

AS+RAL DEPENDANT+	COT+ERMINOUS SPELLS
Astral projection	Explosive runes
Dimensional anchor	Forcecage
Dimension door	Leomund's tiny hut
Summon monster (I – IX)	Invisibility purge
Teleport	Maze
Teleport without error	See invisibility
Teleportation circle	Sepia Snake sigil
Vanish	Mage armor
<i>These spells do not function or only partially function on the Inner Planes and the Astral.</i>	Magic missile

E+HEREAL DEPENDANT+	Otiluke's telekinetic sphere
Blink	Shield
Dimensional anchor	Spiritual weapon
Ethereal jaunt	Tenser's floating disk
Etherealness	Trueseeing
Leomund's secret chest	Wall of force
Vanish	<i>These spells cross the Ethereal Border and can affect objects on the coterminous Ethereal.</i>

S+ANDARD CREA+URE IMMUNITIES
<i>Check books for additional spell-like abilities (especially for archons and guardinals). Immunities in italics are from 3.5 sources.</i>

<i>Petitioner</i> Imm: mind affecting spells.
<i>Rilmani</i> Imm: electricity, poison. Resist: acid 20, sonic 20.
<i>Modron</i> Imm: mind affecting, subdual, ability damage, ability drain, or energy drain. Resist: acid 10, cold 10, fire 10. Not subject to critical hits.
<i>Formian</i> Imm: Cold, petrification, poison. Resist: fire 20, electricity 20, sonic 20. Hive mind(ex), all w/in 50 mi of queen are in communication, no member of group flat footed unless all are, no member of group flanked unless all are.
<i>Slaadi</i> Imm: <i>sonic</i> . Resist: <i>acid 5, cold 5, electric 5, fire 5</i> .
<i>Archon</i> Imm: electricity, petrification. Resist: cold 20, acid 20. +4 vs poison.
<i>Asura</i> Imm: fire, petrification, charms, compulsions. Resist: cold 20, acid 20. +4 vs poison.
<i>Aasimon</i> Imm: <i>acid, cold, petrification</i> . Resist: <i>electricity 10, fire 10</i> . +4 vs poison
<i>Guardinal</i> Imm: electricity, petrification. Resist: cold 20, acid 20. +4 vs poison.
<i>Eladrin</i> Imm: electricity, petrification. Resist: cold 20, acid 20. +4 vs poison.
<i>Tanar'ri</i> Imm: poison, electricity. Resist: acid 20, cold 20, fire 20. Can summon own kind. Allergic to iron.
<i>Yugoloth</i> Imm: poison, acid. Resist: cold 20, fire 20, electricity 20. Can summon own kind. Allergic to silver.
<i>Gehreleth</i> Imm: poison. Freedom of movement (su) as if CL 10.
<i>Baatezu</i> Imm: fire, poison. Resist: cold 20, acid 20. Can summon own kind. See in magical darkness. Allergic to silver.
<i>Undead</i> Imm: mind affecting, poison, sleep, paralysis, stunning, disease, death, necromantic effects, any Fort save, subdual, ability damage, ability drain, death from massive damage. Not subject to critical hits.
<i>Elemental</i> Imm: poison, sleep, paralysis, stunning. Not subject to critical hits.

GATE TOWNS			
<i>Bytopia</i>	Tradegate	<i>Elysium</i>	Ecstasy
<i>Mt. Celestia</i>	Excelsior	<i>Beastlands</i>	Faunel
<i>Arcadia</i>	Fortitude	<i>Arborea</i>	Sylvania
<i>Mechanus</i>	Automata	<i>Ysgard</i>	Glorium
<i>Acheron</i>	Rigus	<i>Limbo</i>	Xaos
<i>Baator</i>	Ribcage	<i>Pandemonium</i>	Bedlam
<i>Gehenna</i>	Torch	<i>the Abyss</i>	Plague-mort
<i>Grey Wastes</i>	Hopeless	<i>Carceri</i>	Curst

AL+ERNA+E GA+E +OWNS			
These gate towns are for campaigns using Planewalker's updates to the PSCS post gate town slides. See PSCS for updates.			
<i>Arcadia</i>	Courage	<i>the Abyss</i>	Blight

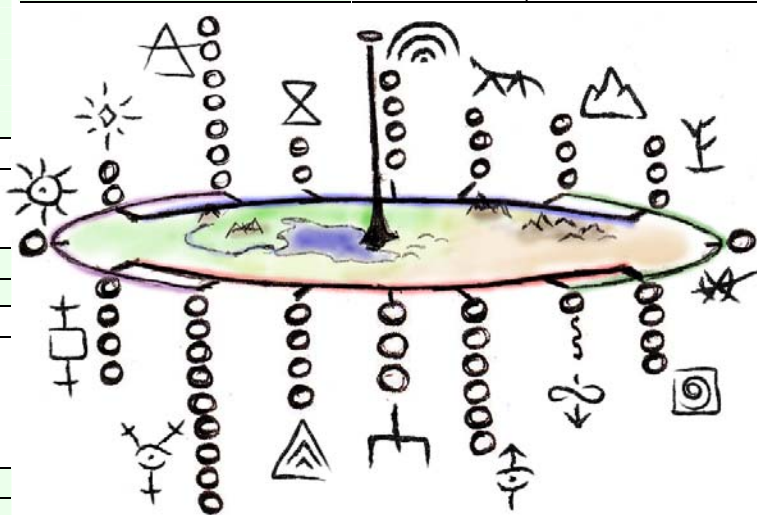
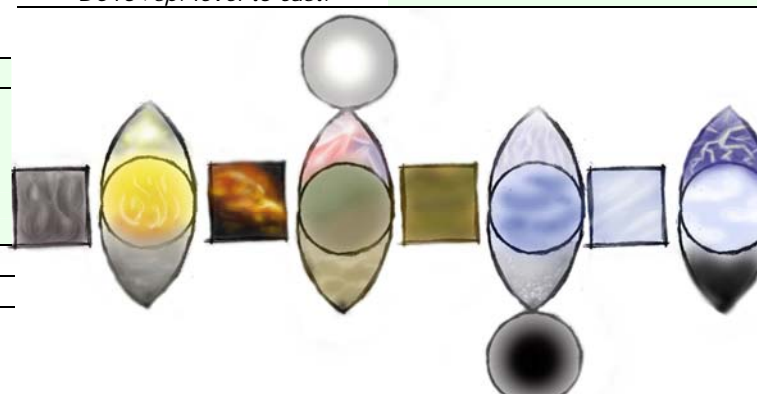
ASTRAL COLOR POOL COLORS			
<i>Ysgard</i>	indigo	<i>Elysium</i>	opal
<i>Limbo</i>	jet	<i>the Beastlands</i>	emerald
<i>Pandemonum</i>	magenta	<i>Arborea</i>	sapphire
<i>the Abyss</i>	amethyst	<i>the Outlands</i>	brown
<i>Carceri</i>	olive	<i>the Prime</i>	silver
<i>the Waste</i>	rust	<i>Fire</i>	fire emerald
<i>Gehenna</i>	russet	<i>Earth</i>	moss granite
<i>Baator</i>	ruby	<i>Water</i>	dark blue
<i>Acheron</i>	flame	<i>Air</i>	pale blue
<i>Mechanus</i>	diamond	<i>Positive</i>	white
<i>Arcadia</i>	saffron	<i>Negative</i>	black
<i>Mt. Celestia</i>	gold	<i>Shadow</i>	black spiral
<i>Bytopia</i>	amber	<i>the Ethereal</i>	white spiral
		<i>a demiplane</i>	random

ETHEREAL CURTAIN COLORS			
<i>the Prime</i>	turquoise	<i>Steam</i>	ivory
<i>Air</i>	blue	<i>Radiance</i>	rainbow
<i>Earth</i>	brown	<i>Mineral</i>	creamy pink
<i>Fire</i>	red	<i>Vacuum</i>	black and white specks
<i>Water</i>	green	<i>Salt</i>	tan
<i>Smoke</i>	pearl	<i>Ash</i>	dark grey
<i>Ice</i>	aquamarine	<i>Dust</i>	brown grey
<i>Ooze</i>	chocolate	<i>Postive</i>	white
<i>Magma</i>	maroon	<i>Negative</i>	black
<i>Lightning</i>	violet	<i>Shadow</i>	silver
		<i>a demiplane</i>	random

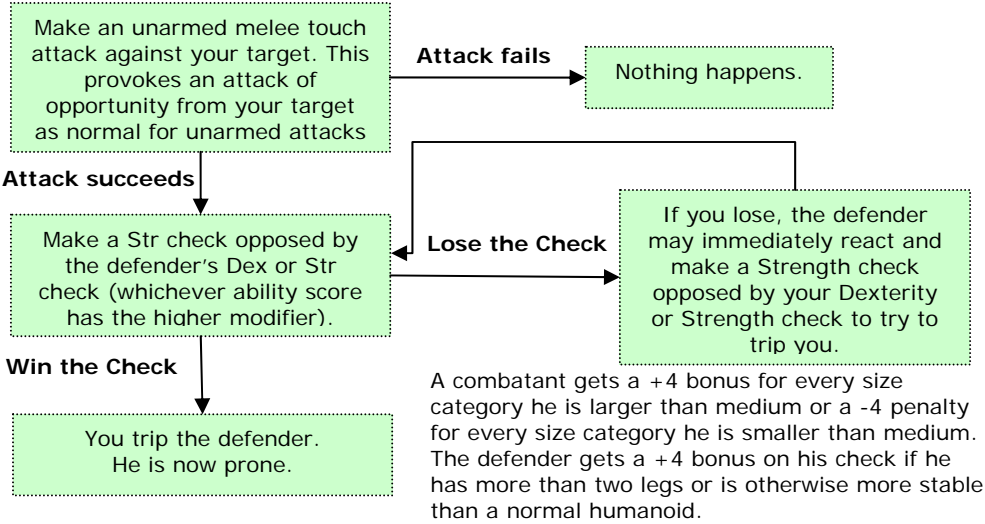
WINDS ON PANDEMONIUM		
<i>d100</i>	<i>Effect</i>	<i>Save</i>
1–10	Hit by flying pebbles for 1d4	Reflex 15 for half
11–20	Hit by flying stones for 2d6	Reflex 18 for half
21–30	Confusion as spell 1d4+1 rnds	Will 15 negates
31–40	Hit by flying boulders for 2d8	Reflex 20 for half
41–50	Smashed into wall for 2d10	Reflex 22 for half
51–60	Confusion as spell 2d4+1 rnds	Will 20 negates
71–80	Smashed into wall for 4d10	Reflex 24 for half
81–90	Smashed into wall for 4d10 <i>then</i> thrown into the Styx (two saves)	Reflex 24 for half, Reflex 20 negates
91–100	Permanent insanity	Will 22 negates

⊕+LANDS SPIRE EFFECTS				
<i>Impeded spells: spellcraft check DC 35 to cast the spell</i>				
<i>Limited spells: can't be cast (as if caster within an antimagic field)</i>				
Ring	Distance	Imped.	Limit.	Other Effects
	1100 mi	9 <sup>th</sup>	none	
9 <sup>th</sup>	1000 mi	8 <sup>th</sup>	none	
8 <sup>th</sup>	900 mi	7 <sup>th</sup>	9 <sup>th</sup>	Creatures gain immunity to poison
7 <sup>th</sup>	800 mi	6 <sup>th</sup>	8 <sup>th</sup>	Psionic spell-like abilities cease to function
6 <sup>th</sup>	700 mi	5 <sup>th</sup>	7 <sup>th</sup>	Positive and negative energy can't be channeled
5 <sup>th</sup>	600 mi	4 <sup>th</sup>	6 <sup>th</sup>	Supernatural abilities cease to function
4 <sup>th</sup>	500 mi	3 <sup>rd</sup>	5 <sup>th</sup>	The Astral is no longer coterminous, dependant spells cease to function
3 <sup>rd</sup>	400 mi	2 <sup>nd</sup>	4 <sup>th</sup>	Divine powers of demi-deities and lower annulled
2 <sup>nd</sup>	300 mi	all	3 <sup>rd</sup>	Divine powers of lesser-deities and lower annulled
1 <sup>st</sup>	200 mi	all	2 <sup>nd</sup>	Divine powers of intermediate deities and lower annulled
center	100 mi	all	all	All divine powers annulled

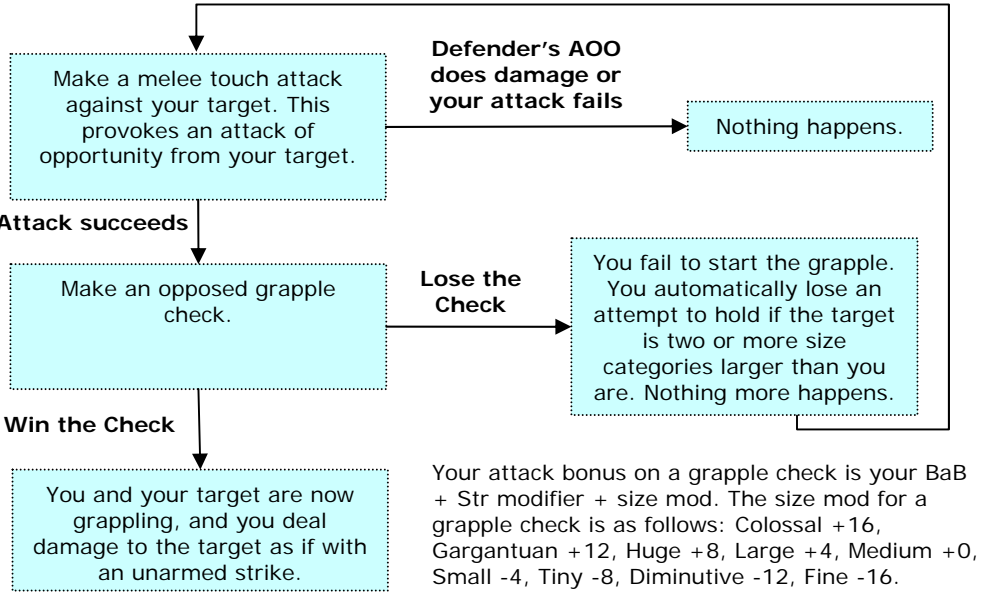
SPELLS IN SIGIL	
Summon I-IX	fails
Teleportation	fails if into or out of Sigil, if within Sigil requires a spellcraft check, DC 15 + spell level
Divination	fails if into or out of Sigil

<b>BY+ΘPIA</b> Mildly good. Dothion Shurrock	<b>AS+RAL</b> Timeless: age and bodily needs catch up on leaving.	<b>SHAD+OW</b> All shadow spells maximized. Shadow conjuration, evocation 30% more potent, greater shadow conj. and evoc. 60% more potent, shade 90%. Fire and light spells are impeded and require spellcraft DC 15 + spell level to cast	<b>ELYSIUM</b> Strongly good. Entrapping: Will save/wk spent DC 10+ consecutive wks or be trapped. Amoria Eronia Belierin Thalasia		
<b>ΜΘUN+ CELES+IA</b> Mildly good, mildly lawful. Lunia Mercuria Venya Solania Mertion Jovar Chronias	<b>E+HEREAL</b> No gravity. Border Ethereal Deep Ethereal		<b>+HE BEAS+LANDS</b> Mildly good. Krigala Brux Karasuthra		
<b>ARCADIA</b> Mildly lawful. Abellio Buxenos			<b>ARB+OREA</b> Mildly good, mildly chaotic. Olympus Ossa Pelion		
<b>MECHANUS</b> Strongly lawful.			<b>YSGARD</b> Mildly chaotic. Mildly positive. Ysgard Muspelheim Nidavellir		
<b>ACHER+ON</b> Mildly lawful. Avalas Thuldanin Tintabulus Ocanthus			<b>LIMB+Θ</b> Strongly chaos. Highly morphic. Wild magic.		
<b>BAA+OR</b> Mildly evil, mildly lawful. Avernus Dis Minauros Phlegethos: Fire dominant. Stygia Malbolge Maladomini Cania: Cold dominant. Nessus	<b>POSITIVE</b> Strongly positive dominant, Fort DC 15 or blinded permanently. Fast heal 5, +5 temp HP/rnd, Fort DC 20/rnd over double max HP or explode. Positive energy spells are maximized. Turn and destroy undead is at a +10 for HD affected. Negative energy spells impeded, spellcraft DC15+sp. level to cast.	<b>NEGATIVE</b> Strongly negative dominant. Fort DC 25 or gain a neg. level, at -1 level become a wraith. Negative energy spells are maximized. Rebuke and control undead is at a +10 for HD affected. Positive energy spells impeded, spellcraft DC15+sp. level to cast.	<b>PANDEM+ONIUM</b> Mildly chaotic. Pandemos Cocytus Phlegethon Agathion		
<b>GEHENNA</b> Mildly evil. Khalas Chamada Mungoth Krangath			<b>+HE ABYSS</b> Mildly evil, mildly chaotic.		
<b>+HE GREY WAS+E</b> Strongly evil. Entrapping: Will save/wk spent DC 10+ consecutive wks or be trapped. Oinos Niflheim Pluton			<b>CARCERI</b> Mildly evil. Othrys Cathrys Minethys Colothys Porphatys Agathys		
<b>PARAELEMENTAL</b> Smoke: Risk suffocation. Magma: 5d10/rnd fire damage. Ooze: Risk drowning. Ice: Cold dominant.			<b>THE ΘU+LANDS</b> Spire affects magic. See table.		
<b>QUASIELEMENTAL</b> Radiance: Mildly positive. Fort DC 15 or blinded for 10rnd. Mineral: Mildly positive. Earth dominant. Steam: Mildly positive. Lightning: Mildly positive. 3d10 electrical damage/rnd. 5d10 if you have metal equipment. Ash: Mildly negative. Risk suffocation from ashfall. Dust: Mildly negative. Salt: Mildly negative, at OHP a mummified corpse. Vacuum: Mildly negative. Risk suffocation, no air.	<b>FIRE</b> Fire dominant. Fire spells maximized and enlarged. Water spells at a spellcraft DC 15+ spell level to cast.	<b>EARTH</b> Earth dominant. Earth spells empowered and extended. Air spells at a spellcraft DC 15+ spell level to cast.	<b>WATER</b> Water dominant. Water spells extended and enlarged. Fire spells at a spellcraft DC 15+ spell level to cast.	<b>AIR</b> Air dominant. Air spells empowered and enlarged. Earth spells at a spellcraft DC 15+ spell level to cast.	<b>PLANAR ALIGNMENT+</b> Mildly Those of opposing aligned: alignment at a -2 to Cha checks. These stack for multiple alignments. Strongly Those not of this aligned: alignment are at a -2 to Cha, Int, Wis checks.
	<b>INNER</b> Inner planes have no astral connection.	<b>ΘU+ER</b> Outer planes have no ethereal connection.	<b>TRANSITIVE</b> Astral and ethereal planes have no connections to each other.	<b>PRIME</b> The prime has both astral and ethereal connections.	<b>ELEMENTAL DOMINANT+</b> Fire: Risk immolation, 3d10/rnd fire damage, double damage to water creatures. Cold: Risk freezing, 3d10/rnd cold damage, double damage to fire creatures. Earth: Risk suffocation, no empty space to move. Water: Risk drowning, fire creatures 1d10/rnd. Air: No additional effects. Mildly Gain fast heal 2 and positive: regeneration. Mildly Take 1d6/rnd, at OHP negative: crumble into dust.

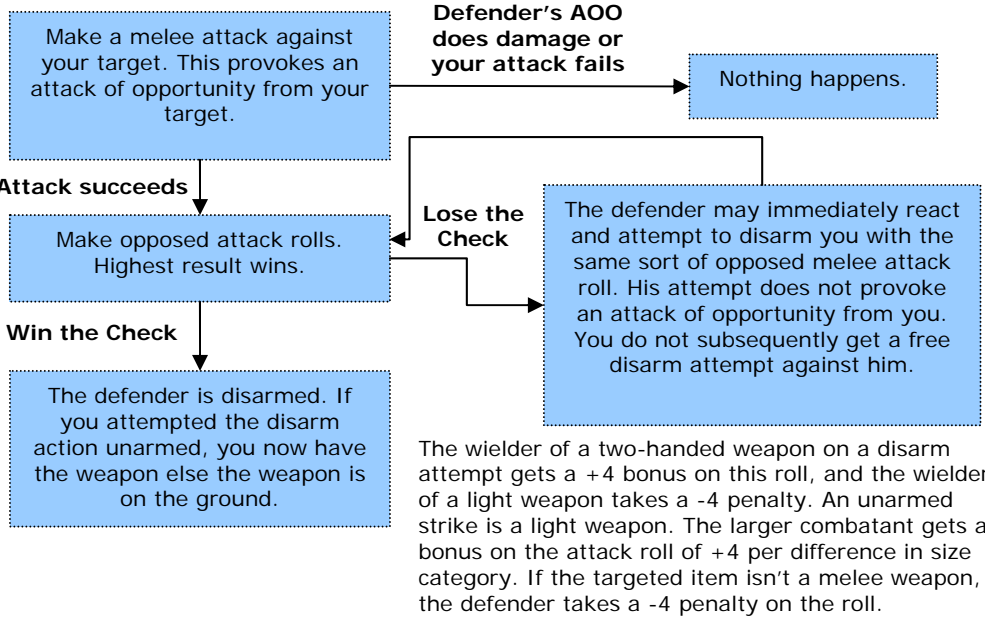
TRIP A++ACK



GRAPPLE A++ACK



DISARM A++ACK



HIDE CHECK

Mod	Circumstance
-5	If moving faster than one half your normal speed
-20	While attacking, running, or charging
+16	Fine size
+12	Diminutive size
+8	Tiny
+4	Small
-4	Large
-8	Huge
-12	Gargantuan
-16	Colossal
-10	If using Bluff to distract direct observers in order to hide
-20	If using a hiding position to snipe, and you just attacked
+20	Invisible and moving
+40	Invisible and not moving

BLUFF CHECK

Mod	Circumstance
+5	The target wants to believe
0	Believable bluff or doesn't affect target much
+5	The bluff is a little hard to believe or risks target
+10	The bluff is hard to believe or endangers target
+20	The bluff is extremely hard to believe or contrary proof is evident

SEARCH CHECK

DC	Task
10	Ransack a room to find an item
20	Notice a secret door or simple trap
21+	Find a difficult non-magical trap
25+	Find a magic trap
spell level	
30	Notice a well hidden secret door

LISTEN CHECK

DC/Mod	Task/Circumstance
0	People talking
5	A Person in medium armor at a slow pace (10ft/rnd) trying to be quiet
10	An unarmored person at a slow pace (15ft/rnd) trying to be quiet
25	A cat stalking
30	An owl gliding in for a kill
+1	Per 10 ft from listener
+5	Through a door
+15	Through a stone wall

OPEN LOCK CHECK

very simple	20	good average	30
average	25	amazing	40

DISABLE DEVICE CHECK

Device	Time	DC Example
Simple	1 rnd	10 Jam a lock
Tricky	1d4 rnds	15 Sabotage a wagon
Difficult	2d4 rnds	20 Disarm/reset a trap
Wicked	2d4 rnds	25 Disarm a complex trap, cleverly sabotage a clockwork device

Attempting to leave behind no trace of tampering adds 5 to the DC.



CLIMB CHECK	
DC/Mod	Task/Circumstance
0	A steep slope or knotted rope with a nearby wall
5	Unknotted rope with nearby wall, knotted rope hanging free, or rope of a rope trick spell
10	A surface with plenty of ledges to hold and stand on, or ship rigging
15	A surface with handholds and footholds, a tree, or unknotted rope
20	An uneven surface with narrow handholds or dungeon or ruin walls
25	A rough surface or brick wall
25	Overhangs or ceiling with handholds but no footholds
Impossible	A smooth, perfectly flat vertical surface
-10	Any point where two parallel surfaces may be used to brace, such as inside a chimney
-5	Any point where two perpendicular surfaces may be used to brace, such as inside a corner
+5	A slippery surface

LONG JUMP		HIGH JUMP			
Requires a 20-foot running start. Without a running start, double the DC.		Requires a 20-foot running start. Without a running start, double the DC			
DC	Distance	DC	Dist.	Size	Reach
5	5 feet	4	1 ft	Colos.	128 ft
10	10 feet	8	2 ft	Garg.	64 ft
15	15 feet	12	3 ft	Huge	32 ft
20	20 feet	16	4 ft	Large	16 ft
25	25 feet	20	5 ft	Medium	8 ft
30	30 feet	24	6 ft	Small	4 ft
And so on, continuing the pattern.		28	7 ft	Tiny	2 ft
		32	8 ft	Dimin.	1 ft
				Fine	½ ft

### SAMPLE WEAPONS

Simple	Dmg (S)	Dmg (M)	Critical	Range	Type
Gauntlet	1d2	1d3	x2	—	Bl.
Unarmed strike	1d2	1d3	x2	—	Bl.
Dagger	1d3	1d4	19-20/x2	10 ft.	P. or Sl.
Club	1d4	1d6	x2	10 ft.	Bl.
Mace, heavy	1d6	1d8	x2	—	Bl.
Morningstar	1d6	1d8	x2	—	Bl. and P.
Shortspear	1d4	1d6	x2	20 ft.	P.
Longspear	1d6	1d8	x3	—	P.
Quarterstaff	1d4/1d4	1d6/1d6	x2	—	Bl.
Spear	1d6	1d8	x3	20 ft.	P.
Crossbow, heavy	1d8	1d10	19-20/x2	120 ft.	P.
Crossbow, light	1d6	1d8	19-20/x2	80 ft.	P.
Martial	Dmg (S)	Dmg (M)	Critical	Range	Type
Sword, short	1d4	1d6	19-20/x2	—	P.
Battleaxe	1d6	1d8	x3	—	Sl.
Flail	1d6	1d8	x2	—	Bl.
Longsword	1d6	1d8	19-20/x2	—	Sl.
Sword, bastard	1d8	1d10	19-20/x2	—	Sl.
Rapier	1d4	1d6	18-20/x2	—	P.
Scimitar	1d4	1d6	18-20/x2	—	Sl.
Whip	1d2	1d	x2	—	Sl.
Warhammer	1d6	1d8	x3	—	Bl.
Greataxe	1d10	1d12	x3	—	Sl.
Greatclub	1d8	1d10	x2	—	Bl.
Flail, heavy	1d8	1d10	19-20/x2	—	Bl.
Greatsword	1d10	2d6	19-20/x2	—	Sl.
Longbow	1d6	1d8	x3	100 ft.	P.
Shortbow	1d4	1d6	x3	60 ft.	P.
Exotic	Dmg (S)	Dmg (M)	Critical	Range	Type
Crossbow, hand	1d3	1d4	19-20/x2	30 ft.	P.

### SPECIAL A++ACKS

Aid Another	Hit AC 10, give friend +2 bonus to attack or AC.
Charge	Move x2 speed, +2 attack, -2AC, one attack only. Lances in a mounted charge deal double damage.
Feint	Bluff vs. Sense motive + BaB. Opponent loses Dex.

### TUMBLE CHECK

DC/Mod	Task / Circumstance
15	Treat a fall as if it were 10 feet shorter than it really is when determining damage.
15	Tumble at half speed as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you provoke attacks of opportunity.
25	Tumble at 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.
Impossible	Tumbling is impossible in a deep bog.
+2	Lightly obstructed (scree, light rubble, shallow bog, or undergrowth)
+5	Severely obstructed (natural cavern floor, dense rubble, or dense undergrowth)
+2	Lightly slippery (wet floor)
+5	Severely slippery (ice sheet)
+2	Sloped or angled

COVER				CONCEALMENT		
	Example	AC	Reflex		Example	Miss %
1/4	Behind 3ft wall	+2	+1	1/4	Light fog or light foliage	10%
1/2	Around corner	+4	+2	1/2	Blur spell or dense fog	20%
3/4	Peeking around corner	+7	+3	3/4	Dense foliage	30%
9/10	Arrow slit	+10	+4*	9/10	Starlight	40%
Total	Behind full wall	-	-	Total	Invisible or total darkness or blinded attacker	50%, attacker must guess location
* Half damage if fails, no damage if save succeeds.						

### A++ACK ROLL MODS

Defender is...	Melee	Ranged	Attacker is...	Melee	Ranged
Blinded*	-2	-2	Dazzled	-1	-1
Cowering*	+2	+2	Entangled	-2	-2
Entangled	+0	+0	Flanking defender	+2	—
Flat-footed*	+0	+0	Frightened	-2	-2s
Grappling (attacker not)*	+0	+0	Invisible*	+2	+2
Helpless*	+4	+0	On higher ground	+1	+0
Kneeling or sitting	+2	-2	Prone	-4	—
Pinned*	+4	-4	Shaken or frightened	-2	-2
Prone	+4	-4	Crossbows can be used while prone, unlike other ranged weapons.		
Running*	+0	-2			
Stunned*	+2	+2			
For starred modifiers, defender loses any Dex bonus to AC.					

### UNDEAD TURNING CHECK

Result of 1d20 + Char bonus	Most Powerful Undead Affected
0 or lower	Cleric's level HD -4
1—3	Cleric's level HD -3
4—6	Cleric's level HD -2
7—9	Cleric's level HD -1
10—12	Cleric's level HD
13—15	Cleric's level HD +1
16—18	Cleric's level HD +2
19—21	Cleric's level HD +3
22 or higher	Cleric's level HD +4

Turning Damage: If you can turn 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 turn.

SPECIAL ABILITIES: AFFECTED BY			
	Extraordinary	Spell-Like	Supernatural
Dispel magic	No	Yes	No
SR Applies	No	Yes	No
Antimagick	No	Yes	Yes
Attack of Opp.	No	Yes	No







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