Augury</i>	Divination			Clr 2	V, S, M, F
<i>Awaken</i>	Transmutation			Drd 5	V, S, DF, XP
<i>Baleful polymorph</i>	Transmutation			Drd 5, S/W 5	V, S
<i>Bane</i>	Enchantment	Compulsion	Fear, Mind-Affecting	Clr 1	V, S, DF
<i>Banishment</i>	Abjuration			Clr 6, S/W 7	V, S, F
<i>Barkskin</i>	Transmutation			Drd 2, Rgr 2, Plant 2	V, S, DF
<i>Bear's endurance</i>	Transmutation			Clr 2, Drd 2, Rgr 2, S/W 2	V, S, DF
<i>Bear's endurance, mass</i>	Transmutation			Clr 6, Drd 6, S/W 6	V, S, DF
<i>Bestow curse</i>	Necromancy			Clr 3, S/W 4	V, S
<i>Binding</i>	Enchantment	Compulsion	Mind-Affecting	S/W 8	V, S, M
<i>Black tentacles</i>	Conjuration	Creation		Darkness 4, S/W 4	V, S, M
<i>Blade barrier</i>	Evocation		Force	Clr 6, Good 6, War 6	V, S
<i>Blasphemy</i>	Evocation		Evil, Sonic	Clr 7, Evil 7	V
<i>Bless</i>	Enchantment	Compulsion	Mind-Affecting	Clr 1, Pal 1	V, S, DF
<i>Bless water</i>	Transmutation		Good	Clr 1, Pal 1	V, S, M
<i>Bless weapon</i>	Transmutation			Pal 1	V, S
<i>Blight</i>	Necromancy			Drd 4, S/W 5	V, S, DF
<i>Blindness/deafness</i>	Necromancy			Brd 2, Clr 3, S/W 2	V
<i>Blink</i>	Transmutation			Brd 3, S/W 3	V, S
<i>Blur</i>	Illusion	Glamer		Brd 2,S/W 2	V
<i>Break enchantment</i>	Abjuration			Brd 4, Clr 5, Luck 5, Pal 4, S/W 5	V, S
<i>Bull's strength</i>	Transmutation			Clr 2, Drd 2, Pal 2, S/W 2, Strength 2	V, S, M/DF
<i>Bull's strength, mass</i>	Transmutation			Clr 6, Drd 6, S/W 6	V, S, M/DF
<i>Burning hands</i>	Evocation		Fire	Fire 1, S/W 1	V, S
<i>Call lightning</i>	Evocation		Electricity	Drd 3	V, S
<i>Call lightning storm</i>	Evocation		Electricity	Drd 5	V, S
<i>Calm animals</i>	Enchantment	Compulsion	Mind-Affecting	Animal 1, Drd 1, Rgr 1	V, S
<i>Calm emotions</i>	Enchantment	Compulsion	Mind-Affecting	Brd 2, Clr 2, Law 2	V, S, DF
<i>Cat's grace</i>	Transmutation			Brd 2, Drd 2, Rgr 2, S/W 2	V, S, M
<i>Cat's grace, mass</i>	Transmutation			Brd 6, Drd 6, S/W 6	V, S, M
<i>Cause fear</i>	Necromancy		Fear, Mind-Affecting	Brd 1, Clr 1, Death 1, S/W 1	V, S
<i>Chain lightning</i>	Evocation		Electricity	Air 6, S/W 6	V, S, F
<i>Changestaff</i>	Transmutation			Drd 7	V, S, F
<i>Chaos hammer</i>	Evocation		Chaotic	Chaos 4	V, S
<i>Charm animal</i>	Enchantment	Charm	Mind-Affecting	Drd 1, Rgr 1	V, S
<i>Charm monster</i>	Enchantment	Charm	Mind-Affecting	Brd 3, S/W 4	V, S
<i>Charm monster, mass</i>	Enchantment	Charm	Mind-Affecting	Brd 6, S/W 8	V
<i>Charm person</i>	Enchantment	Charm	Mind-Affecting	Brd 1, S/W 1	V, S

Spell	School	Subschool	Descriptor	Level	Components
<i>Chill metal</i>	Transmutation		Cold	Drd 2	V, S, DF
<i>Chill touch</i>	Necromancy			S/W 1	V, S
<i>Circle of death</i>	Necromancy		Death	Death 6, S/W 6	V, S, M
<i>Clairaudience/clairvoyance</i>	Divination	Scrying		Brd 3, Knowledge 3, S/W 3	V, S, F/DF
<i>Clenched fist</i>	Evocation		Force	S/W 8, Strength 8	V, S, F/DF
<i>Cloak of chaos</i>	Abjuration		Chaotic	Chaos 8, Clr 8	V, S, F
<i>Clone</i>	Necromancy			S/W 8	V, S, M, F
<i>Cloudkill</i>	Conjuration	Creation		S/W 5	V, S
<i>Color spray</i>	Illusion	Pattern	Mind-Affecting	S/W 1	V, S, M
<i>Command</i>	Enchantment	Compulsion	Lang-Dep, Mnd-Affect	Clr 1	V
<i>Command, greater</i>	Enchantment	Compulsion	Lang-Dep, Mnd-Affect	Clr 5	V
<i>Command plants</i>	Transmutation			Drd 4, Plant 4, Rgr 3	V
<i>Command undead</i>	Necromancy			S/W 2	V, S, M
<i>Commune</i>	Divination			Clr 5	V, S, M, DF, XP
<i>Commune with nature</i>	Divination			Animal 5, Drd 5, Rgr 4	V, S
<i>Comprehend languages</i>	Divination			Brd 1, Clr 1, S/W 1	V, S, M/DF
<i>Cone of cold</i>	Evocation		Cold	S/W 5, Water 6	V, S, M/DF
<i>Confusion</i>	Enchantment	Compulsion	Mind-Affecting	Brd 3, S/W 4, Trickery 4	V, S, M/DF
<i>Confusion, lesser</i>	Enchantment	Compulsion	Mind-Affecting	Brd 1	V, S, DF
<i>Consecrate</i>	Evocation		Good	Clr 2	V, S, M, DF
<i>Contact other plane</i>	Divination			S/W 5	V
<i>Contagion</i>	Necromancy		Evil	Clr 3, Destruction 3, Drd 3, S/W 4	V, S
<i>Contingency</i>	Evocation			S/W 6	V, S, M, F
<i>Continual flame</i>	Evocation		Light	Clr 3, S/W 2	V, S, M
<i>Control plants</i>	Transmutation			Drd 8, Plant 8	V, S, DF
<i>Control undead</i>	Necromancy			S/W 7	V, S, M
<i>Control water</i>	Transmutation		Water	Clr 4, Drd 4, S/W 6, Water 4	V, S, M/DF
<i>Control weather</i>	Transmutation		Air	Air 7, Clr 7, Drd 7, S/W 7	V, S
<i>Control winds</i>	Transmutation		Air	Air 5, Drd 5	V, S
<i>Create food and water</i>	Conjuration	Creation	Water	Clr 3	V, S
<i>Create greater undead</i>	Necromancy		Evil	Clr 8, S/W 8, Undead 8	V, S, M
<i>Create undead</i>	Necromancy		Evil	Clr 6, Evil 6, S/W 6, Undead 6	V, S, M
<i>Create water</i>	Conjuration	Creation	Water	Clr 0, Drd 0, Pal 1	V, S
<i>Creeping doom</i>	Conjuration	Summoning		Drd 7	V, S
<i>Crushing despair</i>	Enchantment	Compulsion	Mind-Affecting	Brd 3, S/W 4	V, S, M
<i>Crushing hand</i>	Evocation		Force	S/W 9, Strength 9	V, S, M, F/DF
<i>Cure critical wounds</i>	Conjuration	Healing		Brd 4, Clr 4, Drd 5, Healing 4	V, S
<i>Cure critical wounds, mass</i>	Conjuration	Healing		Clr 8, Drd 9, Healing 8	V, S
<i>Cure light wounds</i>	Conjuration	Healing		Brd 1, Clr 1, Drd 1, Healing 1, Pal 1, Rgr 2	V, S
<i>Cure light wounds, mass</i>	Conjuration	Healing		Brd 5, Clr 5, Drd 6, Healing 5	V, S
<i>Cure minor wounds</i>	Conjuration	Healing		Clr 0, Drd 0	V, S
<i>Cure moderate wounds</i>	Conjuration	Healing		Brd 2, Clr 2, Drd 3, Healing 2, Pal 3, Rgr 3	V, S
<i>Cure mod. wounds, mass</i>	Conjuration	Healing		Brd 6, Clr 6, Drd 7	V, S
<i>Cure serious wounds</i>	Conjuration	Healing		Brd 3, Clr 3, Drd 4, Pal 4, Rgr 4, Healing 3	V, S
<i>Cure serious wounds, mass</i>	Conjuration	Healing		Clr 7, Drd 8	V, S
<i>Curse water</i>	Necromancy		Evil	Clr 1	V, S, M
<i>Dancing lights</i>	Evocation		Light	Brd 0, S/W 0	V, S
<i>Darkness</i>	Evocation		Darkness	Brd 2, Clr 2, Darkness 2, S/W 2	V, M/DF
<i>Darkvision</i>	Transmutation			Rgr 3, S/W 2	V, S, M
<i>Daylight</i>	Evocation		Light	Brd 3, Clr 3, Drd 3, Pal 3, S/W 3, Sun 2	V, S
<i>Daze</i>	Enchantment	Compulsion	Mind-Affecting	Brd 0, S/W 0	V, S, M
<i>Daze monster</i>	Enchantment	Compulsion	Mind-Affecting	Brd 2, S/W 2	V, S, M
<i>Deanimate construct</i>	Transmutation			Brd 3, S/W 3	V, S, XP
<i>Death knell</i>	Necromancy		Death, Evil	Clr 2, Death 2	V, S
<i>Death ward</i>	Necromancy			Clr 4, Death 4, Drd 5, Pal 4	V, S, DF
<i>Deathwatch</i>	Necromancy			Clr 1	V, S
<i>Deep slumber</i>	Enchantment	Compulsion	Mind-Affecting	Brd 3, S/W 3	V, S, M
<i>Deeper darkness</i>	Evocation		Darkness	Clr 3, Darkness 3	V, S
<i>Delay poison</i>	Conjuration	Healing		Brd 2, Clr 2, Drd 2, Pal 2, Rgr 1	V, S, DF
<i>Delayed blast fireball</i>	Evocation		Fire	S/W 7	V, S, M
<i>Demand</i>	Enchantment	Compulsion	Mind-Affecting	S/W 8	V, S, M/DF
<i>Desecrate</i>	Evocation		Evil	Clr 2, Evil 2, Undead 2	V, S, M, DF
<i>Destruction</i>	Necromancy		Death	Clr 7, Death 7	V, S, F
<i>Detect animals or plants</i>	Divination			Drd 1, Rgr 1	V, S
<i>Detect chaos</i>	Divination			Clr 1	V, S, DF
<i>Detect evil</i>	Divination			Clr 1	V, S, DF
<i>Detect good</i>	Divination			Clr 1	V, S, DF
<i>Detect law</i>	Divination			Clr 1	V, S, DF
<i>Detect magic</i>	Divination			Brd 0, Clr 0, Drd 0, S/W 0	V, S
<i>Detect poison</i>	Divination			Clr 0, Drd 0, Pal 1, Rgr 1, S/W 0	V, S
<i>Detect psionics</i>	Divination			Brd 1, Clr 1, Drd 1, S/W 1	V, S
<i>Detect scrying</i>	Divination			Brd 4, S/W 4	V, S, M

Spell	School	Subschool	Descriptor	Level	Components
<i>Detect secret doors</i>	Divination			Brd 1, Knowledge 1, S/W 1	V, S
<i>Detect snares and pits</i>	Divination			Drd 1, Rgr 1	V, S
<i>Detect thoughts</i>	Divination		Mind-Affecting	Brd 2, Knowledge 2, S/W 2	V, S, F/DF
<i>Detect undead</i>	Divination			Clr 1, Pal 1, S/W 1	V, S, M/DF
<i>Dictum</i>	Evocation		Lawful, Sonic	Clr 7, Law 7	V
<i>Dimension door</i>	Conjuration	Teleportation		Brd 4, S/W 4, Travel 4	V
<i>Dimensional anchor</i>	Abjuration			Clr 4, S/W 4	V, S
<i>Dimensional lock</i>	Abjuration			Clr 8, Mentalism 8, S/W 8	V, S
<i>Diminish plants</i>	Transmutation			Drd 3, Rgr 3	V, S, DF
<i>Discern lies</i>	Divination			Clr 4, Pal 3	V, S, DF
<i>Discern location</i>	Divination			Clr 8, Knowledge 8, S/W 8	V, S, DF
<i>Disguise self</i>	Illusion	Glamour		Brd 1, S/W 1, Trickery 1	V, S
<i>Disintegrate</i>	Transmutation			Destruction 7, S/W 6	V, S, M/DF
<i>Dismissal</i>	Abjuration			Clr 4, S/W 5	V, S, DF
<i>Dispel chaos</i>	Abjuration		Lawful	Clr 5, Law 5, Pal 4	V, S, DF
<i>Dispel evil</i>	Abjuration		Good	Clr 5, Good 5, Pal 4	V, S, DF
<i>Dispel good</i>	Abjuration		Evil	Clr 5, Evil 5	V, S, DF
<i>Dispel law</i>	Abjuration		Chaotic	Chaos 5, Clr 5	V, S, DF
<i>Dispel magic</i>	Abjuration			Brd 3, Clr 3, Drd 4, Magic 3, Pal 3, S/W 3	V, S
<i>Dispel magic, greater</i>	Abjuration			Brd 5, Clr 6, Drd 6, S/W 6	V, S
<i>Dispel psionics</i>	Abjuration			Brd 4, Clr 4, Drd 5, Pal 4, S/W 4	V, S
<i>Dispel psionics, greater</i>	Abjuration			Brd 6, Clr 7, Drd 7, S/W 7	V, S
<i>Displacement</i>	Illusion	Glamour		Brd 3, S/W 3	V, M
<i>Disrupt undead</i>	Necromancy			S/W 0	V, S
<i>Disrupting weapon</i>	Transmutation			Clr 5	V, S
<i>Divination</i>	Divination			Clr 4, Knowledge 4	V, S, M
<i>Divine favor</i>	Evocation			Clr 1, Pal 1	V, S, DF
<i>Divine power</i>	Evocation			Clr 4, War 4	V, S, DF
<i>Dominate animal</i>	Enchantment	Compulsion	Mind-Affecting	Animal 3, Drd 3	V, S
<i>Dominate monster</i>	Enchantment	Compulsion	Mind-Affecting	S/W 9	V, S
<i>Dominate person</i>	Enchantment	Compulsion	Mind-Affecting	Brd 4, S/W 5	V, S
<i>Doom</i>	Necromancy		Fear, Mind-Affecting	Clr 1	V, S, DF
<i>Dream</i>	Illusion	Phantasm	Mind-Affecting	Brd 5, S/W 5	V, S
<i>Eagle's splendor</i>	Transmutation			Brd 2, Clr 2, Pal 2, S/W 2	V, S, M/DF
<i>Eagle's splendor, mass</i>	Transmutation			Brd 6, Clr 6, S/W 6	V, S, M/DF
<i>Earthquake</i>	Evocation		Earth	Clr 8, Destruction 8, Drd 8, Earth 7	V, S, DF
<i>Elemental swarm</i>	Conjuration	Summoning	see text	Air 9, Drd 9, Earth 9, Fire 9, Water 9	V, S
<i>Endure elements</i>	Abjuration		see text	Clr 1, Drd 1, Pal 1, Rgr 1, S/W 1, Sun 1	V, S
<i>Energy drain</i>	Necromancy			Clr 9, S/W 9, Undead 9	V, S
<i>Enervation</i>	Necromancy			S/W 4, Undead 4	V, S
<i>Enlarge person</i>	Transmutation			S/W 1, Strength 1	V, S, M
<i>Enlarge person, mass</i>	Transmutation			S/W 4	V, S, M
<i>Entangle</i>	Transmutation			Drd 1, Plant 1, Rgr 1	V, S, DF
<i>Enthrall</i>	Enchantment	Charm	Lang-Dep, Mnd-Affect, Sonic	Brd 2, Clr 2	V, S
<i>Entropic shield</i>	Abjuration			Clr 1, Luck 1	V, S
<i>Erase</i>	Transmutation			Brd 1, S/W 1	V, S
<i>Ethereal jaunt</i>	Transmutation			Clr 7, S/W 7	V, S
<i>Etherealness</i>	Transmutation			Clr 9, S/W 9	V, S
<i>Expeditious retreat</i>	Transmutation			Brd 1, S/W 1	V, S
<i>Explosive runes</i>	Abjuration		Force	S/W 3	V, S
<i>Eyebite</i>	Necromancy		Evil	Brd 6, S/W 6	V, S
<i>Fabricate</i>	Transmutation			S/W 5	V, S, M
<i>Faerie fire</i>	Evocation		Light	Drd 1	V, S, DF
<i>False life</i>	Necromancy			S/W 2	V, S, M
<i>False vision</i>	Illusion	Glamour		Brd 5, S/W 5, Trickery 5	V, S, M
<i>Fear</i>	Necromancy		Fear, Mind-Affecting	Brd 3, S/W 4	V, S, M
<i>Feather fall</i>	Transmutation			Brd 1, S/W 1	V
<i>Feeblemind</i>	Enchantment	Compulsion	Mind-Affecting	Mentalism 7, S/W 5	V, S, M
<i>Find the path</i>	Divination			Brd 6, Clr 6, Drd 6, Knowledge 6, Travel 6	V, S, F
<i>Find traps</i>	Divination			Clr 2	V, S
<i>Finger of death</i>	Necromancy		Death	Drd 8, S/W 7	V, S
<i>Fire seeds</i>	Conjuration	Creation	Fire	Drd 6, Fire 6, Sun 6	V, S, M
<i>Fire shield</i>	Evocation		Fire or Cold	Fire 5, S/W 4, Sun 4	V, S, M/DF
<i>Fire storm</i>	Evocation		Fire	Clr 8, Drd 7, Fire 7	V, S
<i>Fire trap</i>	Abjuration		Fire	Drd 2, S/W 4	V, S, M
<i>Fireball</i>	Evocation		Fire	S/W 3	V, S, M
<i>Flame arrow</i>	Transmutation		Fire	S/W 3	V, S, M
<i>Flame blade</i>	Evocation		Fire	Drd 2	V, S, DF
<i>Flame strike</i>	Evocation		Fire	Clr 5, Drd 4, Sun 5, War 5	V, S, DF
<i>Flaming sphere</i>	Evocation		Fire	Drd 2, S/W 2	V, S, M/DF
<i>Flare</i>	Evocation		Light	Brd 0, Drd 0, S/W 0	V
<i>Flesh to stone</i>	Transmutation			S/W 6	V, S, M



Spell	School	Subschool	Descriptor	Level	Components
<i>Fly</i>	Transmutation			S/W 3, Travel 3	V, S, F/DF
<i>Floating disk</i>	Evocation		Force	S/W 1	V, S, M
<i>Fog cloud</i>	Conjuration	Creation	Water	Drd 2, S/W 2, Water 2	V, S
<i>Forbiddance</i>	Abjuration			Clr 6	V, S, M, DF
<i>Forcecage</i>	Evocation		Force	S/W 7	V, S, M
<i>Forceful hand</i>	Evocation		Force	S/W 6	V, S, F
<i>Foresight</i>	Divination			Drd 9, Knowledge 9, S/W 9	V, S, M/DF
<i>Fox's cunning</i>	Transmutation			Brd 2, S/W 2	V, S, M/DF
<i>Fox's cunning, mass</i>	Transmutation			Brd 6, S/W 6	V, S, M/DF
<i>Freedom</i>	Abjuration			S/W 9	V, S
<i>Freedom of movement</i>	Abjuration			Brd 4, Clr 4, Drd 4, Luck 4, Rgr 4	V, S, M, DF
<i>Freezing sphere</i>	Evocation		Cold	S/W 6	V, S, F
<i>Gaseous form</i>	Transmutation		Air	Air 3, Brd 3, S/W 3	S, M/DF
<i>Gate</i>	Conjuration	Creation or	Calling	Clr 9, S/W 9	V, S, XP; see text
<i>Geas/quest</i>	Enchantment	Compulsion	Lang-Dep, Mnd-Affect	Brd 6, Clr 6, S/W 6	V
<i>Geas, lesser</i>	Enchantment	Compulsion	Lang-Dep, Mnd-Affect	Brd 3, S/W 4	V
<i>Gentle repose</i>	Necromancy			Clr 2, S/W 3	V, S, M/DF
<i>Ghost sound</i>	Illusion	Figment		Brd 0, S/W 0	V, S, M
<i>Ghoul touch</i>	Necromancy			S/W 2	V, S, M
<i>Giant vermin</i>	Transmutation			Clr 4, Drd 4	V, S, DF
<i>Glibness</i>	Transmutation			Brd 3	S
<i>Glitterdust</i>	Conjuration	Creation		Brd 2, S/W 2	V, S, M
<i>Globe of invulnerability</i>	Abjuration			S/W 6	V, S, M
<i>Globe of invulnerability, lesser</i>		Abjuration		S/W 4	V, S, M
<i>Glyph of warding</i>	Abjuration			Clr 3	V, S, M
<i>Glyph of warding, greater</i>	Abjuration			Clr 6	V, S, M
<i>Goodberry</i>	Transmutation			Drd 1	V, S, DF
<i>Good hope</i>	Enchantment	Compulsion	Mind-Affecting	Brd 3	V, S
<i>Grasping hand</i>	Evocation		Force	S/W 7, Strength 7	V, S, F/DF
<i>Grease</i>	Conjuration	Creation		Brd 1, S/W 1	V, S, M
<i>Guards and wards</i>	Abjuration			S/W 6	V, S, M, F
<i>Guidance</i>	Divination			Clr 0, Drd 0	V, S
<i>Gust of wind</i>	Evocation		Air	Drd 2, S/W 2	V, S
<i>Hallow</i>	Evocation		Good	Clr 5, Drd 5	V, S, M, DF
<i>Hallucinatory terrain</i>	Illusion	Glamer		Brd 4, S/W 4	V, S, M
<i>Halt undead</i>	Necromancy			S/W 3	V, S, M
<i>Harm</i>	Necromancy			Clr 6, Destruction 6	V, S
<i>Haste</i>	Transmutation			Brd 3, S/W 3	V, S, M
<i>Heal</i>	Conjuration	Healing		Clr 6, Drd 7, Healing 6	V, S
<i>Heal, mass</i>	Conjuration	Healing		Clr 9, Healing 9	V, S
<i>Heal mount</i>	Conjuration	Healing		Pal 3	V, S
<i>Heat metal</i>	Transmutation		Fire	Drd 2	V, S, DF
<i>Helping hand</i>	Evocation			Clr 3	V, S, DF
<i>Heroes' feast</i>	Conjuration		Creation	Brd 6, Clr 6	V, S, DF
<i>Heroism</i>	Enchantment	Compulsion	Mind-Affecting	Brd 2, S/W 3	V, S
<i>Heroism, greater</i>	Enchantment	Compulsion	Mind-Affecting	Brd 5, S/W 6	V, S
<i>Hide from animals</i>	Abjuration			Drd 1, Rgr 1	S, DF
<i>Hide from undead</i>	Abjuration			Clr 1	V, S, DF
<i>Hideous laughter</i>	Enchantment	Compulsion	Mind-Affecting	Brd 1, S/W 2	V, S, M
<i>Hold animal</i>	Enchantment	Compulsion	Mind-Affecting	Animal 2, Drd 2, Rgr 2	V, S
<i>Hold monster</i>	Enchantment	Compulsion	Mind-Affecting	Brd 4, Law 6, S/W 5	V, S, M/DF
<i>Hold monster, mass</i>	Enchantment	Compulsion	Mind-Affecting	S/W 9	V, S, M/DF
<i>Hold person</i>	Enchantment	Compulsion	Mind-Affecting	Brd 2, Clr 2, S/W 3	V, S, F/DF
<i>Hold person, mass</i>	Enchantment	Compulsion	Mind-Affecting	S/W 7	V, S, F/DF
<i>Hold portal</i>	Abjuration			S/W 1	V
<i>Holy aura</i>	Abjuration		Good	Clr 8, Good 8	V, S, F
<i>Holy smite</i>	Evocation		Good	Good 4	V, S
<i>Holy sword</i>	Evocation		Good	Pal 4	V, S
<i>Holy word</i>	Evocation		Good, Sonic	Clr 7, Good 7	V
<i>Horrid wilting</i>	Necromancy		Water	S/W 8, Water 8	V, S, M/DF
<i>Hypnotic pattern</i>	Illusion	Pattern	Mind-Affecting	Brd 2, S/W 2	V (Brd only), S, M; see text
<i>Hypnotism</i>	Enchantment	Compulsion	Mind-Affecting	Brd 1, S/W 1	V, S
<i>Ice storm</i>	Evocation		Cold	Drd 4, S/W 4, Water 5	V, S, M/DF
<i>Identify</i>	Divination			Brd 1, Magic 2, S/W 1	V, S, M/DF
<i>Illusory script</i>	Illusion	Phantasm	Mind-Affecting	Brd 3, S/W 3	V, S, M
<i>Illusory wall</i>	Illusion	Figment		S/W 4	V, S
<i>Imbue with spell ability</i>	Evocation			Clr 4, Magic 4	V, S, DF
<i>Implosion</i>	Evocation			Clr 9, Destruction 9	V, S
<i>Imprisonment</i>	Abjuration			S/W 9	V, S
<i>Incendiary cloud</i>	Conjuration	Creation	Fire	Fire 8, S/W 8	V, S
<i>Inflict critical wounds</i>	Necromancy			Clr 4, Destruction 4	V, S
<i>Inflict critical wounds, mass</i>	Necromancy			Clr 8	V, S

Spell	School	Subschool	Descriptor	Level	Components
<i>Inflict light wounds</i>	Necromancy			Clr 1, Destruction 1, Undead 1	V, S
<i>Inflict light wounds, mass</i>	Necromancy			Clr 5, Destruction 5	V, S
<i>Inflict minor wounds</i>	Necromancy			Clr 0	V, S
<i>Inflict moderate wounds</i>	Necromancy			Clr 2	V, S
<i>Inflict mod. Wounds, mass</i>	Necromancy			Clr 6	V, S
<i>Inflict serious wounds</i>	Necromancy			Clr 3	V, S
<i>Inflict serious wnds, mass</i>	Necromancy			Clr 7	V, S
<i>Insanity</i>	Enchantment	Compulsion	Mind-Affecting	S/W 7	V, S
<i>Insect plague</i>	Conjuration	Summoning		Clr 5, Drd 5	V, S, DF
<i>Instant summons</i>	Conjuration	Summoning		S/W 7	V, S, M
<i>Interposing hand</i>	Evocation		Force	S/W 5	V, S, F
<i>Invisibility</i>	Illusion	Glamer		Brd 2, S/W 2, Trickery 2	V, S, M/DF
<i>Invisibility, greater</i>	Illusion	Glamer		Brd 4, S/W 4	V, S
<i>Invisibility, mass</i>	Illusion	Glamer		S/W 7	V, S, M
<i>Invisibility purge</i>	Evocation			Clr 3	V, S
<i>Invisibility sphere</i>	Illusion	Glamer		Brd 3, S/W 3	V, S, M
<i>Iron body</i>	Transmutation			Earth 8, S/W 8	V, S, M/DF
<i>Ironwood</i>	Transmutation			Drd 6	V, S, M
<i>Irresistible dance</i>	Enchantment	Compulsion	Mind-Affecting	Brd 6, S/W 8	V
<i>Jump</i>	Transmutation			Drd 1, Rgr 1, S/W 1	V, S, M
<i>Keen edge</i>	Transmutation			S/W 3	V, S
<i>Knock</i>	Transmutation			S/W 2	V
<i>Know direction</i>	Divination			Brd 0, Drd 0	V, S
<i>Legend lore</i>	Divination			Brd 4, Knowledge 7, S/W 6	V, S, M, F
<i>Levitate</i>	Transmutation			S/W 2	V, S, F
<i>Light</i>	Evocation		Light	Brd 0, Clr 0, Drd 0, S/W 0	V, M/DF
<i>Lightning bolt</i>	Evocation		Electricity	S/W 3	V, S, M
<i>Limited wish</i>	Universal			S/W 7	V, S, XP
<i>Liveoak</i>	Transmutation			Drd 6	V, S
<i>Locate creature</i>	Divination			Brd 4, S/W 4	V, S, M
<i>Locate object</i>	Divination			Brd 2, Clr 3, S/W 2, Travel 2	V, S, F/DF
<i>Longstrider</i>	Transmutation			Drd 1, Rgr 1, Travel 1	V, S, M
<i>Lullaby</i>	Enchantment	Compulsion	Mind-Affecting	Brd 0	V, S
<i>Mage armor</i>	Conjuration	Creation	Force	S/W 1	V, S, F
<i>Mage hand</i>	Transmutation			Brd 0, S/W 0	V, S
<i>Mage's disjunction</i>	Abjuration			Magic 9, S/W 9	V
<i>Mage's faithful hound</i>	Conjuration	Creation		S/W 5	V, S, M
<i>Mage's lucubration</i>	Transmutation			Wiz 6	V, S
<i>Mage's magnificent mansion</i>	Conjuration	Creation		S/W 7	V, S, F
<i>Mage's private sanctum</i>	Abjuration			S/W 5	V, S, M
<i>Mage's sword</i>	Evocation		Force	S/W 7	V, S, F
<i>Magic aura</i>	Illusion	Glamer		Brd 1, Magic 1, S/W 1	V, S, F
<i>Magic circle against chaos</i>	Abjuration		Lawful	Clr 3, Law 3, Pal 3, S/W 3	V, S, M/DF
<i>Magic circle against evil</i>	Abjuration		Good	Clr 3, Good 3, Pal 3, S/W 3	V, S, M/DF
<i>Magic circle against good</i>	Abjuration		Evil	Clr 3, Evil 3, S/W 3	V, S, M/DF
<i>Magic circle against law</i>	Abjuration		Chaotic	Chaos 3, Clr 3, S/W 3	V, S, M/DF
<i>Magic fang</i>	Transmutation			Drd 1, Rgr 1	V, S, DF
<i>Magic fang, greater</i>	Transmutation			Drd 3, Rgr 3	V, S, DF
<i>Magic jar</i>	Necromancy			S/W 5, Undead 7	V, S, F
<i>Magic missile</i>	Evocation		Force	S/W 1	V, S
<i>Magic mouth</i>	Illusion	Glamer		Brd 1, S/W 2	V, S, M
<i>Magic stone</i>	Transmutation		Earth	Clr 1, Drd 1, Earth 1	V, S, DF
<i>Magic vestment</i>	Transmutation			Clr 3, Strength 3, War 3	V, S, DF
<i>Magic weapon</i>	Transmutation			Clr 1, Pal 1, S/W 1, War 1	V, S, DF
<i>Magic weapon, greater</i>	Transmutation			Clr 4, Pal 3, S/W 3	V, S, M/DF
<i>Major creation</i>	Conjuration	Creation		S/W 5	V, S, M
<i>Major image</i>	Illusion	Figment		Brd 3, S/W 3	V, S, F
<i>Make whole</i>	Transmutation			Clr 2	V, S
<i>Mark of Justice</i>	Necromancy			Clr 5, Pal 4	V, S, DF
<i>Maze</i>	Conjuration	Teleportation		S/W 8	V, S
<i>Meld into stone</i>	Transmutation		Earth	Clr 3, Drd 3	V, S, DF
<i>Mending</i>	Transmutation			Brd 0, Clr 0, Drd 0, S/W 0	V, S
<i>Message</i>	Transmutation		Language-Dependent	Brd 0, S/W 0	V, S, F
<i>Meteor swarm</i>	Evocation		Fire	S/W 9	V, S
<i>Mind blank</i>	Abjuration			Protection 8, S/W 8	V, S
<i>Mind fog</i>	Enchantment	Compulsion	Mind-Affecting	Brd 5, S/W 5	V, S
<i>Minor creation</i>	Conjuration	Creation		S/W 4	V, S, M
<i>Minor image</i>	Illusion	Figment		Brd 2, S/W 2	V, S, F
<i>Miracle</i>	Evocation			Clr 9, Luck 9	V, S, XP; see text
<i>Mirage arcana</i>	Illusion	Glamer		Brd 5, S/W 5	V, S
<i>Mirror image</i>	Illusion	Figment		Brd 2, S/W 2	V, S
<i>Misdirection</i>	Illusion	Glamer		Brd 2, S/W 2	V, S

Spell	School	Subschool	Descriptor	Level	Components
<i>Mislead</i>	Illusion	Figment, Glamer		Brd 5, Luck 6, S/W 6, Trickery 6	S
<i>Mnemonic enhancer</i>	Transmutation			Wiz 4	V, S, M, F
<i>Modify memory</i>	Enchantment	Compulsion	Mind-Affecting	Brd 4	V, S
<i>Moment of prescience</i>	Divination			Luck 8, S/W 8	V, S
<i>Mount</i>	Conjuration	Summoning		S/W 1	V, S, M
<i>Move earth</i>	Transmutation		Earth	Drd 6, S/W 6	V, S, M
<i>Neutralize poison</i>	Conjuration	Healing		Brd 4, Clr 4, Drd 3, Pal 4, Rgr 3	V, S, M/DF
<i>Nightmare</i>	Illusion	Phantasm	Mind-Affecting, Evil	Brd 5, S/W 5	V, S
<i>Nondetection</i>	Abjuration			Rgr 4, S/W 3, Trickery 3	V, S, M
<i>Obscure object</i>	Abjuration			Brd 1, Clr 3, S/W 2	V, S, M/DF
<i>Obscuring mist</i>	Conjuration	Creation	Air, Water	Air 1, Clr 1, Drd 1, S/W 1, Water 1	V, S
<i>Open/close</i>	Transmutation			Brd 0, S/W 0	V, S, F
<i>Order's wrath</i>	Evocation		Lawful	Law 4	V, S
<i>Overland flight</i>	Transmutation			S/W 5	V, S
<i>Owl's wisdom</i>	Transmutation			Clr 2, Drd 2, Pal 2, Rgr 2, S/W 2	V, S, M/DF
<i>Owl's wisdom, mass</i>	Transmutation			Clr 6, Drd 6, S/W 6	V, S, M/DF
<i>Passwall</i>	Transmutation			S/W 5	V, S, M
<i>Pass without trace</i>	Transmutation			Drd 1, Rgr 1	V, S, DF
<i>Permanency</i>	Universal			S/W 5	V, S, XP
<i>Permanent image</i>	Illusion	Figment		Brd 6, S/W 6	V, S, F
<i>Persistent image</i>	Illusion	Figment		Brd 5, S/W 5	V, S, F
<i>Phantasmal killer</i>	Illusion	Phantasm	Fear, Mind-Affecting	S/W 4	V, S
<i>Phantom steed</i>	Conjuration	Creation		Brd 3, S/W 3	V, S
<i>Phantom trap</i>	Illusion	Glamer		S/W 2	V, S, M
<i>Phase door</i>	Conjuration	Creation		S/W 7, Travel 8	V
<i>Planar ally</i>	Conjuration	Calling	see lesser planar ally	Clr 6	V, S, DF, XP
<i>Planar ally, greater</i>	Conjuration	Calling	see lesser planar ally	Clr 8	V, S, DF, XP
<i>Planar ally, lesser</i>	Conjuration	Calling	see text	Clr 4	V, S, DF, XP
<i>Planar binding</i>	Conjuration	Calling	see lesser planar binding	S/W 6	V, S
<i>Planar binding, greater</i>	Conjuration	Calling	see lesser planar binding	S/W 8	V, S
<i>Planar binding, lesser</i>	Conjuration	Calling	see text	S/W 5	V, S
<i>Plane shift</i>	Conjuration	Teleportation		Clr 5, S/W 7	V, S, F
<i>Plant growth</i>	Transmutation			Drd 3, Plant 3, Rgr 3	V, S, DF
<i>Poison</i>	Necromancy			Clr 4, Drd 3	V, S, DF
<i>Polar ray</i>	Evocation		Cold	S/W 8	V, S, F
<i>Polymorph</i>	Transmutation			S/W 4	V, S, M
<i>Polymorph any object</i>	Transmutation			S/W 8, Trickery 8	V, S, M/DF
<i>Power word blind</i>	Enchantment	Compulsion	Mind-Affecting	S/W 7, War 7	V
<i>Power word kill</i>	Enchantment	Compulsion	Death, Mind-Affecting	Mentalism 9, S/W 9, War 9	V
<i>Power word stun</i>	Enchantment	Compulsion	Mind-Affecting	S/W 8, War 8	V
<i>Prayer</i>	Enchantment	Compulsion	Mind-Affecting	Clr 3, Pal 3	V, S, DF
<i>Prestidigitation</i>	Universal			Brd 0, S/W 0	V, S
<i>Prismatic sphere</i>	Abjuration			Protection 9, S/W 9, Sun 9	V
<i>Prismatic spray</i>	Evocation			S/W 7	V, S
<i>Prismatic wall</i>	Abjuration			S/W 8	V, S
<i>Produce flame</i>	Evocation		Fire	Drd 1, Fire 2	V, S
<i>Programmed image</i>	Illusion	Figment		Brd 6, S/W 6	V, S, F
<i>Project image</i>	Illusion	Shadow		Brd 6, S/W 7	V, S, M
<i>Protection from arrows</i>	Abjuration			S/W 2	V, S, F
<i>Protection from chaos</i>	Abjuration		Lawful	Clr 1, Law 1, Pal 1, S/W 1	V, S, M/DF
<i>Protection from energy</i>	Abjuration		see text	Clr 3, Drd 3, Luck 3, Protection 3, Rgr 2, S/W 3	V, S, DF
<i>Protection from evil</i>	Abjuration		Good	Clr 1, Good 1, Pal 1, S/W 1	V, S, M/DF
<i>Protection from good</i>	Abjuration		Evil	Clr 1, Evil 1, S/W 1	V, S, M/DF
<i>Protection from law</i>	Abjuration		Chaotic	Chaos 1, Clr 1, S/W 1	V, S, M/DF
<i>Protection from spells</i>	Abjuration			Magic 8, S/W 8	V, S, M, F
<i>Prying eyes</i>	Divination			S/W 5	V, S, M
<i>Prying eyes, greater</i>	Divination			S/W 8	V, S, M
<i>Psi curse</i>	Necromancy			Mentalism 3, S/W 3	V, S
<i>Purify food and drink</i>	Transmutation			Clr 0, Drd 0	V, S
<i>Pyrotechnics</i>	Transmutation			Brd 2, S/W 2	V, S, M
<i>Quench</i>	Transmutation			Drd 3	V, S, DF
<i>Rage</i>	Enchantment	Compulsion	Mind-Affecting	Brd 2, S/W 3	V, S
<i>Rainbow pattern</i>	Illusion	Pattern	Mind-Affecting	Brd 4, S/W 4	V (Brd only), S, M, F; see text
<i>Raise dead</i>	Conjuration	Healing		Clr 5	V, S, M, DF
<i>Ray of enfeeblement</i>	Necromancy			S/W 1	V, S
<i>Ray of exhaustion</i>	Necromancy			S/W 3	V, S, M
<i>Ray of frost</i>	Evocation		Cold	S/W 0	V, S
<i>Read magic</i>	Divination			Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, S/W 0	V, S, F
<i>Reduce animal</i>	Transmutation			Drd 2, Rgr 3	V, S
<i>Reduce person</i>	Transmutation			S/W 1	V, S, M
<i>Reduce person, mass</i>	Transmutation			S/W 4	V, S, M
<i>Refuge</i>	Conjuration	Teleportation		Clr 7, S/W 9	V, S, M

Spell	School	Subschool	Descriptor	Level	Components
<i>Regenerate</i>	Conjuration	Healing		Clr 7, Drd 9, Healing 7	V, S, DF
<i>Reincarnate</i>	Transmutation			Drd 4	V, S, M, DF
<i>Remove blindness/deafness</i>	Conjuration	Healing		Clr 3, Pal 3	V, S
<i>Remove curse</i>	Abjuration			Brd 3, Clr 3, Pal 3, S/W 4	V, S
<i>Remove disease</i>	Conjuration	Healing		Clr 3, Drd 3, Rgr 3	V, S
<i>Remove fear</i>	Abjuration			Brd 1, Clr 1	V, S
<i>Remove paralysis</i>	Conjuration	Healing		Clr 2, Pal 2	V, S
<i>Repel metal or stone</i>	Abjuration		Earth	Drd 8	V, S
<i>Repel vermin</i>	Abjuration			Brd 4, Clr 4, Drd 4, Rgr 3	V, S, DF
<i>Repel wood</i>	Transmutation			Drd 6, Plant 6	V, S
<i>Repulsion</i>	Abjuration			Clr 7, Protection 7, S/W 6	V, S, F/DF
<i>Resilient sphere</i>	Evocation		Force	S/W 4	V, S, M
<i>Resistance</i>	Abjuration			Brd 0, Clr 0, Drd 0, Pal 1, S/W 0	V, S, M/DF
<i>Resist energy</i>	Abjuration		see text	Clr 2, Drd 2, Fire 3, Pal 2, Rgr 1, S/W 2	V, S, DF
<i>Restoration</i>	Conjuration	Healing		Clr 4, Pal 4	V, S, M
<i>Restoration, greater</i>	Conjuration	Healing		Clr 7	V, S, XP
<i>Restoration, lesser</i>	Conjuration	Healing		Clr 2, Drd 2, Pal 1	V, S
<i>Resurrection</i>	Conjuration	Healing		Clr 7	V, S, M, DF
<i>Reverse gravity</i>	Transmutation			Drd 8, S/W 7	V, S, M/DF
<i>Righteous might</i>	Transmutation			Clr 5, Strength 5	V, S, DF
<i>Rope trick</i>	Transmutation			S/W 2	V, S, M
<i>Rusting grasp</i>	Transmutation			Drd 4	V, S, DF
<i>Sanctuary</i>	Abjuration			Clr 1, Protection 1	V, S, DF
<i>Scare</i>	Necromancy		Fear, Mind-Affecting	Brd 2, Death 3, S/W 2	V, S, M
<i>Scintillating pattern</i>	Illusion	Pattern	Mind-Affecting	S/W 8	V, S, M
<i>Scorching ray</i>	Evocation		Fire	S/W 2	V, S
<i>Screen</i>	Illusion	Glamer		S/W 8, Trickery 7	V, S
<i>Scrying</i>	Divination	Scrying		Brd 3, Clr 5, Drd 4, S/W 4	V, S, M/DF, F
<i>Scrying, greater</i>	Divination	Scrying		Brd 6, Clr 7, Drd 7, S/W 7	V, S
<i>Sculpt sound</i>	Transmutation			Brd 3	V, S
<i>Searing light</i>	Evocation			Clr 3, Sun 3	V, S
<i>Secret chest</i>	Conjuration	Summoning		S/W 5	V, S, F
<i>Secret page</i>	Transmutation			Brd 3, S/W 3	V, S, M
<i>Secure shelter</i>	Conjuration	Creation		Brd 4, S/W 4	V, S, M, F; see text
<i>See invisibility</i>	Divination			Brd 3, S/W 2	V, S, M
<i>Seeming</i>	Illusion	Glamer		Brd 5, S/W 5	V, S
<i>Sending</i>	Evocation			Clr 4, S/W 5	V, S, M/DF
<i>Sepia snake sigil</i>	Conjuration	Creation	Force	Brd 3, S/W 3	V, S, M
<i>Sequester</i>	Abjuration			S/W 7	V, S, M
<i>Shades</i>	Illusion	Shadow		Darkness 9, S/W 9	V, S
<i>Shadow conjuration</i>	Illusion	Shadow		Brd 4, Darkness 5, S/W 4	V, S
<i>Shadow conjuration, greater</i>	Illusion	Shadow		Darkness 7, S/W 7	V, S
<i>Shadow evocation</i>	Illusion	Shadow		Brd 5, Darkness 8, S/W 5	V, S
<i>Shadow evocation, greater</i>	Illusion	Shadow		S/W 8	V, S
<i>Shadow walk</i>	Illusion	Shadow		Brd 5, Darkness 6, S/W 6	V, S
<i>Shadows</i>	Evocation		Darkness	Darkness 1, S/W 1	V, M/DF
<i>Shambler</i>	Conjuration	Creation		Drd 9, Plant 9	V, S
<i>Shapechange</i>	Transmutation			Animal 9, Drd 9, S/W 9	V, S, F
<i>Shatter</i>	Evocation		Sonic	Brd 2, Chaos 2, Clr 2, Destruction 2, S/W 2	V, S, M/DF
<i>Shield</i>	Abjuration		Force	S/W 1	V, S
<i>Shield of faith</i>	Abjuration			Clr 1	V, S, M
<i>Shield of law</i>	Abjuration		Lawful	Clr 8, Law 8	V, S, F
<i>Shield other</i>	Abjuration			Clr 2, Pal 2, Protection 2	V, S, F
<i>Shillelagh</i>	Transmutation			Drd 1	V, S, DF
<i>Shocking grasp</i>	Evocation		Electricity	S/W 1	V, S
<i>Shout</i>	Evocation		Sonic	Brd 4, S/W 4	V
<i>Shout, greater</i>	Evocation		Sonic	Brd 6, S/W 8	V, S, F
<i>Shrink item</i>	Transmutation			S/W 3	V, S
<i>Silence</i>	Illusion	Glamer		Brd 2, Clr 2	V, S
<i>Silent image</i>	Illusion	Figment		Brd 1, S/W 1	V, S, F
<i>Simulacrum</i>	Illusion	Shadow		S/W 7	V, S, M, XP
<i>Slay living</i>	Necromancy		Death	Clr 5, Death 5	V, S
<i>Sleep</i>	Enchantment	Compulsion	Mind-Affecting	Brd 1, S/W 1	V, S, M
<i>Sleet storm</i>	Conjuration	Creation	Cold	Drd 3, S/W 3	V, S, M/DF
<i>Slow</i>	Transmutation			Brd 3, S/W 3	V, S, M
<i>Snare</i>	Transmutation			Rgr 2, Drd 3	V, S, DF
<i>Soften earth and stone</i>	Transmutation		Earth	Drd 2, Earth 2	V, S, DF
<i>Solid fog</i>	Conjuration	Creation		S/W 4	V, S, M
<i>Song of discord</i>	Enchantment	Compulsion	Mind-Affecting, Sonic	Brd 5	V, S
<i>Soul bind</i>	Necromancy			Clr 9, S/W 9	V, S, F
<i>Sound burst</i>	Evocation		Sonic	Brd 2, Clr 2	V, S, F/DF
<i>Speak with animals</i>	Divination			Brd 3, Drd 1, Rgr 1	V, S

Spell	School	Subschool	Descriptor	Level	Components
<i>Speak with dead</i>	Necromancy		Language-Dependent	Clr 3	V, S, DF
<i>Speak with plants</i>	Divination			Brd 4, Drd 3, Rgr 2	V, S
<i>Spectral hand</i>	Necromancy			S/W 2	V, S
<i>Spell immunity</i>	Abjuration			Clr 4, Protection 4, Strength 4	V, S, DF
<i>Spell immunity, greater</i>	Abjuration			Clr 8	V, S, DF
<i>Spell resistance</i>	Abjuration			Clr 5, Magic 5, Protection 5	V, S, DF
<i>Spellstaff</i>	Transmutation			Drd 6	V, S, F
<i>Spell turning</i>	Abjuration			Luck 7, Magic 7, S/W 7	V, S, M/DF
<i>Spider climb</i>	Transmutation			Drd 2, S/W 2	V, S, M
<i>Spike growth</i>	Transmutation			Drd 3, Rgr 2	V, S, DF
<i>Spike stones</i>	Transmutation		Earth	Drd 4, Earth 4	V, S, DF
<i>Spiritual weapon</i>	Evocation		Force	Clr 2, War 2	V, S, DF
<i>Statue</i>	Transmutation			S/W 7	V, S, M
<i>Status</i>	Divination			Clr 2	V, S
<i>Stinking cloud</i>	Conjuration	Creation		S/W 3	V, S, M
<i>Stone shape</i>	Transmutation		Earth	Clr 3, Drd 3, Earth 3, S/W 5	V, S, M/DF
<i>Stone tell</i>	Divination			Drd 6	V, S, DF
<i>Stone to flesh</i>	Transmutation			S/W 6	V, S, M
<i>Stoneskin</i>	Abjuration			Drd 5, Earth 6, S/W 4, Strength 6	V, S, M
<i>Storm of vengeance</i>	Conjuration	Summoning		Drd 9, Clr 9	V, S
<i>Suggestion</i>	Enchantment	Compulsion	Lang-Dep, Mnd-Affect	Brd 2, S/W 3	V, M
<i>Suggestion, mass</i>	Enchantment	Compulsion	Lang-Dep, Mnd-Affect	Brd 5, S/W 6	V, M
<i>Summon instrument</i>	Conjuration	Summoning		Brd 0	V, S
<i>Summon monster I</i>	Conjuration	Summoning	see text	Brd 1, Clr 1, S/W 1	V, S, F/DF
<i>Summon monster II</i>	Conjuration	Summoning	see <i>summon monster I</i>	Brd 2, Clr 2, S/W 2	V, S, F/DF
<i>Summon monster III</i>	Conjuration	Summoning	see <i>summon monster I</i>	Brd 3, Clr 3, S/W 3	V, S, F/DF
<i>Summon monster IV</i>	Conjuration	Summoning	see <i>summon monster I</i>	Brd 4, Clr 4, S/W 4	V, S, F/DF
<i>Summon monster V</i>	Conjuration	Summoning	see <i>summon monster I</i>	Brd 5, Clr 5, S/W 5	V, S, F/DF
<i>Summon monster VI</i>	Conjuration	Summoning	see <i>summon monster I</i>	Brd 6, Clr 6, S/W 6	V, S, F/DF
<i>Summon monster VII</i>	Conjuration	Summoning	see <i>summon monster I</i>	Clr 7, S/W 7	V, S, F/DF
<i>Summon monster VIII</i>	Conjuration	Summoning	see <i>summon monster I</i>	Clr 8, S/W 8	V, S, F/DF
<i>Summon monster IX</i>	Conjuration	Summoning	see <i>summon monster I</i>	Chaos 9, Clr 9, Evil 9, Good 9, Law 9, S/W 9	V,S,F/DF
<i>Summon nature's ally I</i>	Conjuration	Summoning		Drd 1, Rgr 1	V, S, DF
<i>Summon nature's ally II</i>	Conjuration	Summoning		Drd 2, Rgr 2	V, S, DF
<i>Summon nature's ally III</i>	Conjuration	Summoning	see text	Drd 3, Rgr 3	V, S, DF
<i>Summon nature's ally IV</i>	Conjuration	Summoning	see text	Animal 4, Drd 4, Rgr 4	V, S, DF
<i>Summon nature's ally V</i>	Conjuration	Summoning	see text	Drd 5	V, S, DF
<i>Summon nature's ally VI</i>	Conjuration	Summoning	see text	Drd 6	V, S, DF
<i>Summon nature's ally VII</i>	Conjuration	Summoning	see text	Drd 7	V, S, DF
<i>Summon nature's ally VIII</i>	Conjuration	Summoning	see text	Animal 8, Drd 8	V, S, DF
<i>Summon nature's ally IX</i>	Conjuration	Summoning	see text	Drd 9	V, S, DF
<i>Summon swarm</i>	Conjuration	Summoning		Brd 2, Drd 2, S/W 2	V, S, M/DF
<i>Sunbeam</i>	Evocation		Light	Drd 7, Sun 7	V, S, DF
<i>Sunburst</i>	Evocation		Light	Drd 8, S/W 8, Sun 8	V, S, M/DF
<i>Suppression</i>	Abjuration			Mentalism 2, S/W 2	V, S, F/DF
<i>Symbol of death</i>	Necromancy		Death	Clr 8, Death 8, S/W 8	V, S, M
<i>Symbol of fear</i>	Necromancy		Fear, Mind-Affecting	Clr 6, S/W 6	V, S, M
<i>Symbol of insanity</i>	Enchantment	Compulsion	Mind-Affecting	Clr 8, S/W 8	V, S, M
<i>Symbol of pain</i>	Necromancy		Evil	Clr 5, S/W 5	V, S, M
<i>Symbol of persuasion</i>	Enchantment	Charm	Mind-Affecting	Clr 6, S/W 6	V, S, M
<i>Symbol of sleep</i>	Enchantment	Compulsion	Mind-Affecting	Clr 5, S/W 5	V, S, M
<i>Symbol of stunning</i>	Enchantment	Compulsion	Mind-Affecting	Clr 7, S/W 7	V, S, M
<i>Symbol of weakness</i>	Necromancy			Clr 7, S/W 7	V, S, M
<i>Sympathetic vibration</i>	Evocation		Sonic	Brd 6	V, S, F
<i>Sympathy</i>	Enchantment	Compulsion	Mind-Affecting	Drd 9, S/W 8	V, S, M
<i>Telekinesis</i>	Transmutation			S/W 5	V, S
<i>Telekinetic sphere</i>	Evocation		Force	S/W 8	V, S, M
<i>Telepathic bond</i>	Divination			S/W 5	V, S, M
<i>Teleport</i>	Conjuration	Teleportation		S/W 5, Travel 5	V
<i>Teleport object</i>	Conjuration	Teleportation		S/W 7	V
<i>Teleport, greater</i>	Conjuration	Teleportation		S/W 7, Travel 7	V
<i>Teleportation circle</i>	Conjuration	Teleportation		S/W 9	V, M
<i>Temporal stasis</i>	Transmutation			S/W 8	V, S, M
<i>Time stop</i>	Transmutation			S/W 9, Trickery 9	V
<i>Tiny hut</i>	Evocation		Force	Brd 3, S/W 3	V, S, M
<i>Tongues</i>	Divination			Brd 2, Clr 4, S/W 3	V, M/DF
<i>Touch of fatigue</i>	Necromancy			S/W 0	V, S, M
<i>Touch of idiocy</i>	Enchantment	Compulsion	Mind-Affecting	S/W 2	V, S
<i>Transformation</i>	Transmutation			S/W 6	V, S, M
<i>Transmute metal to wood</i>	Transmutation			Drd 7	V, S, DF
<i>Transmute mud to rock</i>	Transmutation		Earth	Drd 5, S/W 5	V, S, M/DF
<i>Transmute rock to mud</i>	Transmutation		Earth	Drd 5, S/W 5	V, S, M/DF

Spell	School	Subschool	Descriptor	Level	Components
<i>Transport via plants</i>	Conjuration	Teleportation		Drd 6	V, S
<i>Trap the soul</i>	Conjuration	Summoning		S/W 8	V, S, M, (F); see text
<i>Tree shape</i>	Transmutation			Drd 2, Rgr 3	V, S, DF
<i>Tree stride</i>	Conjuration	Teleportation		Drd 5, Rgr 4	V, S, DF
<i>True resurrection</i>	Conjuration	Healing		Clr 9	V, S, M, DF
<i>True seeing</i>	Divination			Clr 5, Drd 7, Knowledge 5, S/W 6	V, S, M
<i>True strike</i>	Divination			S/W 1	V, F
<i>Undeath to death</i>	Necromancy			Clr 6, S/W 6	V, S, M/DF
<i>Undetectable alignment</i>	Abjuration			Brd 1, Clr 2, Pal 2	V, S
<i>Unhallow</i>	Evocation		Evil	Clr 5, Drd 5, Undead 5	V, S, M
<i>Unholy aura</i>	Abjuration		Evil	Clr 8, Evil 8	V, S, F
<i>Unholy blight</i>	Evocation		Evil	Evil 4	V, S
<i>Unseen servant</i>	Conjuration	Creation		Brd 1, S/W 1	V, S, M
<i>Vampiric touch</i>	Necromancy			S/W 3	V, S
<i>Veil</i>	Illusion	Glamer		Brd 6, S/W 6	V, S
<i>Ventriloquism</i>	Illusion	Figment		Brd 1, S/W 1	V, F
<i>Virtue</i>	Transmutation			Clr 0, Drd 0, Pal 1	V, S, DF
<i>Vision</i>	Divination			S/W 7	V, S, M, XP
<i>Wail of the banshee</i>	Necromancy		Death, Sonic	Death 9, S/W 9	V
<i>Wall of fire</i>	Evocation		Fire	Drd 5, Fire 4, S/W 4	V, S, M/DF
<i>Wall of force</i>	Evocation		Force	S/W 5	V, S, M
<i>Wall of ice</i>	Evocation		Cold	S/W 4	V, S, M
<i>Wall of iron</i>	Conjuration	Creation		S/W 6	V, S, M
<i>Wall of stone</i>	Conjuration	Creation	Earth	Clr 5, Drd 6, Earth 5, S/W 5	V, S, M/DF
<i>Wall of thorns</i>	Conjuration	Creation		Drd 5, Plant 5	V, S
<i>Warp wood</i>	Transmutation			Drd 2	V, S
<i>Water breathing</i>	Transmutation		Water	Clr 3, Drd 3, S/W 3, Water 3	V, S, M/DF
<i>Water walk</i>	Transmutation		Water	Clr 3, Rgr 3	V, S, DF
<i>Waves of exhaustion</i>	Necromancy			S/W 7	V, S
<i>Waves of fatigue</i>	Necromancy			S/W 5	V, S
<i>Web</i>	Conjuration	Creation		S/W 2	V, S, M
<i>Weird</i>	Illusion	Phantasm	Fear, Mind-Affecting	S/W 9	V, S
<i>Whirlwind</i>	Evocation		Air	Air 8, Drd 8	V, S, DF
<i>Whispering wind</i>	Transmutation		Air	Brd 2, S/W 2	V, S
<i>Wind walk</i>	Transmutation		Air	Clr 6, Drd 7	V, S, DF
<i>Wind wall</i>	Evocation		Air	Air 2, Clr 3, Drd 3, Rgr 2, S/W 3	V, S, M/DF
<i>Wish</i>	Universal			S/W 9	V, XP
<i>Wood shape</i>	Transmutation			Drd 2	V, S, DF
<i>Word of chaos</i>	Evocation		Chaotic, Sonic	Chaos 7, Clr 7	V
<i>Word of recall</i>	Conjuration	Teleportation		Clr 6, Drd 8	V
<i>Zone of silence</i>	Illusion	Glamer		Brd 4	V, S
<i>Zone of truth</i>	Enchantment	Compulsion	Mind-Affecting	Clr 2, Pal 2	V, S, DF

# APPENDIX: GLOSSARY AND GUIDELINES

## SPECIAL ABILITIES

A special ability is either extraordinary, psionic, spell-like, or supernatural in nature.

**Extraordinary Abilities (Ex):** Extraordinary abilities are nonmagical. They are, however, not something that just anyone can do or even learn to do without extensive training. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities.

**Psionic Abilities (Psi):** Psionic abilities are effects that are generated by the application of psionic power. They function the same as manifested psionic powers, except that they tend to be innate or require very specialized disciplines to develop. Like spell-like abilities, they can be disrupted; but they cannot be dispelled.

**Spell-Like Abilities (Sp):** Spell-like abilities, as the name implies, are spells and magical abilities that are very much like spells. Spell-like abilities are subject to spell resistance and dispel magic. They do not function in areas where magic is suppressed or negated (such as an antimagic field).

**Supernatural Abilities (Su):** Supernatural abilities are magical but not spell-like. Supernatural abilities are not subject to spell resistance and do not function in areas where magic is suppressed or negated (such as an antimagic field). A supernatural ability's effect cannot be dispelled and is not subject to counterspells. See the table below for a summary of the types of special abilities.

TABLE A-1: SPECIAL ABILITY TYPES

	Ex	Psi	Sp	Su
Dispel	No	No	Yes	No
Spell resistance	No	Yes	Yes	No
Antimagic field	No	Yes	Yes	Yes
Attack of opportunity	No	Yes	Yes	No

**Dispel:** Can dispel magic and similar spells dispel the effects of abilities of that type?

**Spell Resistance:** Does spell resistance protect a creature from these abilities?

**Antimagic Field:** Does an antimagic field or similar magic suppress the ability?

**Attack of Opportunity:** Does using the ability provoke attacks of opportunity the way that casting a spell does?

### Ability Score Loss

Various attacks cause ability score loss, either ability damage or ability drain. Points lost to ability damage return at the rate of 1 point per day (or double that if the character gets complete bed rest) to each damaged ability, and the spells lesser restoration and restoration offset ability damage as well. Ability drain, however, is permanent, though restoration can restore even those lost ability score points.

While any loss is debilitating, losing all points in an ability score can be devastating.

\* Strength 0 means that the character cannot move at all. He lies *helpless* on the ground.

\* Dexterity 0 means that the character cannot move at all. He stands motionless, rigid, and *helpless*.

\* Constitution 0 means that the character is dead.

\* Intelligence 0 means that the character cannot think and is *unconscious* in a coma-like stupor, *helpless*.

\* Wisdom 0 means that the character is withdrawn into a deep sleep filled with nightmares, *helpless*.

\* Charisma 0 means that the character is withdrawn into a catatonic, coma-like stupor, *helpless*.

Keeping track of negative ability score points is never necessary. A character's ability score can't drop below 0.

Having a score of 0 in an ability is different from having no ability score whatsoever.

Some spells or abilities impose an effective ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the spell's or ability's duration, and the ability score immediately returns to its former value. If a character's Constitution score drops, then he loses 1 hit point per Hit Die for every point by which his Constitution modifier drops. A hit point score can't be reduced by Constitution damage or drain to less than 1 hit point per Hit Die.

The ability that some creatures have to drain ability scores is a supernatural one, requiring some sort of attack. Such creatures do not drain abilities from enemies when the enemies strike them, even with unarmed attacks or natural weapons.

### Antimagic

An antimagic field spell or effect cancels magic altogether. An antimagic effect has the following powers and characteristics.

\* No supernatural ability, psionic ability or power, spell-like ability, or spell works in an area of antimagic (but extraordinary abilities still work).

\* Antimagic does not dispel magic; it suppresses it. Once a magical effect is no longer affected by the antimagic (the antimagic fades, the center of the effect moves away, and so on), the magic returns. Spells that still have part of their duration left begin functioning again, magic items are once again useful, and so forth.

\* Spell areas that include both an antimagic area and a normal area, but are not centered in the antimagic area, still function in the normal area. If the spell's center is in the antimagic area, then the spell is suppressed.

\* Golems and other constructs, elementals, outsiders, and corporeal undead, still function in an antimagic area (though the antimagic area suppresses their spellcasting and their supernatural and spell-like abilities normally). If such creatures are summoned or conjured, however, see below.

\* Summoned or conjured creatures of any type, as well as incorporeal undead, wink out if they enter the area of an antimagic effect. They reappear in the same spot once the field goes away.

\* Magic items with continuous effects do not function in the area of an antimagic effect, but their effects are not canceled (so the contents of a bag of holding are unavailable, but neither spill out nor disappear forever).

\* Two antimagic areas in the same place do not cancel each other out, nor do they stack.

\* Wall of force, prismatic wall, and prismatic sphere are not affected by antimagic. Break enchantment, dispel magic, and greater dispel magic spells do not dispel antimagic. Mage's disjunction has a 1% chance per caster level of destroying an antimagic field. If the antimagic field survives the disjunction, no items within it are disjoined.

### Blindsight and Blindsense

Some creatures have blindsight, the extraordinary ability to use a non-visual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal

creatures). This ability operates out to a range specified in the creature description.

- \* Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight.
- \* Blindsight does not subject a creature to gaze attacks (even though darkvision does).
- \* Blinding attacks do not penalize creatures using blindsight.
- \* Deafening attacks thwart blindsight if it relies on hearing.
- \* Blindsight works underwater but not in a vacuum.
- \* Blindsight negates displacement and blur effects.

**Blindsense:** Other creatures have blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

### Breath Weapon

A creature attacking with a breath weapon is actually expelling something from its mouth (rather than conjuring it by means of a spell or some other magical effect). Most creatures with breath weapons are limited to a number of uses per day or by a minimum length of time that must pass between uses. Such creatures are usually smart enough to save their breath weapon until they really need it.

- \* Using a breath weapon is typically a standard action.
- \* No attack roll is necessary. The breath simply fills its stated area.
- \* Any character caught in the area must make the appropriate saving throw or suffer the breath weapon's full effect. In many cases, a character who succeeds on his saving throw still takes half damage or some other reduced effect.
- \* Breath weapons are supernatural abilities except where noted.
- \* Creatures are immune to their own breath weapons.
- \* Creatures unable to breathe can still use breath weapons. (The term is something of a misnomer.)

### Charm And Compulsion

Many abilities and spells can cloud the minds of characters and monsters, leaving them unable to tell friend from foe—or worse yet, deceiving them into thinking that their former friends are now their worst enemies. Two general types of enchantments affect characters and creatures: charms and compulsions.

Charming another creature gives the charming character the ability to befriend and suggest courses of actions to his minion, but the servitude is not absolute or mindless. Charms of this type include the various charm spells. Essentially, a charmed character retains free will but makes choices according to a skewed view of the world.

- \* A charmed creature doesn't gain any magical ability to understand his new friend's language.
- \* A charmed character retains his original alignment and allegiances, generally with the exception that he now regards the charming creature as a dear friend and will give great weight to his suggestions and directions.
- \* A charmed character fights his former allies only if they threaten his new friend, and even then he uses the least lethal means at his disposal as long as these tactics show any possibility of success (just as he would in a fight between two actual friends).

\* A charmed character is entitled to an opposed Charisma check against his master in order to resist instructions or commands that would make him do something he wouldn't normally do even for a close friend. If he succeeds, he decides not to go along with that order but remains charmed.

\* A charmed character never obeys a command that is obviously suicidal or grievously harmful to her.

\* If the charming creature commands his minion to do something that the influenced character would be violently opposed to, the subject may attempt a new saving throw to break free of the influence altogether.

\* A charmed character who is openly attacked by the creature who charmed him or by that creature's apparent allies is automatically freed of the spell or effect.

Compulsion is a different matter altogether. A compulsion overrides the subject's free will in some way or simply changes the way the subject's mind works. A charm makes the subject a friend of the caster; a compulsion makes the subject obey the caster.

Regardless of whether a character is charmed or compelled, he won't volunteer information or tactics that his master doesn't ask for.

### Cold Immunity

A creature with cold immunity never takes cold damage. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

### Damage Reduction

Some magic creatures have the supernatural ability to instantly heal damage from weapons or to ignore blows altogether as though they were invulnerable.

The numerical part of a creature's damage reduction is the amount of hit points the creature ignores from normal attacks. Usually, a certain type of weapon can overcome this reduction. This information is separated from the damage reduction number by a slash. Damage reduction may be overcome by special materials, by magic weapons (any weapon with a +1 or higher enhancement bonus, not counting the enhancement from masterwork quality), certain types of weapons (such as slashing or bludgeoning), and weapons imbued with an alignment. If a dash follows the slash then the damage reduction is effective against any attack that does not ignore damage reduction.

Damage reduction can require multiple conditions to be overcome (such as magical silver weapons). If a character is using a weapon that fulfills some but not all these conditions, then they overcome an appropriate amount of the damage reduction (rounding the new damage reduction down). So a creature with DR 5/magic and silver would have only 2 damage reduction against attacks from magical **or** silver weapons, and no damage reduction from attacks by magical **and** silver weapons.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).

Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack, such as injury type poison, a monk's stunning, and injury type disease. Damage reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact.

Attacks that deal no damage because of the target's damage reduction do not disrupt spells.



Spells, spell-like abilities, and energy attacks (even nonmagical fire) ignore damage reduction.

Sometimes damage reduction is instant healing. Sometimes damage reduction represents the creature's tough hide or body. In either case, characters can see that conventional attacks don't work.

If a creature has damage reduction from more than one source, the two forms of damage reduction do not stack. Instead, the creature gets the benefit of the best damage reduction in a given situation.

### Concealment

This is a weaker form of invisibility, where the subject's location is known but not their precise position. All attacks against a creature with concealment have a 20% chance of missing, even if they would otherwise have hit.

Unlike invisibility, others can target the creature with sight-only effects such as spells and telepathic powers.

If a creature with concealment gains it from some other source, then they are instead invisible. Invisible creatures gain no benefits from concealment.

### Darkvision

Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

### Death Attacks

In most cases, a death attack allows the victim a Fortitude save to avoid the affect, but if the save fails, the character dies instantly.

- \* Raise dead doesn't work on someone killed by a death attack.
- \* Death attacks slay instantly. A victim cannot be made stable and thereby kept alive.
- \* In case it matters, a dead character, no matter how she died, has -10 hit points.
- \* The spell death ward protects a character against these attacks.

### Disease

When a character is injured by a contaminated attack touches an item smeared with diseased matter, or consumes disease-tainted food or drink, he must make an immediate Fortitude saving throw. If he succeeds, the disease has no effect—his immune system fought off the infection. If he fails, he takes damage after an incubation period. Once per day afterward, he must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage.

These Fortitude saving throws can be rolled secretly so that the player doesn't know whether the disease has taken hold.

Diseases have various symptoms and are spread through a number of vectors. The characteristics of several typical diseases are summarized on Table A-2: Diseases and defined below.

**Disease:** Diseases whose names are printed in *italic* in the table are supernatural in nature. The others are extraordinary.

**Infection:** The disease's method of delivery—ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite and that most inhaled diseases can also be ingested (and vice versa).

**DC:** The Difficulty Class for the Fortitude saving throws to prevent infection (if the character has been infected), to prevent each instance of repeated damage, and to recover from the disease.

**Incubation Period:** The time before damage begins.

**Damage:** The ability damage the character takes after incubation and each day afterward.

**Types of Diseases:** Typical diseases include the following:

**Blinding Sickness:** Spread in tainted water.

**Cackle Fever:** Symptoms include high fever, disorientation, and frequent bouts of hideous laughter. Also known as "the shrieks."

**Demon Fever:** Night hags spread it. Can cause permanent ability drain.

**Devil Chills:** Barbazu and pit fiends spread it. It takes three, not two, successful saves in a row to recover from devil chills.

**Filth Fever:** Dire rats and otyughs spread it. Those injured while in filthy surroundings might also catch it.

**Mindfire:** Feels like your brain is burning. Causes stupor.

**Mummy Rot:** Spread by mummies. Successful saving throws do not allow the character to recover (though they do prevent damage normally).

**Red Ache:** Skin turns red, bloated, and warm to the touch.

**The Shakes:** Causes involuntary twitches, tremors, and fits.

**Slimy Doom:** Victim turns into infectious goo from the inside out. Can cause permanent ability drain.

TABLE A-2: DISEASES

Disease	Infection	DC	Incubation	Damage
Blinding sickness	Ingested	16	1d3 days	1d4 Str <sup>1</sup>
Cackle fever	Inhaled	16	1 day	1d6 Wis
Demon fever	Injury	18	1 day	1d6 Con <sup>2</sup>
Devil chills <sup>3</sup>	Injury	14	1d4 days	1d4 Str
Filth fever	Injury	12	1d3 days	1d3 Dex, 1d3 Con
Mindfire	Inhaled	12	1 day	1d4 Int
Mummy rot <sup>4</sup>	Contact	20	1 day	1d6 Con
Red ache	Injury	15	1d3 days	1d6 Str
Shakes	Contact	13	1 day	1d8 Dex
Slimy doom	Contact	14	1 day	1d4 Con <sup>2</sup>

<sup>1</sup> Each time the victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently *blinded*.

<sup>2</sup> When damaged, character must succeed on another saving throw or 1 point of damage is permanent drain instead.

<sup>3</sup> The victim must make three successful Fortitude saving throws in a row to recover from devil chills.

<sup>4</sup> Successful saves do not allow the character to recover. Only magical healing can save the character.

**Healing a Disease:** Use of the Heal skill can help a diseased character. Every time a diseased character makes a saving throw against disease effects, the healer makes a check. The diseased character can use the healer's result in place of his saving throw if the Heal check result is higher. The diseased character must be in the healer's care and must have spent the previous 8 hours resting.

Characters recover points lost to ability score damage at a rate of 1 per day per ability damaged, and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

### Energy Drain

Some horrible creatures, especially undead monsters, possess a fearsome supernatural ability to drain levels from those they strike in combat. The creature making an energy drain attack draws a portion of its victim's life force from her. Most energy drain attacks require a successful melee attack roll - mere physical contact is not enough. Each successful energy drain attack

bestows one or more negative levels on the opponent (see Negative Level).

## Etherealness

Phase spiders and certain other creatures can exist on the Ethereal Plane. While on the Ethereal Plane, a creature is called ethereal. Unlike incorporeal creatures, ethereal creatures are not present on the Material Plane.

Ethereal creatures are invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane. Even most magical attacks have no effect on them. See invisibility and true seeing reveal ethereal creatures.

An ethereal creature can see and hear into the Material Plane in a 60-foot radius, though material objects still block sight and sound. (An ethereal creature can't see through a material wall, for instance.) An ethereal creature inside an object on the Material Plane cannot see. Things on the Material Plane, however, look gray, indistinct, and ghostly. An ethereal creature can't affect the Material Plane, not even magically. An ethereal creature, however, interacts with other ethereal creatures and objects the way material creatures interact with material creatures and objects.

Even if a creature on the Material Plane can see an ethereal creature the ethereal creature is on another plane. Only force effects can affect the ethereal creatures. If, on the other hand, both creatures are ethereal, they can affect each other normally. A force effect originating on the Material Plane extends onto the Ethereal Plane, so that a wall of force blocks an ethereal creature, and a magic missile can strike one (provided the spellcaster can see the ethereal target). Gaze effects and abjurations also extend from the Material Plane to the Ethereal Plane. None of these effects extend from the Ethereal Plane to the Material Plane.

Ethereal creatures move in any direction (including up or down) at will. They do not need to walk on the ground, and material objects don't block them (though they can't see while their eyes are within solid material).

Ghosts have a power called manifestation that allows them to appear on the Material Plane as incorporeal creatures. Still, they are on the Ethereal Plane, and another ethereal creature can interact normally with a manifesting ghost. Ethereal creatures pass through and operate in water as easily as air. Ethereal creatures do not fall or take falling damage.

## Evasion and Improved Evasion

These extraordinary abilities allow the target of an area attack to leap or twist out of the way. Rogues and monks have evasion and improved evasion as class features, but certain other creatures have these abilities, too.

If subjected to an attack that allows a Reflex save for half damage, a character with evasion takes no damage on a successful save.

As with a Reflex save for any creature, a character must have room to move in order to evade. A bound character or one squeezing through an area cannot use evasion.

As with a Reflex save for any creature, evasion is a reflexive ability. The character need not know that the attack is coming to use evasion.

Rogues and monks cannot use evasion in medium or heavy armor. Some creatures with the evasion ability as an innate quality do not have this limitation.

Improved evasion is like evasion, except that even on a failed saving throw the character takes only half damage.

## Fast Healing

A creature with fast healing has the extraordinary ability to regain hit points at an exceptional rate. Except for what is noted here, fast healing is like natural healing.

At the beginning of each of the creature's turns, it heals a certain number of hit points (defined in its description).

Unlike regeneration, fast healing does not allow a creature to re-grow or reattach lost body parts.

A creature that has taken both nonlethal and lethal damage heals the nonlethal damage first.

Fast healing does not restore hit points lost from starvation, thirst, or suffocation.

Fast healing does not increase the number of hit points regained when a creature polymorphs.

## Fear

Spells, magic items, and certain monsters can affect characters with fear. In most cases, the character makes a Will saving throw to resist this effect, and a failed roll means that the character is *shaken*, *frightened*, or *panicked*.

**Shaken:** Characters who are *shaken* take a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

**Cowering:** The character is frozen in fear and can take no actions. A *cowering* character takes a -2 penalty to Armor Class and loses her Dexterity bonus (if any).

**Frightened:** Characters who are *frightened* are *shaken*, and in addition they flee from the source of their fear as quickly as they can. They can choose the path of their flight. Other than that stipulation, once they are out of sight (or hearing) of the source of their fear, they can act as they want. However, if the duration of their fear continues, characters can be forced to flee once more if the source of their fear presents itself again. Characters unable to flee can fight (though they are still *shaken*).

**Panicked:** Characters who are *panicked* are *shaken*, and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. *Panicked* characters cower if they are prevented from fleeing.

**Becoming Even More Fearful:** Fear effects are cumulative. A *shaken* character that is made *shaken* again becomes *cowering*, and a *shaken* character that is made *cowering* becomes *frightened* instead. A *cowering* character that is made *shaken* becomes *frightened* instead, and one that is made *cowering* or *frightened* instead becomes *panicked*. A *frightened* character that is made *shaken*, *cowering*, or *frightened* becomes *panicked* instead.

## Fire Immunity

A creature with fire immunity never takes fire damage. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

## Gaseous Form

Some creatures have the supernatural or spell-like ability to take the form of a cloud of vapor or gas.

Creatures in gaseous form can't run but can fly. A gaseous creature can move about and do the things that a cloud of gas can conceivably do, such as flow through the crack under a door. It can't, however, pass through solid matter. Gaseous creatures can't attack physically or cast spells with verbal, somatic, material, or focus components. They lose their supernatural abilities (except for the supernatural ability to assume gaseous form, of course).

Creatures in gaseous form have damage reduction 10/magic. Spells, spell-like abilities, and supernatural abilities affect them normally. Creatures in gaseous form lose all benefit of material armor (including natural armor), though size, Dexterity, deflection bonuses, and armor bonuses from force armor still apply.

Gaseous creatures do not need to breathe and are immune to attacks involving breathing (troglodyte stench, poison gas, and the like).

Gaseous creatures can't enter water or other liquid. They are not ethereal or incorporeal. They are affected by winds or other forms of moving air to the extent that the wind pushes them in the direction the wind is moving. However, even the strongest wind can't disperse or damage a creature in gaseous form.

Discerning a creature in gaseous form from natural mist requires a DC 15 Spot check. Creatures in gaseous form attempting to hide in an area with mist, smoke, or other gas gain a +20 bonus.

### Gaze Attacks

While the medusa's gaze is well known, gaze attacks can also charm, curse, or even kill. Gaze attacks not produced by a spell are supernatural.

Each character within range of a gaze attack must attempt a saving throw (which can be a Fortitude or Will save) each round at the beginning of his turn.

An opponent can avert his eyes from the creature's face, looking at the creature's body, watching its shadow, or tracking the creature in a reflective surface. Each round, the opponent has a 50% chance of not having to make a saving throw. The creature with the gaze attack gains concealment relative to the opponent. An opponent can shut his eyes, turn his back on the creature, or wear a blindfold. In these cases, the opponent does not need to make a saving throw. The creature with the gaze attack gains total concealment relative to the opponent.

A creature with a gaze attack can actively attempt to use its gaze as an attack action. The creature simply chooses a target within range, and that opponent must attempt a saving throw. If the target has chosen to defend against the gaze as discussed above, the opponent gets a chance to avoid the saving throw (either 50% chance for averting eyes or 100% chance for shutting eyes). It is possible for an opponent to save against a creature's gaze twice during the same round, once before its own action and once during the creature's action.

Looking at the creature's image (such as in a mirror or as part of an illusion) does not subject the viewer to a gaze attack.

A creature is immune to its own gaze attack.

If visibility is limited (by dim lighting, a fog, or the like) so that it results in concealment, there is a percentage chance equal to the normal miss chance for that degree of concealment that a character won't need to make a saving throw in a given round. This chance is not cumulative with the chance for averting your eyes, but is rolled separately.

Invisible creatures cannot use gaze attacks.

Characters using darkvision in complete darkness are affected by a gaze attack normally.

Unless specified otherwise, a creature with a gaze attack can control its gaze attack and "turn it off" when so desired.

### Incorporeality

Spectres, wraiths, and a few other creatures lack physical bodies. Such creatures are insubstantial and can't be touched by nonmagical matter or energy. Likewise, they cannot manipulate objects or exert physical force on objects. However, incorporeal beings have a tangible presence that sometimes seems like a physical attack against a corporeal creature.

Incorporeal creatures are present on the same plane as the characters, and characters have some chance to affect them.

Incorporeal creatures can be harmed only by other incorporeal creatures, by magic weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all nonmagical attack

forms. They are not burned by normal fires, affected by natural cold, or harmed by mundane acids.

Even when struck by magic or magic weapons, an incorporeal creature has a 50% chance to ignore any damage from a corporeal source—except for a force effect or damage dealt by a ghost touch weapon.

Incorporeal creatures are immune to critical hits, extra damage from being favored enemies, and from sneak attacks. They move in any direction (including up or down) at will. They do not need to walk on the ground. They can pass through solid objects at will, although they cannot see when their eyes are within solid matter.

Incorporeal creatures hiding inside solid objects get a +2 circumstance bonus on Listen checks, because solid objects carry sound well. Pinpointing an opponent from inside a solid object uses the same rules as pinpointing invisible opponents (see *Invisibility*, below).

Incorporeal creatures are inaudible unless they decide to make noise.

The physical attacks of incorporeal creatures ignore material armor, even magic armor, unless it is made of force (such as mage armor or bracers of armor) or has the ghost touch ability.

Incorporeal creatures pass through and operate in water as easily as they do in air.

Incorporeal creatures cannot fall or take falling damage.

Corporeal creatures cannot trip or grapple incorporeal creatures.

Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

Incorporeal creatures do not leave footprints, have no scent, and make no noise unless they manifest, and even then they only make noise intentionally.

### Invisibility

The ability to move about unseen is not foolproof. While they can't be seen, invisible creatures can be heard, smelled, or felt.

Invisibility makes a creature undetectable by vision, including darkvision.

Invisibility does not, by itself, make a creature immune to critical hits, but it does make the creature immune to extra damage from being a ranger's favored enemy and from sneak attacks.

A creature can generally notice the presence of an active invisible creature within 30 feet with a DC 20 Spot check. The observer gains a hunch that "something's there" but can't see it or target it accurately with an attack. A creature who is holding still is very hard to notice (DC 30). An inanimate object, an unliving creature holding still, or a completely immobile creature is even harder to spot (DC 40). It's practically impossible (+20 DC) to pinpoint an invisible creature's location with a Spot check, and even if a character succeeds on such a check, the invisible creature still benefits from total concealment (50% miss chance).

A creature can use hearing to find an invisible creature. A character can make a Listen check for this purpose as a free action each round. A Listen check result at least equal to the invisible creature's Move Silently check result reveals its presence. (A creature with no ranks in Move Silently makes a Move Silently check as a Dexterity check to which an armor check penalty applies.) A successful check lets a character hear an invisible creature "over there somewhere." It's practically impossible to pinpoint the location of an invisible creature. A Listen check that beats the DC by 20 pinpoints the invisible creature's location.

Listen Check DCs to Detect Invisible Creatures

Invisible Creature Is . . .	DC
In combat or speaking	0
Moving at half speed	Move Silently check result
Moving at full speed	Move Silently check result -4
Running or charging	Move Silently check result -20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

A creature can grope about to find an invisible creature. A character can make a touch attack with his hands or a weapon into two adjacent 5-foot squares using a standard action. If an invisible target is in the designated area, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has successfully pinpointed the invisible creature’s current location. (If the invisible creature moves, its location, obviously, is once again unknown.)

If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than 5 feet. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location.

If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally, but the invisible creature still benefits from full concealment (and thus a 50% miss chance). A particularly large and slow creature might get a smaller miss chance.

If a character tries to attack an invisible creature whose location he has not pinpointed, have the player choose the space where the character will direct the attack. If the invisible creature is there, conduct the attack normally. If the enemy’s not there, roll the miss chance as if it were there, don’t let the player see the result, and tell him that the character has missed. That way the player doesn’t know whether the attack missed because the enemy’s not there or because you successfully rolled the miss chance.

If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with flour to at least keep track of its position (until the flour fell off or blew away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible.

Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud, or other soft surfaces can give enemies clues to an invisible creature’s location.

An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from concealment.

A creature with the scent ability can detect an invisible creature as it would a visible one.

A creature with the Blind-Fight feat has a better chance to hit an invisible creature. Roll the miss chance twice, and he misses only if both rolls indicate a miss. (Alternatively, make one 25% miss chance roll rather than two 50% miss chance rolls.)

A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility.

An invisible burning torch still gives off light, as does an invisible object with a light spell (or similar spell) cast upon it.

Ethereal creatures are invisible. Since ethereal creatures are not materially present, Spot checks, Listen checks, Scent, Blind-Fight, and blindsight don’t help locate them. Incorporeal creatures are often invisible. Scent, Blind-Fight, and blindsight don’t help creatures find or attack invisible, incorporeal creatures, but Spot checks and possibly Listen checks can help.

Invisible creatures cannot use gaze attacks.

Invisibility does not thwart detect spells.

Since some creatures can detect or even see invisible creatures, it is helpful to be able to hide even when invisible.

Level Loss

A character who loses a level instantly loses one Hit Die. The character’s base attack bonus, base saving throw bonuses, and special class abilities are now reduced to the new, lower level. Likewise, the character loses any ability score gain, skill ranks, and any feat associated with the level (if applicable). If the exact ability score or skill ranks increased from a level now lost is unknown (or the player has forgotten), lose 1 point from the highest ability score or ranks from the highest-ranked skills. If a familiar or companion creature has abilities tied to a character who has lost a level, the creature’s abilities are adjusted to fit the character’s new level.

The victim’s experience point total is immediately set to the midpoint of the previous level.

Low-Light Vision

Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light.

Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Negative Level

A creature takes the following penalties for each negative level it has gained.

- \* -1 on all skill checks and ability checks.
- \* -1 on attack rolls and saving throws.
- \* -5 hit points.
- \* -1 effective level (whenever the creature’s level is used in a die roll or calculation, reduce it by one for each negative level).

If the victim casts spells, she loses access to one spell as if she had cast her highest-level, currently available spell. (If she has more than one spell at her highest level, she chooses which she loses.) In addition, when she next prepares spells or regains spell slots, she gets one less spell slot at her highest spell level.

If the victim has Manifester Levels, he loses Manifester Levels equal to the number of negative levels he currently has. This also reduces the base amount of Power Points he has, any he currently has above this new total are also lost.

Negative levels remain for 24 hours or until removed with a spell, such as restoration. After 24 hours, the afflicted creature must attempt a Fortitude save (DC 10 + 1/2 attacker’s HD + attacker’s Cha modifier). (The DC is provided in the attacker’s description.) If the saving throw succeeds, the negative level goes away with no harm to the creature. The afflicted creature makes a separate saving throw for each negative level it has gained. If the save fails, the negative level goes away, but the creature’s level is also reduced by one.

A character with negative levels at least equal to her current level, or drained below 1st level, is instantly slain. Depending on the creature that killed her, she may rise the next night as a monster of that kind. If not, she rises as a wight. A creature gains 5 temporary hit points for each negative level it bestows (though not if the negative level is caused by a spell or similar effect).

Paralysis

Some monsters and spells have the supernatural or spell-like ability to paralyze their victims, immobilizing them through

magical means. (Paralysis from toxins is discussed in the Poison section below.)

A *paralyzed* character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and *helpless*. Not even friends can move his limbs. He may take purely mental actions, such as casting a spell with no components.

A winged creature flying in the air at the time that it becomes *paralyzed* cannot flap its wings and falls. A swimmer can't swim and may drown.

## Poison

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a

Fortitude saving throw. If he fails, he takes the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage 1 minute later, which he can also avoid with a successful Fortitude saving throw.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Any poison smeared on an object or exposed to the elements in any way remains potent until it is touched or used.

Although supernatural and spell-like poisons are possible, poisonous effects are almost always extraordinary.

Poisons can be divided into four basic types according to the method by which their effect is delivered, as follows.

**TABLE A-3: POISONS**

Poison	Type	DC	Initial Damage	Secondary Damage	Price
Arsenic	Ingested	13	1 Con	1d8 Con	120 gp
Black adder venom	Injury	11	1d6 Con	1d6 Con	120 gp
Black lotus extract	Contact	20	3d6 Con	3d6 Con	4,500 gp
Bloodroot	Injury	12	0	1d4 Con + 1d3 Wis	100 gp
Blue whinnis	Injury	14	1 Con	Unconsciousness	120 gp
Burnt othur fumes	Inhaled	18	1 Con drain	3d6 Con	2,100 gp
Dark reaver powder	Ingested	18	2d6 Con	1d6 Con + 1d6 Str	300 gp
Deathblade	Injury	20	1d6 Con	2d6 Con	1,800 gp
Dragon bile	Contact	26	3d6 Str	0	1,500 gp
Drow poison	Injury	13	Unconsciousness	Unconsciousness for 2d4 hours	75 gp
Giant wasp poison	Injury	18	1d6 Dex	1d6 Dex	210 gp
Greenblood oil	Injury	13	1 Con	1d2 Con	100 gp
Id moss	Ingested	14	1d4 Int	2d6 Int	125 gp
Insanity mist	Inhaled	15	1d4 Wis	2d6 Wis	1,500 gp
Large scorpion venom	Injury	18	1d6 Str	1d6 Str	200 gp
Lich dust	Ingested	17	2d6 Str	1d6 Str	250 gp
Malyss root paste	Contact	16	1 Dex	2d4 Dex	500 gp
Medium spider venom	Injury	14	1d4 Str	1d4 Str	150 gp
Mindrot	Contact	16	2d6 Power Points*	2d6 Power Points*	400 gp
Nitharit	Contact	13	0	3d6 Con	650 gp
Oil of taggit	Ingested	15	0	Unconsciousness	90 gp
Purple worm poison	Injury	24	1d6 Str	2d6 Str	700 gp
Sassone leaf residue	Contact	16	2d12 hp	1d6 Con	300 gp
Shadow essence	Injury	17	1 Str drain	2d6 Str	250 gp
Small centipede poison	Injury	11	1d2 Dex	1d2 Dex	90 gp
Striped toadstool	Ingested	11	1 Wis	2d6 Wis + 1d4 Int	180 gp
Terinav root	Contact	16	1d6 Dex	2d6 Dex	750 gp
Ungol dust	Inhaled	15	1 Cha	1d6 Cha + 1 Cha drain	1,000 gp
Witchweed	Inhaled	16	1 Int, 1 Wis, 1 Cha	1 spellcasting level**	500 gp
Wyvern poison	Injury	17	2d6 Con	2d6 Con	3,000 gp

\* Lost Power Points are taken from the character's current daily allotment, as if they had been spent on manifesting powers. This has no effect on characters without Power Points, or that have only Knack feat uses remaining.

\*\* Lost spellcasting levels are applied to each spellcasting class the character has, and are recovered as if they were damaged ability scores.

**Contact:** Merely touching this type of poison necessitates a saving throw. It can be actively delivered via a weapon or a touch attack. Even if a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison can still affect it. A chest or other object can be smeared with contact poison as part of a trap.

**Ingested:** Ingested poisons are virtually impossible to utilize in a combat situation. A poisoner could administer a potion to an *unconscious* creature or attempt to dupe someone into drinking or eating something poisoned. Assassins and other characters tend to use ingested poisons outside of combat.

**Inhaled:** Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack with a range increment of 10 feet. When it strikes a hard surface (or is struck

hard), the container releases its poison. One dose spreads to fill the volume of a 10-foot cube. Each creature within the area must make a saving throw. (Holding one's breath is ineffective against inhaled poisons; they affect the nasal membranes, tear ducts, and other parts of the body.)

**Injury:** This poison must be delivered through a wound. If a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison does not affect it. Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons.

The characteristics of poisons are summarized on Table A-3: Poisons. Terms on the table are defined below.

**Type:** The poison's method of delivery (contact, ingested, inhaled, or via an injury).

**DC:** The Fortitude save DC to avoid the poison’s damage.

**Initial Damage:** The damage the character takes immediately upon failing his saving throw against this poison. Ability damage is temporary unless marked with an asterisk (\*), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes.

**Secondary Damage:** The amount of damage the character takes 1 minute after exposure as a result of the poisoning, if he fails a second saving throw. Unconsciousness lasts for 1d3 hours. Ability damage marked with an asterisk is permanent drain instead of temporary damage.

**Price:** The cost of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison is always illegal, and even in big cities it can be obtained only from specialized, less than reputable sources.

**Perils of Using Poison:** A character has a 5% chance of exposing himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a natural 1 on an attack roll with a poisoned weapon must make a DC 15 Reflex save or accidentally poison himself with the weapon.

**Poison Immunities:** Creatures with natural poison attacks are immune to their own poison. Non-living creatures (constructs and undead) and creatures without metabolisms (such as elementals) are always immune to poison. Oozes, plants, and certain kinds of outsiders are also immune to poison, although conceivably special poisons could be concocted specifically to harm them.

## Polymorph

Magic can cause creatures and characters to change their shapes—sometimes against their will, but usually to gain an advantage. Polymorphed creatures retain their own minds but have new physical forms.

The *polymorph* spell defines the general polymorph effect.

Unless stated otherwise, creatures can polymorph into forms of the same type or into an aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin form. Most spells and abilities that grant the ability to polymorph place a cap on the Hit Dice of the form taken.

Polymorphed creatures gain the Strength, Dexterity, and Constitution of their new forms, as well as size, extraordinary special attacks, movement capabilities (to a maximum of 120 feet for flying and 60 for non-flying movement), natural armor bonus, natural weapons, racial skill bonuses, and other gross physical qualities such as appearance and number of limbs. They retain their original class and level, Intelligence, Wisdom, Charisma, hit points, base attack bonus, base save bonuses, and alignment.

Creatures who polymorph keep their worn or held equipment if the new form is capable of wearing or holding it. Otherwise, it melds with the new form and ceases to function for the duration of the polymorph.

## Psionic Damage

This special type of damage only occurs as a result of a *closed mind* failing a Will save against a psionic combat attack mode. The target loses an amount of Power Points from their daily reserve equal to the random die value of the attack mode, multiplied by the amount of Power Points spent on the attack, plus the attacker’s psionic combat bonus (Cha mod + 1/2 Manifestor Level). He gets to reduce this total by an amount equal to the Mental Hardness of his psionic combat defense mode, if any.

At 0 Power Points the target becomes an *open mind*.

## Psionics

Telepathy, mental combat and psychic powers—psionics is a catchall word that describes special mental abilities possessed by

various creatures. These are psionic abilities that a creature generates from the power of its mind alone—no other outside magical force or ritual is needed. Each psionic creature’s description contains details on its psionic abilities. Psionic powers cannot be dispelled, but otherwise function similarly to spell-like abilities.

Typically a psionic power requires that the creature spend Power Points to generate it, and the maximum amount any creature can spend is limited to their Manifestor Level unless noted otherwise. A creature’s Manifestor Level also determines the base amount of Power Points they possess, as shown below:

Manifestor Power		Manifestor Power		Manifestor Power	
Level	Points	Level	Points	Level	Points
1st	2	11th	67	21st	232
2nd	4	12th	79	22nd	254
3rd	7	13th	92	23rd	277
4th	11	14th	106	24th	301
5th	16	15th	121	25th	326
6th	22	16th	137	26th	352
7th	29	17th	154	27th	379
8th	37	18th	172	28th	407
9th	46	19th	191	29th	436
10th	56	20th	211	30th	466

Psionic mental attacks always allow Will saving throws to resist them. However, not all psionic attacks are mental attacks. Some psionic abilities allow the psionic creature to reshape its own body, heal its wounds, or teleport great distances. Some psionic creatures can see into the future, the past, and the present (in far-off locales) as well as read the minds of others.

## Rays

All ray attacks require the attacker to make a successful ranged touch attack against the target. Rays have varying ranges, which are simple maximums. A ray’s attack roll never takes a range penalty. Even if a ray hits, it usually allows the target to make a saving throw (Fortitude or Will). Rays never allow a Reflex saving throw, but if a character’s Dexterity bonus to AC is high, it might be hard to hit her with the ray in the first place.

## Regeneration

Creatures with this extraordinary ability recover from wounds quickly and can even re-grow or reattach severed body parts. Damage dealt to the creature is treated as nonlethal damage, and the creature automatically cures itself of nonlethal damage at a fixed rate.

Certain attack forms, typically fire and acid, deal damage to the creature normally; that sort of damage doesn’t convert to nonlethal damage and so doesn’t go away. The creature’s description includes the details.

Creatures with regeneration can re-grow lost portions of their bodies and can reattach severed limbs or body parts. Severed parts die if they are not reattached.

Regeneration does not restore hit points lost from starvation, thirst, or suffocation.

Attack forms that don’t deal hit point damage ignore regeneration.

An attack that can cause instant death only threatens the creature with death if it is delivered by weapons that deal it lethal damage.

## Resistance To Energy

A creature with resistance to energy has the ability (usually extraordinary) to ignore some damage of a certain type each round, but it does not have total immunity.

Each resistance ability is defined by what energy type it resists and how many points of damage are resisted. It doesn't matter whether the damage has a mundane or magical source.

When resistance completely negates the damage from an energy attack, the attack does not disrupt a spell. This resistance does not stack with the resistance that a spell might provide.

## Scent

This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

## Spell Resistance

Spell resistance is the extraordinary ability to avoid being affected by spells or psionic powers. (Some spells or powers also grant spell resistance.)

To affect a creature that has spell resistance, a spellcaster or manifester must make a caster/manifester level check (1d20 + caster level) at least equal to the creature's spell resistance. (The defender's spell resistance is like an Armor Class against mystical attacks.) If the character fails the check, the spell or power doesn't affect the creature. The possessor does not have to do anything special to use spell resistance. The creature need not even be aware of the threat for its spell resistance to operate.

Only psionic powers, spells, and spell-like abilities are subject to spell resistance. Extraordinary and supernatural abilities (including enhancement bonuses on magic weapons) are not. A creature can have some abilities that are subject to spell resistance and some that are not. Even some psionic powers and spells ignore spell resistance; see *When Spell Resistance Applies*, below.

A creature can voluntarily lower its spell resistance. Doing so is a standard action that does not provoke an attack of opportunity. Once a creature lowers its resistance, it remains down until the creature's next turn. At the beginning of the creature's next turn, the creature's spell resistance automatically returns unless the creature intentionally keeps it down (also a standard action that does not provoke an attack of opportunity).

A creature's spell resistance never interferes with its own psionics, spells, items, or abilities.

A creature with spell resistance cannot impart this power to others by touching them or standing in their midst. Only the rarest of creatures and a few magic items have the ability to bestow spell resistance upon another.

Spell resistance does not stack. It overlaps.

**When Spell Resistance Applies:** Each spell or psionic power includes an entry that indicates whether spell resistance applies to the spell. In general, whether spell resistance applies depends on what the spell does:

\* **Targeted Spells and Powers:** Spell resistance applies if the spell or power is targeted at the creature. Some individually targeted effects can be directed at several creatures simultaneously. In such cases, a creature's spell resistance applies only to the portion of the spell actually targeted at that creature. If several different resistant creatures are subjected to such an effect, each checks its spell resistance separately.

\* **Area Spells and Powers:** Spell resistance applies if the resistant creature is within the effect's area. It protects the resistant creature without affecting the spell or power itself.

\* **Effect Spells and Powers:** Most effect spells and powers summon or create something and are not subject to spell resistance. Sometimes, however, spell resistance applies to effect spells or powers, usually to those that act upon a creature more or less directly, such as *web*.

Spell resistance can protect a creature from a spell that's already been cast, or the effect of a long-lasting psionic power. Check spell resistance when the creature is first affected by the spell or psionic power.

Check spell resistance only once for any particular manifesting of a power, casting of a spell, or use of a spell-like ability. If spell resistance fails the first time, it fails each time the creature encounters that same use of the effect. Likewise, if the spell resistance succeeds the first time, it always succeeds. If the creature has voluntarily lowered its spell resistance and is then subjected to a power or spell, the creature still has a single chance to resist that effect later, when its spell resistance is up.

Spell resistance has no effect unless the energy created or released by the spell or psionic power actually goes to work on the resistant creature's mind or body. If the effect acts on anything else and the creature is affected as a consequence, no roll is required. Creatures can be harmed by an effect without being directly affected.

Spell resistance does not apply if an effect fools the creature's senses or reveals something about the creature.

Magic and psionics actually has to be working for spell resistance to apply. Spells and powers that have instantaneous durations but lasting results aren't subject to spell resistance unless the resistant creature is exposed to the effect the instant it is created.

When in doubt about whether an effect is direct or indirect, consider the effect's spell school or power type:

\* **Abjuration:** The target creature must be harmed, changed, or restricted in some manner for spell resistance to apply. Perception changes aren't subject to spell resistance.

Abjurations that block or negate attacks are not subject to an attacker's spell resistance—it is the protected creature that is affected by the spell (becoming immune or resistant to the attack).

\* **Conjuration:** These spells are usually not subject to spell resistance unless the spell conjures some form of energy. Spells that summon creatures or produce effects that function like creatures are not subject to spell resistance.

\* **Divination:** These spells do not affect creatures directly and are not subject to spell resistance, even though what they reveal about a creature might be very damaging.

\* **Enchantment:** Since enchantment spells affect creatures' minds, they are typically subject to spell resistance.

\* **Ectogenesis:** These powers either create long-lasting indirect effects (such as *ectominion*), or direct effects which can harm or interfere with creatures. If these powers can directly harm a creature, or their manifestation would be in contact with another creature when the effect is generated, then it is subject to spell resistance.

\* **ESP:** Those powers do not affect creatures directly and are not subject to spell resistance, even when they reveal information about the creature.

\* **Evocation:** If an evocation spell deals damage to the creature, it has a direct effect. If the spell damages something else, it has an indirect effect.

\* **Illusion:** These spells are almost never subject to spell resistance. Illusions that entail a direct attack are exceptions.

\* **Necromancy:** Most of these spells alter the target creature's life force and are subject to spell resistance. Unusual necromancy spells that don't affect other creatures directly are not subject to spell resistance.

\* **Psionic Combat Modes:** These powers are divided into two categories: attack and defense modes. Attack modes directly influence the minds of another creature, and so are subject to spell resistance. Defense modes protect the user's mind, or the minds of others, by indirectly shielding them from attack modes and are therefore *not* subject to spell resistance.

\* **Psychokinesis:** These powers are subject to spell resistance if they target the creature directly. Psychokinetic effects that move something which already exists, other than the creature, are not subject to spell resistance even if they are being used to move something into the creature.

\* **Psychometabolism:** These powers typically affect only the user and therefore are not subject to spell resistance. Sometimes they can be used to affect other creatures directly, in which case spell resistance applies. Psychometabolic powers that create something which affects another creature are not subject to spell resistance, since they are affecting the creature by means of an indirect medium.

\* **Psychoporation:** If the power directly affects the creature, then it is subject to spell resistance. Using these powers to move something harmful into the creature's vicinity is not subject to spell resistance, but using it to *take* something they are holding or carrying is.

\* **Telepathy:** All telepathic powers either affect the user or other creatures. If they affect other creatures, then they are subject to spell resistance.

\* **Transmutation:** These spells are subject to spell resistance if they transform the target creature. Transmutation spells are not subject to spell resistance if they are targeted on a point in space instead of on a creature. Some transmutations make objects harmful (or more harmful), such as magic stone. Even these spells are not generally subject to spell resistance because they affect the objects, not the creatures against which the objects are used. Spell resistance works against magic stone only if the creature with spell resistance is holding the stones when the cleric casts magic stone on them.

**Successful Spell Resistance:** Spell resistance prevents a spell or a spell-like ability from affecting or harming the resistant creature, but it never removes a magical effect from another creature or negates a spell's effect on another creature. Spell resistance prevents a spell from disrupting another spell.

Against an ongoing spell that has already been cast, a failed check against spell resistance allows the resistant creature to ignore any effect the spell might have. The magic continues to affect others normally.

### Tremorsense

A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range.

If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving.

As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

### Turn Resistance

Some creatures (usually undead) are less easily affected by the turning ability of clerics or paladins.

Turn resistance is an extraordinary ability.

When resolving a turn, rebuke, command, or bolster attempt, added the appropriate bonus to the creature's Hit Dice total.

## CONDITIONS

If more than one condition affects a character, apply them all. If certain effects can't combine, apply the most severe effect.

### Ability Damaged

The character has temporarily lost 1 or more ability score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with Strength 0 falls to the ground and is *helpless*. A character with Dexterity 0 is *paralyzed*. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is *unconscious*. Ability damage is different from penalties to ability scores, which go away when the conditions causing them go away.

Also see Ability Score Loss.

### Ability Drained

The character has permanently lost 1 or more ability score points. The character can regain these points only through magical means. A character with Strength 0 falls to the ground and is *helpless*. A character with Dexterity 0 is *paralyzed*. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is *unconscious*.

Also see Ability Score Loss.

### Blinded

The character cannot see. He takes a -2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the *blinded* character. Characters who remain *blinded* for a long time grow accustomed to these drawbacks and can overcome some of them.

### Blown Away

Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down and rolls 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet. A flying creature that is blown away is blown back 2d6 x 10 feet and takes 2d6 points of nonlethal damage due to battering and buffering.



**Checked**

Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.

**Closed Mind**

A creature with at least 1 Power Point left for the day has a closed mind, which means they are immune to mind-affecting psionics.

**Confused**

A *confused* character's actions are determined by rolling d% at the beginning of his turn: 01–10, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11–20, act normally; 21–50, do nothing but babble incoherently; 51–70, flee away from caster at top possible speed; 71–100, 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. A *confused* character does 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).

**Cowering**

The character is frozen in fear and can take no actions. A *cowering* character takes a –2 penalty to Armor Class and loses her Dexterity bonus (if any).

*Cowering* is a more severe state of fear than *shaken*, but less severe than *frightened* or *panicked*.

**Dazed**

The creature is unable to act normally. A *dazed* creature can take no actions, but has no penalty to AC.

A *dazed* condition typically lasts 1 round.

**Dazzled**

The creature is unable to see well because of over-stimulation of the eyes. A *dazzled* creature takes a –1 penalty on attack rolls, Search checks, and Spot checks.

**Dead**

The character's hit points are reduced to –10, his Constitution drops to 0, or he is killed outright by a spell or effect. The character's soul leaves his body. Dead characters cannot benefit from normal or magical healing, but they can be restored to life via magic. A dead body decays normally unless magically preserved, but magic that restores a dead character to life also restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, resurrected characters need not worry about rigor mortis, decomposition, and other conditions that affect dead bodies.

**Deafened**

A *deafened* character cannot hear. She takes a –4 penalty on initiative checks, automatically fails Listen checks, and has a 20% chance of spell failure when casting spells with verbal components. Characters who remain *deafened* for a long time grow accustomed to these drawbacks and can overcome some of them.

**Disabled**

A character with 0 hit points, or one who has negative hit points but has become stable and conscious, is *disabled*. A *disabled* character may take a single move action or standard action each round (but not both, nor can she take full-round actions). She moves at half speed. Taking move actions doesn't risk further injury, but performing any standard action (or any other action the DM deems strenuous, including some free actions such as casting a quickened spell) deals 1 point of damage after the completion of the act. Unless the action increased the *disabled* character's hit points, she is now in negative hit points and dying.

A *disabled* character with negative hit points recovers hit points naturally if she is being helped. Otherwise, each day she has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, she loses 1 hit point. Once an unaided character starts recovering hit points naturally, she is no longer in danger of losing hit points (even if her current hit points are negative).

**Dying**

A dying character is *unconscious* and near death. She has –1 to –9 current hit points. A dying character can take no actions and is *unconscious*. At the end of each round (starting with the round in which the character dropped below 0 hit points), the character rolls d% to see whether she becomes stable. She has a 10% chance to become stable. If she does not, she loses 1 hit point. If a dying character reaches –10 hit points, she is dead.

**Energy Drained**

The character gains one or more negative levels, which might permanently drain the character's levels. If the subject has at least as many negative levels as Hit Dice, he dies. Each negative level gives a creature the following penalties: –1 penalty on attack rolls, saving throws, skill checks, ability checks; loss of 5 hit points; and –1 to effective level (for determining the power, duration, DC, and other details of spells or special abilities). In addition, a spellcaster loses one spell or spell slot from the highest spell level castable; and a manifester loses one Manifester Level.

Also see Energy Drain and Negative Levels.

**Entangled**

The character is ensnared. Being *entangled* impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An *entangled* creature moves at half speed, cannot run or charge, and takes a –2 penalty on all attack rolls and a –4 penalty to Dexterity. An *entangled* character who attempts to cast a spell must make a Concentration check (DC 15 + the spell's level) or lose the spell.

**Exhausted**

An *exhausted* character moves at half speed and takes a –6 penalty to Strength and Dexterity. After 1 hour of complete rest, an *exhausted* character becomes *fatigued*. Doing something else that would normally cause *fatigue* instead *exhausts* a *fatigued* character.

**Fascinated**

A *fascinated* creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a –4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as a hostile creature approaching, allows the *fascinated* creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged

weapon at the *fascinated* creature, automatically breaks the effect. A *fascinated* creature's ally may shake it free of the spell as a standard action.

### Fatigued

A *fatigued* character can neither run nor charge and takes a –2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the *fatigued* character to become *exhausted*. After 8 hours of complete rest, *fatigued* characters are no longer *fatigued*.

### Flat-Footed

A character that has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his Dexterity bonus to AC (if any) and cannot make attacks of opportunity.

### Frightened

A *frightened* creature flees from the source of its fear as best it can. If unable to flee, it may fight. A *frightened* creature takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A *frightened* creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

*Frightened* is like *shaken*, except that the creature must flee if possible. *Panicked* is a more extreme state of fear.

### Grappling

Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappling character can undertake only a limited number of actions. He does not threaten any squares, and loses his Dexterity bonus to AC (if any) against opponents he isn't grappling.

Also see the grapple rules.

### Helpless

A *helpless* character is *paralyzed*, held, bound, sleeping, *unconscious*, or otherwise completely at an opponent's mercy. A *helpless* target is treated as having a Dexterity of 0 (–5 modifier). Melee attacks against a *helpless* target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks gets no special bonus against *helpless* targets. Rogues can sneak attack *helpless* targets.

As a full-round action, an enemy can use a melee weapon to deliver a coup de grace to a *helpless* foe. An enemy can also use a bow or crossbow, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. (A rogue also gets her sneak attack damage bonus against a *helpless* foe when delivering a coup de grace.) If the defender survives, he must make a Fortitude save (DC 10 + damage dealt) or die.

Delivering a coup de grace provokes attacks of opportunity.

Creatures that are immune to critical hits do not take critical damage, nor do they need to make Fortitude saves to avoid being killed by a coup de grace.

### Incorporeal

Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, psionics, spells, spell-like effects, or supernatural effects.

Also see Incorporeality above.

### Invisible

Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses to AC (if any).

Also see Invisibility above.

### Knocked Down

Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 x 10 feet.

### Nauseated

Experiencing stomach distress. *Nauseated* creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

### Open Mind

Any creature that has no Power Points available to it for the day has an open mind. This means that it can be affected by mind-affecting psionic powers, and suffers the secondary effects of any psionic combat attack modes used against it.

### Panicked

A *panicked* creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a –2 penalty on all saving throws, skill checks, and ability checks. If cornered, a *panicked* creature cowers and does not attack, typically using the total defense action in combat. A *panicked* creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

*Panicked* is a more extreme state of fear than *shaken*, *cowering*, or *frightened*.

### Paralyzed

A *paralyzed* character is frozen in place and unable to move or act. A *paralyzed* character has effective Dexterity and Strength scores of 0 and is *helpless*, but can take purely mental actions. A winged creature flying in the air at the time that it becomes *paralyzed* cannot flap its wings and falls. A *paralyzed* swimmer can't swim and may drown. A creature can move through a space occupied by a *paralyzed* creature - ally or not. Each square occupied by a *paralyzed* creature, however, counts as 2 squares.

### Petrified

A *petrified* character has been turned to stone and is considered *unconscious*. If a *petrified* character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character's *petrified* body is incomplete when it returns to flesh, the body is likewise incomplete and there is some amount of permanent hit point loss and/or debilitation.

### Pinned

Held immobile (but not *helpless*) in a grapple.

### Prone

The character is on the ground. An attacker who is prone has a –4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to Armor Class against ranged attacks, but takes a –4 penalty to AC against melee attacks.

Standing up is a move-equivalent action that provokes an attack of opportunity.

**Shaken**

A *shaken* character takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

*Shaken* is a less severe state of fear than *cowering*, *frightened*, or *panicked*.

**Sickened**

The character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

**Stable**

A character who was dying but who has stopped losing hit points and still has negative hit points is stable. The character is no longer dying, but is still *unconscious*. If the character has become stable because of aid from another character (such as a Heal check or magical healing), then the character no longer loses hit points. He has a 10% chance each hour of becoming conscious and *disabled* (even though his hit points are still negative).

If the character became stable on his own and hasn't had help, he is still at risk of losing hit points. Each hour, he has a 10% chance of becoming conscious and *disabled*. Otherwise he loses 1 hit point.

**Staggered**

A character whose nonlethal damage exactly equals his current hit points is *staggered*. A *staggered* character may take a single move action or standard action each round (but not both, nor can she take full-round actions).

A character whose current hit points exceed his nonlethal damage is no longer *staggered*; a character whose nonlethal damage exceeds his hit points becomes *unconscious*.

**Stunned**

A *stunned* creature drops everything held, can't take actions, takes a –2 penalty to AC, and loses his Dexterity bonus to AC (if any).

**Turned**

Affected by a turn undead attempt. Turned undead flee for 10 rounds (1 minute) by the best and fastest means available to them. If they cannot flee, they cower.

**Unconscious**

Knocked out and *helpless*. Unconsciousness can result from having current hit points between –1 and –9, or from nonlethal damage in excess of current hit points.

Characters rendered *unconscious* from fatigue effects become *exhausted* after 4 hours of rest.



# APPENDIX B: COMMON MAGIC ITEMS

Item	Price	Weight	Effect
Alchemical silver, ammunition	+2 gp	same	–1 penalty to damage
Scroll, cleric or wizard, 0th-level	12 gp 5 sp*	---	Stores a 0th-level spell, at caster level 1
Alchemical silver, small weapon	+20 gp	same	–1 penalty to damage
Scroll, cleric or wizard, 1st-level	25 gp*	---	Stores a 1st-level spell, at caster level 1
<i>Oil of magic stone</i>	50 gp	1 lb	Casts <i>magic stone</i> (CL 1) on three stones [1d6 damage, +1 weapons each]
<i>Oil of magic weapon</i>	50 gp	1 lb	Casts <i>magic weapon</i> (CL 1) on a weapon [+1 to hit and damage]
<i>Potion of cure light wounds</i>	50 gp	1 lb	Casts <i>cure light wounds</i> (CL 1) on the user [heals 1d8+1 hit points]
<i>Potion of endure elements</i>	50 gp	1 lb	Casts <i>endure elements</i> (CL 1) on the user [ER 5 vs. one energy for 24 hours]
<i>Potion of hide from undead</i>	50 gp	1 lb	Casts <i>hide from undead</i> (CL 1) on the user
<i>Potion of mage armor</i>	50 gp	1 lb	Casts <i>mage armor</i> (CL 1) on the user [+4 armor bonus to AC for 1 hour]
<i>Potion of pass without trace</i>	50 gp	1 lb	Casts <i>pass without trace</i> (CL 1) on the user
<i>Potion of remove fear</i>	50 gp	1 lb	Casts <i>remove fear</i> (CL 1) on the user
<i>Potion of sanctuary</i>	50 gp	1 lb	Casts <i>sanctuary</i> (CL 1) on the user [Will save DC 10 to attack user]
<i>Potion of shield of faith</i> (AC +2)	50 gp	1 lb	Casts <i>shield of faith</i> (CL 1) on the user [+2 deflection bonus to AC], 1 minute
Adamantine, ammunition	+60 gp	same	+1 non-magic enhancement bonus to attack and damage rolls, masterwork
Alchemical silver, medium weapon	+90 gp	same	–1 penalty to damage
<i>Oil of bless weapon</i>	100 gp	1 lb	Casts <i>bless weapon</i> (CL 1) on a weapon [counts as magic& good, confirm crits]
<i>Sleep arrow</i>	132 gp	20 for 3 lbs	+1 arrow that forces DC 11 Will save or the target falls asleep
Scroll, cleric or wizard, 2nd-level	150 gp*	---	Stores a 2nd-level spell, at caster level 3
Alchemical silver, large weapon	+180 gp	same	–1 penalty to damage
Darkwood buckler	205 gp	2 1/2 lbs	+1 AC, ACP –0, ASF 5%, Hardness 10, HP 5
<i>Elixir of hiding</i>	250 gp	1 lb	+10 to Hide for 1 hour
<i>Elixir of sneaking</i>	250 gp	1 lb	+10 to Move Silently for 1 hour
<i>Elixir of swimming</i>	250 gp	1 lb	+10 to Swim for 1 hour
<i>Elixir of vision</i>	250 gp	1 lb	+10 to Spot for 1 hour
<i>Silversheen</i>	250 gp	1 lb	Coated weapon becomes alchemical silver for 1 hour
Darkwood shield	257 gp	5 lbs	+2 AC, ACP –0, ASF 15%, Hardness 10, HP 20
<i>Screaming bolt</i>	267 gp	1/10 lb	+2 bolt that forces all within 20 ft of the path DC 14 Will save or be shaken
<i>Potion of aid</i>	300 gp	1 lb	Casts <i>aid</i> (CL 3) on the user [bless bonuses and 1d8+3 temporary hit points]
<i>Potion of barkskin</i> (AC +2)	300 gp	1 lb	Casts <i>barkskin</i> (CL 3) on the user [+2 natural armor AC bonus]
<i>Potion of bear's endurance</i>	300 gp	1 lb	Casts <i>bear's endurance</i> (CL 3) on the user [+4 Con for 30 minutes]
<i>Potion of bull's strength</i>	300 gp	1 lb	Casts <i>bull's strength</i> (CL 3) on the user [+4 Str for 30 minutes]
<i>Potion of cat's grace</i>	300 gp	1 lb	Casts <i>cat's grace</i> (CL 3) on the user [+4 Dex for 30 minutes]
<i>Potion of cure moderate wounds</i>	300 gp	1 lb	Casts <i>cure moderate wounds</i> (CL 3) on the user [heals 2d8+3 hit points]
<i>Potion of delay poison</i>	300 gp	1 lb	Casts <i>delay poison</i> (CL 3) on the user [no poison effects for 3 hours]
<i>Potion of eagle's splendor</i>	300 gp	1 lb	Casts <i>delay poison</i> (CL 3) on the user [+4 Cha for 30 minutes]
<i>Potion of fox's cunning</i>	300 gp	1 lb	Casts <i>fox's cunning</i> (CL 3) on the user [+4 Int for 30 minutes]
<i>Potion of invisibility</i>	300 gp	1 lb	Casts <i>invisibility</i> (CL 3) on the user
<i>Potion of lesser restoration</i>	300 gp	1 lb	Casts <i>lesser restoration</i> (CL 3) on the user [heals 1d4 ability score damage]
<i>Potion of owl's wisdom</i>	300 gp	1 lb	Casts <i>owl's wisdom</i> (CL 3) on the user [+4 Wis for 30 minutes]
<i>Potion of protection from arrows</i> (DR 10)	300 gp	1 lb	Casts <i>protection from arrows</i> (CL 3) on the user [DR 10/magic]
<i>Potion of resist energy</i> (ER 10)	300 gp	1 lb	Casts <i>resist energy</i> (CL 3) on the user [ER 10 vs. one energy]
<i>Potion of shield of faith</i> (AC +3)	300 gp	1 lb	Casts <i>shield of faith</i> (CL 6) on the user [+3 deflection bonus to AC], 6 minutes
Silver dagger	322 gp	1 lb	–1 penalty to damage, masterwork
Cold iron longsword	330 gp	4 lb	+2,000gp to enchant, overcomes DR/cold iron
Scroll, cleric or wizard, 3rd-level	375 gp*	---	Stores a 3rd-level spell, at caster level 5
Feather token, whip	500 gp	---	Token can become a +1 whip with +10 to-hit on its own for 1 hour
<i>Potion of barkskin</i> +3	600 gp	1 lb	Casts <i>barkskin</i> (CL 6) on the user [+3 natural armor AC bonus]
<i>Potion of shield of faith</i> (AC +4)	600 gp	1 lb	Casts <i>shield of faith</i> (CL 12) on the user [+4 deflection bonus to AC], 12minutes
<i>Potion of resist energy</i> 20	700 gp	1 lb	Casts <i>resist energy</i> (CL 7) on the user [ER 20 vs. one energy]
Scroll, cleric or wizard, 4th-level	700 gp*	---	Stores a 4th-level spell, at caster level 7
<i>Oil of greater magic weapon</i> +1	750 gp	1 lb	Casts <i>greater magic weapon</i> (CL 5) on a weapon
<i>Oil of keen edge</i>	750 gp	1 lb	Casts <i>keen edge</i> (CL 5) on a P or S weapon [doubles critical hit threat range]
<i>Oil of magic vestment</i> +1	750 gp	1 lb	Casts <i>magic vestment</i> for +1 AC on coated armor or shield
<i>Potion of cure serious wounds</i>	750 gp	1 lb	Casts <i>cure serious wounds</i> (CL 5) on the user [heals 3d8+5 hit points]
<i>Potion of fly</i>	750 gp	1 lb	Casts <i>fly</i> (CL 5) on the user
<i>Potion of gaseous form</i>	750 gp	1 lb	Casts <i>gaseous form</i> (CL 5) on the user
<i>Potion of haste</i>	750 gp	1 lb	Casts <i>haste</i> (CL 5) on the user
<i>Potion of heroism</i>	750 gp	1 lb	Casts <i>heroism</i> (CL 5) on the user
<i>Potion of neutralize poison</i>	750 gp	1 lb	Casts <i>neutralize poison</i> (CL 5) on the user
<i>Potion of protection from energy</i>	750 gp	1 lb	Casts <i>protection from energy</i> (CL 5) on the user
<i>Potion of rage</i>	750 gp	1 lb	Casts <i>rage</i> (CL 5) on the user
<i>Wand of color spray</i>	750 gp	1/10 lb	Has 50 charges of <i>color spray</i> (CL 1)
<i>Wand of cure light wounds</i>	750 gp	1/10 lb	Has 50 charges of <i>cure light wounds</i> (CL 1) [heals 1d8+1 hit points]
<i>Wand of magic missile</i> (CL 1)	750 gp	1/10 lb	Has 50 charges of <i>magic missile</i> (CL 1) [1 missile for 1d4+1 damage]
<i>Potion of barkskin</i> +4	900 gp	1 lb	Casts <i>barkskin</i> (CL 9) on the user [+4 natural armor AC bonus]
<i>Potion of shield of faith</i> (AC +5)	900 gp	1 lb	Casts <i>shield of faith</i> (CL 18) on the user [+5 deflection bonus to AC], 18minutes
<i>Bracers of armor</i> +1	1,000 gp	1 lb	Wearer gains a +1 armor bonus to AC as a force effect
<i>Cloak of resistance</i> +1	1,000 gp	1 lb	Wearer gains a +1 enhancement bonus to all saving throws
Mithral, shield or light armor	+1,000 gp	1/2 normal	–10% ASF, +2 Max Dex, ACP reduced by 3

<i>Pearl of power, 1st-level spell</i>	1,000 gp	---	Use recharges an expended 1st-level spell slot
<i>Phylactery of faithfulness</i>	1,000 gp	---	Warns of impending alignment or deity stricture violation before you make it
Mithral shield	1,020 gp	7-1/2 lb	Heavy steel shield with –0 ACP, 5% ASF, masterwork
<i>Potion of good hope</i>	1,050 gp	1 lb	Casts <i>good hope</i> (CL 7) on the user
Mithral shirt	1,100 gp	12-1/2 lb	Chain shirt with +6 Max Dex, –0 ACP, 10% ASF, masterwork
+1 armor or shield	+1,150 gp	same	+1 enhancement bonus to the item's AC bonus, –1 ACP for masterwork
<i>Potion of resist energy 30</i>	1,100 gp	1 lb	Casts <i>resist energy</i> (CL 11) on the user [ER 30 vs. one energy]
Scroll, cleric or wizard, 5th-level	1,125 gp*	---	Stores a 5th-level spell, at caster level 9
<i>Oil of greater magic weapon +2</i>	1,200 gp	1 lb	Casts <i>greater magic weapon</i> (CL 8) on a weapon
<i>Oil of magic vestment +2</i>	1,200 gp	1 lb	Casts <i>magic vestment</i> (CL ???) on armor or a shield
<i>Potion of barkskin +5</i>	1,200 gp	1 lb	Casts <i>barkskin</i> (CL 12) on the user [+5 natural armor AC bonus]
<i>Goggles of minute seeing</i>	1,250 gp	---	+5 competence bonus on Search checks
<i>Brooch of shielding</i>	1,500 gp	---	Absorbs up to 101 damage from <i>magic missile</i> spells
<i>Javelin of lightning</i>	1,500 gp	2 lbs	Javelin becomes 5d6 <i>lightning bolt</i> when thrown (Ref DC 14), but is consumed
<i>Potion of protection from arrows</i> (DR 15)	1,500 gp	1 lb	Casts <i>protection from arrows</i> (CL 15) on the user [DR 15/magic]
Scroll, cleric or wizard, 6th-level	1,650 gp*	---	Stores a 6th-level spell, at caster level 11
<i>Hat of disguise</i>	1,800 gp	1 lb	Wearer is under perpetual <i>disguise self</i> spell effect
<i>Oil of greater magic weapon +3</i>	1,800 gp	1 lb	Casts CL 12 <i>greater magic weapon</i> on applied weapon
<i>Oil of magic vestment +3</i>	1,800 gp	1 lb	Casts CL 12 <i>magic vestment</i> on applied armor or shield
<i>Amulet of natural armor +1</i>	2,000 gp	---	Provides the wearer with a +1 natural armor bonus to AC
<i>Handy haversack</i>	2,000 gp	5 lbs	Stores 120 lbs in several extra-dimensional pockets, free action to retrieve items
<i>Ring of protection +1</i>	2,000 gp	---	+1 deflection bonus to AC
<i>Ring of feather falling</i>	2,200 gp	---	Wearer is perpetually under a <i>feather fall</i> effect
<i>Wand of magic missile</i> (CL 3)	2,250 gp	**	Has 50 charges of <i>magic missile</i> (CL 3) [2 missiles for 1d4+1 damage each]
Scroll, cleric or wizard, 7th-level	2,275 gp*	---	Stores a 7th-level spell, at caster level 13
<i>Slaying arrow</i>	2,282 gp	same	+1 arrow kills a creature type or subtype it hits if they fail a DC 20 Fort save
+1 Weapon	+2,300 gp	same	+1 enhancement bonus to weapon's hit and damage, masterwork
<i>Oil of greater magic weapon +4</i>	2,400 gp	1 lb	Casts CL 16 <i>greater magic weapon</i> on applied weapon
<i>Oil of magic vestment +4</i>	2,400 gp	1 lb	Casts CL 16 <i>magic vestment</i> on applied armor or shield
<i>Robe of bones</i>	2,400 gp	2 lbs	2 patches of 6 varieties become uncontrolled undead when removed by the user
<i>Bag of holding type I</i>	2,500 gp	15 lb	Stores 250 lbs in an extra-dimensional pocket
<i>Boots of elvenkind</i>	2,500 gp	1 lb	Wearer gains a +5 competence bonus on Move Silently checks
<i>Cloak of elvenkind</i>	2,500 gp	1 lb	Wearer gains a +5 competence bonus on Hide checks
<i>Eyes of the eagle</i>	2,500 gp	---	Wearer gains a +5 competence bonus on Spot checks
<i>Ring of climbing</i>	2,500 gp	---	Wearer gains a +5 competence bonus on Climb checks
<i>Ring of jumping</i>	2,500 gp	---	Wearer gains a +5 competence bonus on Jump checks
<i>Ring of sustenance</i>	2,500 gp	---	Wearer need no food or water needed, only needs to sleep 2 hours per day
<i>Ring of swimming</i>	2,500 gp	---	Wearer gains a +5 competence bonus on Swim checks
<i>Oil of greater magic weapon +5</i>	3,000 gp	1 lb	Casts CL 20 <i>greater magic weapon</i> on applied weapon
<i>Oil of magic vestment +5</i>	3,000 gp	1 lb	Casts CL 20 <i>magic vestment</i> on applied armor or shield
<i>Rod of metamagic, enlarge, lesser</i>	3,000 gp	5 lbs	Can Enlarge Spell up to a 3rd-level spell three times a day
<i>Rod of metamagic, extend, lesser</i>	3,000 gp	5 lbs	Can Extend Spell up to a 3rd-level spell three times a day
<i>Rod of metamagic, silent, lesser</i>	3,000 gp	5 lbs	Can Silent Spell up to a 3rd-level spell three times a day
Scroll, cleric or wizard, 8th-level	3,000 gp*	---	Stores a 8th-level spell, at caster level 15
Adamantine dagger	3,002 gp	1 lb	Dagger has +1 nonmmagic enhancement bonus, ignores hardness, masterwork
Adamantine battleaxe	3,010 gp	7 lbs	Battleaxe has +1 nonmmagic enhancement bonus, ignores hardness, masterwork
<i>Lens of detection</i>	3,500 gp	1 lb	User gains a +5 competence bonus on Search checks
Dragonhide plate	3,600 gp	50 lbs	Dragonhide full plate provides 9 resistance to one energy type, masterwork
<i>Vestment, druid's</i>	3,750 gp	1 lb	Wearer who has Wild Shape can use it one extra time per day
<i>Wand of magic missile</i> (CL 5)	3,750 gp	**	Has 50 charges of <i>magic missile</i> (CL 5) [3 missiles for 1d4+1 damage each]
Scroll, cleric or wizard, 9th-level	3,825 gp*	---	Stores a 9th-level spell, at caster level 17
<i>Amulet of health +2</i>	4,000 gp	---	Wearer gains a +2 enhancement bonus to Constitution
<i>Bracers of armor +2</i>	4,000 gp	1 lb	Wearer gains a +2 armor bonus to AC as a force effect
<i>Cloak of charisma +2</i>	4,000 gp	1 lb	Wearer gains a +2 enhancement bonus to Charisma
<i>Cloak of resistance +2</i>	4,000 gp	1 lb	Wearer gains a +2 enhancement bonus to all saving throws
<i>Gauntlets of ogre power</i>	4,000 gp	4 lbs	Wearer gains a +2 enhancement bonus to Strength
<i>Gloves of dexterity +2</i>	4,000 gp	---	Wearer gains a +2 enhancement bonus to Dexterity
<i>Headband of intellect +2</i>	4,000 gp	---	Wearer gains a +2 enhancement bonus to Intelligence, no extra skill points
Mithral, medium armor	+4,000 gp	1/2 normal	–10% ASF, +2 Max Dex, ACP reduced by 3
<i>Pearl of power, 2nd-level spell</i>	4,000 gp	---	Use recharges an expended 2nd-level spell slot
<i>Periapt of wisdom +2</i>	4,000 gp	---	Wearer gains a +2 enhancement bonus to Wisdom
<i>Restorative ointment</i>	4,000 gp	1/2 lb	One of CL 5 <i>cure light wounds</i> , <i>neutralize poison</i> , or <i>remove disease</i> on user
<i>Ring of counterspells</i>	4,000 gp	---	Automatically counters spell that is stored inside, if cast on the wearer
<i>Greater slaying arrow</i>	4,057 gp	same	+1 arrow kills a creature type or subtype it hits if they fail a DC 23 Fort save
+2 armor or shield	+4,150 gp	same	+2 enhancement bonus to the item's AC bonus, –1 ACP for masterwork
Elven chain	4,150 gp	20 lbs	Chainmail with +4 Max Dex, –2 ACP, 20% ASF, masterwork
<i>Shatterspike</i>	4,315 gp	4 lbs	+1 <i>longsword</i> that becomes +4 when used to sunder by Improved Sunder feat
<i>Wand of acid arrow</i>	4,500 gp	**	Has 50 charges of <i>acid arrow</i> (CL 3) [2d4 acid damage, repeats next round]
<i>Wand of cure moderate wounds</i>	4,500 gp	**	Has 50 charges of <i>cure moderate wounds</i> (CL 3) [heals 2d8+3 hit points]
<i>Wand of invisibility</i>	4,500 gp	**	Has 50 charges of <i>invisibility</i> (CL 3) [target becomes <i>invisible</i> for 3 minutes]
<i>Wand of web</i>	4,500 gp	**	Has 50 charges of <i>web</i> (CL 3) [ <i>entangles</i> and blocks creatures in 20 ft radius]

\* Add the cost of any material component, and 5 gp times the amount of XP spent to cast the spell.

\*\* Wands weight so little that you must be carrying 10 for it to count as 1/2 pound of weight.

Name [ ] Player [ ]  
Char Level [ ] Level [ ] Class [ ] Race [ ] Deity [ ]  
LA [ ] Sub [ ] Eyes [ ]  
Alignment [ ] Hair [ ]  
Gender [ ] Skin [ ]  
Ht [ ] Wt [ ] Marks [ ]  
Total ECL [ ] SIZE SPEED HOMELAND

# EDITION π

By DaemonEye Publishing  
Written by Jay Bannell

## ABILITY SCORES

Base Bonuses Total Mod Damage  
STR [ ]+[ ]=[ ] [ ] [ ]  
DEX [ ]+[ ]=[ ] [ ] [ ]  
CON [ ]+[ ]=[ ] [ ] [ ]  
INT [ ]+[ ]=[ ] [ ] [ ]  
WIS [ ]+[ ]=[ ] [ ] [ ]  
CHA [ ]+[ ]=[ ] [ ] [ ]

## HIT POINTS

MAX Wounds Nonlethal  
[ ] [ ] [ ]

DR [ ]

INITIATIVE [ ]

TURN RESISTANCE [+ ]

## ARMOR CLASS

Total Armor Shield Dex Size Natural Deflect Dodge Misc Touch Flat-F  
[ ]=10+[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

## SAVING THROW

Total Base Ability Misc Conditional Modifiers  
Fort [ ]=[ ]+[ ](Con)+[ ]  
Ref [ ]=[ ]+[ ](Dex)+[ ]  
Will [ ]=[ ]+[ ](Wis)+[ ]

## SPECIAL POWERS AND ABILITIES

Uses / per X Used  
[ ] [ ] [ ]  
[ ] [ ] [ ]  
[ ] [ ] [ ]  
[ ] [ ] [ ]  
[ ] [ ] [ ]

## ATTACK BONUSES

Total BAB Ability Modifiers Conditional Modifiers  
Melee [ ]=[ ]+[ ](Str)+[ ]  
Ranged [ ]=[ ]+[ ](Dex)+[ ]

WEAPON Attack Bonus Damage Critical Range Type Wt  
[ ] [ ] [ ] [ ] x [ ] [ ] [ ] lbs]

WEAPON Attack Bonus Damage Critical Range Type Wt  
[ ] [ ] [ ] [ ] x [ ] [ ] [ ] lbs]

WEAPON Attack Bonus Damage Critical Range Type Wt  
[ ] [ ] [ ] [ ] x [ ] [ ] [ ] lbs]

WEAPON Attack Bonus Damage Critical Range Type Wt  
[ ] [ ] [ ] [ ] x [ ] [ ] [ ] lbs]

WEAPON Attack Bonus Damage Critical Range Type Wt  
[ ] [ ] [ ] [ ] x [ ] [ ] [ ] lbs]

WEAPON Attack Bonus Damage Critical Range Type Wt  
[ ] [ ] [ ] [ ] x [ ] [ ] [ ] lbs]

WEAPON Attack Bonus Damage Critical Range Type Wt  
[ ] [ ] [ ] [ ] x [ ] [ ] [ ] lbs]

AC ITEM Bonus Wt Notes

[ ]+[ ] lbs] [ ]

AC ITEM Bonus Wt Notes

[ ]+[ ] lbs] [ ]

AC ITEM Bonus Wt Notes

[ ]+[ ] lbs] [ ]

AC ITEM Bonus Wt Notes

[ ]+[ ] lbs] [ ]

## GRENADES & AMMO

Item # Wt

[ ] [ ] [ ]

[ ] [ ] [ ]

[ ] [ ] [ ]

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[ ] [ ] [ ]

ARMOR Type Bonus Max Dex ACP %ASF Speed Wt  
[ ] [ ]+[ ] [ ]+[ ] [ ] [ ]% [ ] ft] [ ] lbs]

SHIELD Bonus ACP %ASF Wt Properties

[ ]+[ ] [ ] [ ]% [ ] lbs] [ ]

## SKILLS

Total Str-Linked [ ] Misc Mods Ranks  
[ ] Climb [ ] [ ]  
[ ] Jump (a) [ ] [ ]  
[ ] Swim [ ] [ ]

Total Dex-Linked [ ] Misc Mods Ranks  
[ ] Balance [ ] [ ]  
[ ] Escape Artist (a) [ ] [ ]  
[ ] Hide (a) [ ] [ ]  
[ ] Move Silently (a) [ ] [ ]  
[ ] Open Locks (t) [ ] [ ]  
[ ] Ride [ ] [ ]  
[ ] Sleight of Hand (a, t) [ ] [ ]  
[ ] Tumble (t) [ ] [ ]  
[ ] Use Rope [ ] [ ]

Total Con-Linked [ ] Misc Mods Ranks  
[ ] Concentration [ ] [ ]  
[ ] Stabilize Self (p, t) [ ] [ ]

Total Int-Linked [ ] Misc Mods Ranks  
[ ] Alchemy (t) [ ] [ ]  
[ ] Appraise [ ] [ ]  
[ ] Craft ( ) [ ] [ ]  
[ ] Craft ( ) [ ] [ ]  
[ ] Craft ( ) [ ] [ ]  
[ ] Craft ( ) [ ] [ ]  
[ ] Decipher Script (t) [ ] [ ]  
[ ] Disable Device (t) [ ] [ ]  
[ ] Forgery [ ] [ ]  
[ ] Kn (arcana) (t) [ ] [ ]  
[ ] Kn (architect/engineer) (t) [ ] [ ]  
[ ] Kn (dungeoneering) (t) [ ] [ ]  
[ ] Kn (geography) (t) [ ] [ ]  
[ ] Kn (history) (t) [ ] [ ]  
[ ] Kn (local) ( ) (t) [ ] [ ]  
[ ] Kn (nature) (t) [ ] [ ]  
[ ] Kn (nobility & royalty) (t) [ ] [ ]  
[ ] Kn (psionics) (t, p) [ ] [ ]  
[ ] Kn (religion) (t) [ ] [ ]  
[ ] Kn (the planes) (t) [ ] [ ]  
[ ] Psicraft (p, t) [ ] [ ]  
[ ] Search [ ] [ ]  
[ ] Spellcraft (t) [ ] [ ]

Total Wis-Linked [ ] Misc Mods Ranks  
[ ] Autohypnosis (p, t) [ ] [ ]  
[ ] Harness Subconscious (p, t) [ ] [ ]  
[ ] Heal [ ] [ ]  
[ ] Listen [ ] [ ]  
[ ] Profession ( ) (t) [ ] [ ]  
[ ] Profession ( ) (t) [ ] [ ]  
[ ] Sense Motive [ ] [ ]  
[ ] Spot [ ] [ ]  
[ ] Survival [ ] [ ]

Total Cha-Linked [ ] Misc Mods Ranks  
[ ] Bluff [ ] [ ]  
[ ] Diplomacy [ ] [ ]  
[ ] Disguise [ ] [ ]  
[ ] Gather Information [ ] [ ]  
[ ] Handle Animal (t) [ ] [ ]  
[ ] Intimidate [ ] [ ]  
[ ] Perform ( ) [ ] [ ]  
[ ] Perform ( ) [ ] [ ]

[ ] {Undead} Concentration [ ] [ ]  
[ ] Use Magic Device (t) [ ] [ ]  
[ ] Use Psionic Device (p, t) [ ] [ ]

(a) Armor Check Penalty applies [- ].  
(p) Psionic. (t) Trained Only.

**XP** [\_\_\_\_/\_\_\_\_]

[illegible]

Gear Slot	Item	Wands/Scrolls/Potions
Belt/Girdle	[_____]	_____
Boots/Shoes	[_____]	_____
Bracers	[_____]	_____
Cloak	[_____]	_____
Eyes/Face	[_____]	_____
Gloves	[_____]	_____
Hat/Helm	[_____]	_____
Pendant	[_____]	_____
Ring, Left	[_____]	_____
Ring, Right	[_____]	_____
Robe	[_____]	_____
Shirt/Vest	[_____]	_____

Lt	Med	Hvy	Shld	Twr	CL1:	_____
<b>Armor</b>	[__]	[__]	[__]	[__]	CL3:	_____
					CL6:	_____
					CL9:	_____
<b>Weapon</b>	[____]	[____]	[____]		CL12:	_____
					CL15:	_____
					CL18:	_____
						_____
						_____
						_____
						_____
						_____

[illegible]

pp: \_\_\_\_\_  
gp: \_\_\_\_\_  
sp: \_\_\_\_\_  
cp: \_\_\_\_\_  
\_\_\_\_\_

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Manifester Level			Knacks	Uses/Day	Used
↓↓↓↓↓	Power Points	↓↓↓↓↓	Common Pool		
Base	Bonus	Current			

**PSIONIC COMBAT** Bonus [ ]  
**Attack** MT EW II PC MBs  
**Modes** [ ] [ ] [ ] [ ] [ ]  
**Defense** EM TS MBr IF TW  
**Modes** [ ] [ ] [ ] [ ] [ ]

[ ] CL[ ]				[ ] CL[ ]			
Spell	Slots/Day	Spells	Slots	Spell	Slots/Day	Spells	Slots
Level	Base Bonus	Known	Used	Level	Base Bonus	Known	Used
0th	[ ]	[ ]	[ ]	0th	[ ]	[ ]	[ ]
1st	[ ]	[ ]	[ ]	1st	[ ]	[ ]	[ ]
2nd	[ ]	[ ]	[ ]	2nd	[ ]	[ ]	[ ]
3rd	[ ]	[ ]	[ ]	3rd	[ ]	[ ]	[ ]
4th	[ ]	[ ]	[ ]	4th	[ ]	[ ]	[ ]
5th	[ ]	[ ]	[ ]	5th	[ ]	[ ]	[ ]
6th	[ ]	[ ]	[ ]	Arcane Spell Failure: _____ %			
7th	[ ]	[ ]	[ ]	<u>Spell</u> _____ <u>Lvl</u>			
8th	[ ]	[ ]	[ ]	_____			
9th	[ ]	[ ]	[ ]	_____			
Spell	Lvl			_____			

[illegible]

Light Load	Medium	Heavy	Amount Carried
[	]	[	]



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