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Chapter 0

Introduction

0.1 What Is Rise?

Rise is a role-playing game. In Rise, you play a character of your own design. Your character can try to do anything you can imagine in a world that the game master, or GM, creates. Of course, you won't always succeed. Your character's abilities are defined in the pages ahead; when you're done creating a character, it will have a personality of its own, along with strengths, weaknesses, and special abilities. Usually, your character will go on adventures with other characters, and together, you will create and experience a story with the game master.

0.2 How To Take Actions

If you want your character to do something in Rise, just tell the game master what you want your character to do. Sometimes, you will have to wait until it's your turn. In many cases, your character will simply take the action – you don't need to roll or check your character's abilities to walk downstairs and order a dwarven ale.

However, sometimes you'll want to take a dramatic action with a chance of failure, such as picking a lock or swinging from a chandelier. In that case, you roll a twenty-sided die, or d20, and add a number to the number on the die. This result is compared to a number representing how difficult the action is, or **Difficulty Rating** (DR). If your result is at least as high as the DR, your character's action succeeds. If it is lower, your character's action fails.

The number you add to the d20 roll represents how likely your character is to succeed at the action. If your character is very strong, she will probably succeed at breaking down a door – but if she is not very perceptive, she will probably not notice the trap! Your character's abilities can be modified in many ways, but they are most affected by three things: attributes, skills, and classes.

Opposed Actions

Sometimes, you're competing with another creature, such as when you are trying to hold a door closed and a ferocious ogre is trying to shove it open. In that case, you both roll a d20 and add your modifiers, and the creature with the higher result wins. This is called an opposed check. If you get the same result, the creature with the higher modifier wins. If you have the same modifier, roll again to break the tie.

Turns

Normally, you can just say that your character is going to do something, and the GM will take care of what happens and when. Sometimes, particularly during combat, it's important to keep track of exactly what order things are happening in. When that happens, your character will get a "turn", where she can take actions. The specific actions you can take during a combat turn are covered in more detail in [Combat Overview](#), page 7.

0.3 Principles of Rise

- **The Game Master controls the world.** Everything about the game world is up to the GM: the people your character meets, the challenges she will overcome, and the very ground under her feet. Even the "rules" of the game are completely subject to the GM's whim.
- **You control your character.** A GM should never tell you how your character feels or what he tries to do – unless, of course, your character is being controlled by hostile magic or some other power.
- **Respect and trust is critical.** The GM has a great deal of power in Rise, and the players have to trust that the GM knows what she is doing. Likewise, the GM needs to let the players do what they want – even if it doesn't suit her idea of what "should" happen. Some of the most memorable events happen when players do things that are totally unexpected.
- **Everything is flexible.** Rise contains hundreds of pages of rules. We think they're pretty good rules. But sometimes, you don't need them all – or you think you've come up with something better. Do whatever works for you and your group.
- **Do what makes sense.** This book doesn't contain rules for how to drink water, sleep, or blink. If something isn't described explicitly here, assume that it works the same way it does in reality.
- **It's just a game, so have fun.**

Rule of Drama

The Rule of Drama is simple: **Only dramatic actions matter.** In general, an action has dramatic significance if there is a consequence for failure, the exact time required to perform the task is important, or the game master says so. This has several effects.

Checks without Rolls

A check represents an attempt to accomplish a dramatically significant goal, usually while under some sort of time pressure or distraction. When there is no dramatic significance to the task, a check should not be rolled.

Taking 10: Normally, if a check would be required but there is no dramatic significance to the check, assume the character rolled a 10 when determining whether the check is successful. This is called “taking 10”.

Taking 20: If a character would not succeed when taking 10, the character can try to “take 20” instead. Taking 20 requires spending twenty times the amount of time normally required to accomplish the task. If a task takes a variable amount of time, assume it took the average amount of time required to make a check. In exchange, the character calculates her check result if she had rolled a 20.

Essentially, taking 20 means the character repeatedly attempts the task until he succeeds. It is possible to take 20 on a task that has consequences for failure, but taking 20 guarantees that those consequences occur.

Narrative Time

In most cases, the exact time of day, and exactly how long an action takes, is not very important. No one really cares whether the orc horde broke through the town gates at the crack of dawn, or at 6:55 AM. Likewise, travelling from a tavern in a city to the blacksmith probably takes a few minutes, depending on the size of the city, but it’s not usually important.

Rise contains rules which you can use to decide exactly how much time things take, but when it’s not important, it’s generally better to only worry about time in broad strokes. It makes everyone’s life a bit easier – especially for the GM.

0.4 Character Creation

The first thing you will probably want to do in Rise is create a character. This involves a mixture of thematic and mechanical decisions that will work together to create a fun character that is rewarding to play. There are five thematic considerations when creating a character: concept, personality, motivation, background, and appearance. There are five mechanical considerations: attributes, race, class, skills, and feats. These decisions are described below in a recommended order. However, you can make these decisions in any order, and you may find it easier to create a character in a different way.

Character Concept

Fundamentally, who is your character? You should think of a short phrase that describes the core concept behind the character you will create. It’s best to think in broad strokes when creating a character concept. Your concept should be more than just a factual description of your race or what you do. It should be something that makes you memorable. Some sample character concepts are given below for inspiration.

- World-weary pirate
- Devout cultist
- Con artist with a heart of gold
- Pragmatic wanderer

- Artistic pixie
- Mushroom-obsessed hermit
- Bumbling do-gooder
- Dim-witted bodyguard
- Cowardly storyteller
- Bear-barian
- Parsimonious law enforcer
- Peaceful naturalist
- Trigger-happy pyromaniac
- Heroic, simple-minded savage
- Friendly necromancer
- Chaotic speed demon
- Pompous ex-noble
- Sarcastic mercenary
- Battle-scarred priest
- Ambitious arcane prodigy
- Charismatic musician
- Aloof scholar
- Blunt-spoken warrior
- Crazy prophet
- Polite warrior

Personality

How does your character behave? You should decide, in broad terms, what your character’s personality is. This will change over time, especially as you start playing the character in the game, so you don’t need to define everything perfectly. However, having a general sense of how your character behaves is helpful.

For most games, it’s important to have a personality that can tolerate working with others in a group. Your character doesn’t have to be the team mascot or give speeches about the importance of friendship. However, a character that is excessively aloof, moody, or obnoxious can make the game more difficult to enjoy for everyone.

Motivation

Why does your character act the way they do? To help you answer that question, there are several choices you must make to determine your character’s motivation: an alignment, a goal, and a flaw.

Alignment

Your character’s alignment reflects her moral character: is she more inclined to good or to evil, to order or chaos? Alignments are described in more detail at Alignment, page 100.

Attributes

Is your character strong and stupid, frail but agile, or just generally talented? There are six core attributes in Rise: Strength, Dexterity, Constitution, Intelligence, Perception, and Willpower. These attributes determine a great deal about your character’s strengths and weaknesses. Attributes are described in more detail at Attributes, page 6

Race

Is your character a surly dwarf, an agile elf, or a dim-witted half-orc? There are six core races in Rise: Humans, dwarves, elves, gnomes, halflings, and half-orcs. Your character’s race doesn’t have

a strong effect on your character's abilities, but it can be important when thinking about your personality and background. Races are described in more detail at [Races, page 13](#)

Class

Your character's class is what they have chosen to focus on, and their source of power – the fundamental element that makes them rise above a mere commoner. It is the most mechanically significant choice you make. Classes are described in more detail at [Classes, page 15](#)

Background

Appearance

0.5 Other Rules

Rounding

In general, if you encounter a fractional number, you round it down.

Multipliers

Sometimes a rule makes you multiply a number or a die roll. As long as you're applying a single multiplier, multiply the number normally. When two or more multipliers apply to any abstract value (such as a modifier or a die roll), however, combine them into a single multiple, with each extra multiple adding 1 less than its value to the first multiple. Thus, a double (x2) and a double (x2) applied to the same number results in a triple (x3, because $2 + 1 = 3$).

When applying multipliers to real-world values (such as weight or distance), normal rules of math apply instead. A creature whose size doubles (thus multiplying its weight by 8) and then is turned to stone (which would multiply its weight by a factor of roughly 3) now weighs about 24 times normal, not 10 times normal. Similarly, a blinded creature attempting to negotiate difficult terrain would need to spend 20 feet of movement to move 5 feet (doubling the cost twice, for a total multiplier of x4), rather than as 15 feet (adding 100% twice).

Chapter 1

Basic Mechanics

1.1 Attributes

Each character has six **attributes**: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Perception (Per), and Willpower (Wil). Each attribute represents a character's raw talent in that area. A 0 in an attribute represents average human capacity. That doesn't mean that every commoner has a 0 in every attribute; not everyone is average, after all.

Attribute Descriptions

Strength (Str)

Strength measures muscle and physical power.

- Strength determines how much a character can carry, as described in Table 8.1: Weight Limits (page 113).
- Strength can be used to attack with melee and thrown weapons.
- Strength can be used to deal damage with all physical attacks.
- Strength can be used for Maneuver and Fortitude defenses.
- Strength can be used for Climb, Jump, Sprint, and Swim checks.
- For every 5 Strength you have, you gain a +1 bonus to damage with physical attacks. If your Strength is negative, you take a penalty to damage with physical attacks equal to half your Strength.

Dexterity (Dex)

Dexterity measures hand-eye coordination, agility, and reflexes.

- Dexterity can be used to attack with light melee and thrown weapons.
- Dexterity can be used for all physical defenses (Armor, Maneuver, and Reflex).
- Dexterity can be used for Balance, Escape Artist, Ride, Sleight of Hand, Stealth, and Tumble checks.
- For every 5 Dexterity you have, you gain a +1 bonus to physical defenses (Armor, Maneuver, Reflex). If your Dexterity is negative, you take a penalty to your physical defenses equal to half your Dexterity.

Constitution (Con)

Constitution represents your character's health and stamina.

- Constitution can be used for Armor and Fortitude defenses.
- For every 2 Constitution you have, you gain a +1 bonus to Fortitude defense. If your Constitution is negative, you take a penalty to Fortitude defense equal to your Constitution.

Intelligence (Int)

Intelligence determines how well your character learns and reasons. It affects your character's knowledge in many areas.

- Intelligence is added to Craft, Disguise, Heal, Knowledge, and Linguistics checks.
- Intelligence can be used for Mental defense.
- You gain bonus languages on character creation equal to your starting Intelligence.
- For every 2 Intelligence you have, you gain an extra skill point. If your Intelligence is negative, you take a penalty to your skill points equal to your Intelligence.

An animal has an Intelligence score of -6 or lower. A creature of humanlike intelligence has a score of at least a -5 Intelligence.

Perception (Per)

Perception describes a character's ability to observe and be aware of one's surroundings.

- Perception can be used to attack with projectile weapons.
- Perception can be used for Awareness, Creature Handling, Sense Motive, Spellcraft, and Survival checks.
- Perception can be used for Reflex defense.
- For every 5 Perception you have, you gain a +1 bonus to accuracy with physical attacks. If your Perception is negative, you take a penalty to accuracy with physical attacks equal to half your Perception.

Willpower (Wil)

Willpower measures a character's ability to endure mental hardships.

- Willpower can be used for Mental defense.
- Many special abilities are based on Willpower.
- For every 2 Willpower you have, you gain a +1 bonus to Mental defense. If your Willpower is negative, you take a penalty to Mental defense equal to your Willpower.

Using Attributes

Choosing Attributes to Use

In many cases, multiple attributes can be used for the same thing. For example, both Strength and Dexterity can be used to attack with light weapons such as daggers. Whenever more than one attribute could be used, you must choose which one to use (usually, the higher attribute).

Determining Attributes

There are several options for how to determine attribute scores.

Predefined Attribute Scores

This is the simplest method. Simply take the following set of attribute scores and distribute them as you choose among your character's abilities:

4, 3, 2, 1, 0, -1

This set of attribute scores is called the “elite array”. For more extreme characters, you may use the “savant array”:

5, 2, 1, 0, 0, -2.

Finally, for more well-balanced characters, you may use the “balanced array”:

3, 3, 2, 1, 1, 0

Point Buy

With this method, you can fully control your character's attribute scores to match what you want your character to be. All your character's attribute scores start at 0. You get 10 points to distribute among your character's attribute scores. Attribute scores can be bought according to the costs on Table 1.1: Attribute Score Point Costs.

Table 1.1: Attribute Score Point Costs

Attribute Score	Point Cost
-2	-2 ¹
-1	-1 ¹
0	0
1	1
2	2
3	3
4	5
5	8

¹ No more than two attribute scores can be reduced below 0 in this way.

Changing Attributes

Your attributes increase as you gain levels (see Character Advancement, page 44), and some special abilities can also increase your attributes, either permanently or for a brief period of time. When an attribute changes, abilities and modifiers based on the attribute change at different times, as shown on Table 1.2: Effects of Changing Attributes.

1.2 Combat Overview

Combat takes place in a series of “rounds”, which represent about six seconds of action. In combat, creatures attack each other (see Attacks, page 8) and defend themselves (see Defenses, page 9), while moving around the battlefield (see Movement and Positioning, page 9). When your defenses fail, you can get hurt (see Injury, Death, and Healing, page 9). In unusual situations, you might become more or less likely to succeed at your actions (see Circumstances, Bonuses, and Penalties, page 223).

Combat Prowess

Every character has a **combat prowess**, which represents how skilled they are in physical combat. You can add your combat prowess to your accuracy and damage with physical attacks (see Physical Accuracy, page 8, and Physical Damage, page 9). You can also add your combat prowess to your physical defenses (see Defense Values, page 9). In addition, your combat prowess may grant you additional **strikes** during a round (see Multiple Attacks, page 221).

As your character gains levels, her combat prowess will increase. Gaining levels in physical classes, like fighter, will cause it to increase faster, while gaining levels in non-physical classes, like wizard, will cause it to increase slower.

Combat Phases

Each round of a combat is divided into two phases: a movement phase and an action phase. During each phase, all characters declare their actions simultaneously, and then those actions are resolved simultaneously. After both phases are complete, the round ends.

The Movement Phase

The movement phase takes place first in the round. During the movement phase, all creatures can move a distance equal to their speed (see Movement and Positioning, page 9). In addition to moving, creatures can take minor actions that require motion, such as drawing a weapon. These actions are called **move actions**.

You can take any number of move actions during the movement phase, as long as all of those actions can be performed simultaneously. For example, you can walk your speed and draw your sword in a single movement phase. However, you cannot draw a sword and equip a shield in the same phase. Equipping a shield takes two hands, leaving you with no free hand to draw your sword.

Once all creatures are done moving, the action phase begins.

The Action Phase

During the action phase, each creature can take a single **standard action**.

Standard Action: You can use a standard action to attack with a weapon, cast a spell, drink a potion, and do most other things that take concentration and effort.

Resolving Actions

Within each phase, actions of all creatures are simultaneously resolved in the following order. Italicized steps are less common, and can usually be skipped.

1. Choose actions.
2. Determine affected targets.
3. *Resolve swift actions.*
4. Check action success. Example: Making attack rolls.
5. Determine action results. Example: Making damage rolls.
6. Apply non-spell action results. Examples: Reducing hit points, moving character locations, and applying penalties.
7. *Make Concentration checks to maintain focus on spells.*
8. Apply spell results.
9. *Declare and resolve delayed actions.*

In the vast majority of cases, there is no need to go through this

Table 1.2: Effects of Changing Attributes

Effect Type	Timing of Change	Example
Numerical modifiers	Immediately	A barbarian enters a rage. His physical damage increases immediately.
Ability prerequisites	Immediately	A paladin's Strength is drained by a ghost. She loses the benefits of her Power Attack feat immediately.
Ability use limits	When ability uses are regained	A fighter puts on a magic item that grants additional Willpower. He gains additional daily uses of his combat discipline ability after resting for the night.
Hit points	On level up ¹	A druid casts <i>totemic power</i> to increase his Constitution. His hit points do not change.
Skill points	On level up ¹	A wizard reads an ancient magical tome that increases her Intelligence. Her skill points increase when she gains a level.

1. Hit points and skill points are not normally affected by spells, worn magic items, or other temporary effects.

order explicitly. Combats will run much faster if attack and damage rolls are generally made and announced at the same time as the actions are chosen, even before all characters have explicitly stated their actions. The order of resolution matters when creatures take actions that directly conflict with each other.

Conflicting Actions

Sometimes, actions that occur within the same resolution step can conflict with each other. There are two main methods for resolving these conflicts.

Mutually Exclusive Actions: Sometimes, actions that should take place at the same time directly conflict with each other. This most commonly happens when two creatures move to the same place. In this case, each involved character rolls initiative. The creature with the highest initiative result succeeds. All other creatures come as close as possible to completing their intended action.

Your initiative check is calculated as follows:

Dexterity or Perception + other bonuses and penalties

For example, if two creatures were racing to reach a door, they would both roll initiative. The winner would reach the door and stop in their intended square, and the loser would stop adjacent to their intended square.

Conditionally Impossible Actions: In rare cases, one action may make another action impossible if the first action succeeds. However, unlike with mutually exclusive actions, the second action would not make the first action impossible. This usually happens if a creature moves during the action phase while being attacked. If the attack trips or deals enough damage to kill the moving creature, its movement becomes impossible. In this case, the second action is negated, and the creature takes no action during that action phase.

Special Actions

Swift and Immediate Actions: Each round, you can take a single swift or immediate action. Swift and immediate actions can be taken in either the movement or action phase. Swift actions must be declared along with any other actions you intend to take during that phase. Immediate actions do not need to be declared ahead of time. Instead, abilities that can be used as immediate actions specify triggering conditions that allow the action to be taken.

Swift and immediate actions are resolved early in the phase, before other actions resolve. If multiple swift or immediate actions are taken simultaneously, they are resolved using the normal rules for resolving simultaneous actions.

Full-Round Actions: A full-round action requires your character's full attention. Most full-round actions involve a combination of movement and concentrated effort, such as **charging** to strike a distant foe or running at full speed. Unless otherwise specified, you perform any movement required for the action during the movement phase, and the rest of the action during the action phase.

Delaying: During a phase, you can delay your action instead of acting immediately. If you delay, you do nothing until after the actions of all other creatures have been resolved. At that point, you can declare and resolve your actions for the phase. If multiple creatures delay, all their actions are declared and resolved in the normal action resolution order, as if they were part of a shared "delay phase".

Attacks

An **attack** is anything that affects another creature in a potentially harmful way. There are two kinds of attacks: physical attacks, which are made with weapons or fists, and special attacks, which are made with magic or supernatural power. All physical attacks, and most special attacks, require making an **attack roll** against a **defense**. To make an attack roll, you roll 1d20, adding your **accuracy** with the attack to the roll. If the result of the attack roll equals or exceeds the defense, the attack succeeds.

Standard Attack

As a standard action, you can make a single **strike** with a weapon you are wielding against an enemy. If you're using a melee weapon, you must **threaten** your target. If you're using a ranged weapon, the target must be within the weapon's maximum **range**.

To make a strike, make an attack roll, as with most other attacks. If your attack roll beats the target's Armor defense, your foe takes damage.

Physical Accuracy

Your accuracy with physical attacks is equal to the following:

Combat prowess or attack attribute + proficiency bonus + size modifier + other bonuses and penalties

Attack Attribute: You can use Strength to attack with melee and thrown weapons, Dexterity to attack with melee and thrown weapons that are light, and Perception to attack with projectile weapons.

Proficiency Bonus: You gain a +4 bonus to accuracy with a weapon you are proficient with.

Size Modifier: Your size modifier is described in Table 1.4: Size in Combat (page 12).

Physical Damage

If your strike hits, you deal damage equal to your weapon's damage die + half your combat prowess or half your Strength.

Dealing Nonlethal Damage: You can attempt to strike nonlethally with any weapon. If you hit, you deal half damage as **nonlethal damage** (see Nonlethal Damage, page 10).

Reach

Normally, you can make melee attacks against anyone within five feet of you. The range at which you can make melee attacks is called your **reach**, and the area that you can attack into is called your **threatened area**. Reach for larger and smaller creatures is determined by size, as shown on Table 1.4: Size in Combat.

Defenses

Usually, when you are attacked, the attacker has to make an attack roll against a specific defense. If the attack roll is at least as high as that defense, the attack succeeds. There are three physical defenses and two special defenses.

- **Armor defense (AD):** Your Armor defense protects you from normal physical attacks, such as attempts to hit you with a sword. It is the most commonly used defense. Armor defense is a physical defense.
- **Maneuver defense:** Your Maneuver defense protects you from unusual physical attacks, such as attempts to trip or disarm you. Maneuver defense is a physical defense.
- **Reflex defense:** Your Reflex protects you from attacks you have to avoid, such as explosions or falling rocks. Reflex defense is a physical defense.
- **Fortitude defense:** Your Fortitude defense protects you from attacks you have to physically endure or resist, such as poisons and deadly spells. Fortitude defense is a special defense.
- **Mental defense:** Your Mental defense protects you from attacks you have to mentally endure or resist, such as terrifying creatures and magical manipulation. Mental defense is a special defense.

Defense Values

Each of your defenses is calculated in the following way:

$$10 + \text{Base defense bonus or defense attribute(s)} + \text{size modifier} + \text{other bonuses and penalties}$$

The attributes and relevant bonuses which apply to each defense are described in Table 1.3: Defense Calculations.

Natural Armor: Creatures with unusually tough skin or thick hide, including most monsters, gain bonuses to their Armor defense. These bonuses stack with any armor such creatures might wear.

Size Modifiers: Your size modifier and special size modifier are described on Table 1.4: Size in Combat (page 12).

Movement and Positioning

Taking up Space

A typical human takes up a 5-ft. by 5-ft. space in combat. For convenience, this is often called a **square**. Differently sized creatures can take up more or less space, as indicated on Table 1.4: Size in Combat (page 12). Normally, other creatures can't be in any squares you occupy.

Sometimes, movement and distance are represented in squares. A 30-ft. movement is the same thing as moving six squares.

Moving

When you move, you can travel a number of feet up to your speed in any direction. For simplicity, all movement is measured in five-foot increments. While it is possible to be more precise than that, it's generally not worth the complexity.

Measuring Movement

Diagonals: When measuring distance, the first diagonal counts as five feet of movement, and the second counts as ten feet of movement. The third costs five feet, the fourth costs ten feet, and so on. You can move diagonally past corners and enemies.

Threatening Foes

All squares threatened by any foes cost double the normal movement cost to move out of.

Injury, Death, and Healing

Hit Points

Your hit points measure how hard you are to kill. No matter how many hit points you lose, your character isn't significantly hindered until your hit points drop to 0. When you run out of hit points, your actions are limited and you might die.

Your hit points are equal to your **hit value** x your level. Your hit value is calculated as follows:

$$\text{Half Fortitude defense or half Mental defense} + \text{other bonuses or penalties}$$

Temporary Modifiers: Temporary effects which alter your Fortitude or Mental defenses, including changes to your Constitution or Willpower, do not alter your maximum or current hit points. Your maximum number of hit points is determined when you gain a level, and generally does not change between levels. Some effects specifically modify your maximum hit points, such as the *curse of blood and bone* spell.

Losing Hit Points

When you take lethal damage, you subtract that damage from your hit points.

What Hit Points Represent: Hit points represent a combination of durability, luck, divine providence, and sheer determination, depending on the nature of your character. When you take 10 damage from an orc with a greataxe, the axe did not literally carve into your skin without affecting your ability to fight. Instead, you avoided the worst of the blow, but it bruised you through your armor, the effort to dodge the blow fatigued your character, or it

Table 1.3: Defense Calculations

Defense Name	Defense Bonus	Attributes	Body Armor Modifier	Shield Modifier	Size Modifier
Armor defense	Combat prowess	Dex or Con	Yes	Yes	Yes
Maneuver defense	Combat prowess	Str or Dex	No	Yes	Special
Fortitude defense	Base Fortitude bonus	Con or Str	No	No	No
Reflex defense	Base Reflex bonus	Dex or Per	No	Yes	Yes
Mental defense	Base Mental bonus	Wil or Int	No	No	No

barely nicked you through sheer luck – and everyone’s luck runs out eventually.

Critical Damage

When you take damage while you are disabled (see Disabled, page 10), that damage represents serious physical injury to your body. This is called critical damage. You suffer a penalty to accuracy, checks, and defenses equal to the amount of critical damage you have.

While you have critical damage, magical healing which would normally restore hit points cannot restore your hit points, though it can stabilize you, preventing you from dying. In addition, if you take damage that would reduce your hit points to 0 while you have any critical damage, any excess damage from the attack is dealt directly as critical damage.

Overkill Damage

Normally, when you take damage that would reduce your hit points to 0, any excess damage from the attack is wasted. However, some attacks deal such massive damage that you begin dying immediately, rather than just becoming staggered. If the damage dealt by an attack exceeds your maximum hit points (not current hit points), any damage past what would reduce your hit points to 0 is dealt as critical damage rather than being wasted.

Stages of Injury

Healthy: When you are above half hit points, you suffer no significant effects from losing hit points. If you take damage, you can become bloodied (see Bloodied, below).

Bloodied: When you drop to half your hit points or below, you are **bloodied** (*half hit points*). If you take additional damage, you can become disabled (see Disabled, below).

Disabled: At the end of each round, if you have no hit points remaining after resolving all other effects in the round, you become **disabled** (*at 0 hit points*). While disabled, you are **staggered** (*unable to act in movement phase*), and you are vulnerable to taking critical damage.

At the end of each round you are disabled, if you have received more damage than healing, that damage becomes critical damage. This causes you to begin dying (see Dying, below). If you have received more healing than damage, you stop being disabled.

Dying: While you are dying, you must make an attack against your own Fortitude defense at the end of every round. This is called a **stabilization roll**. No bonuses or penalties apply to the roll, but **critical damage** can penalize your Fortitude defense. If this attack succeeds once, you fall unconscious. If it succeeds three times, you die. If this attack fails three times, you stabilize.

If you receive magical healing of any kind while dying, you become partially stabilized. While partially stabilized, you must

make an attack against your Fortitude once per minute, instead of once per round.

An ally can make a Heal check to tend to you while you are dying. The Heal check result can be used in place of your Fortitude defense, although the critical damage you have taken applies as a penalty to the Heal check result as well.

Stable: If you have taken critical damage but managed to stave off death, you become stable. As long as you have critical damage, magical healing has no effect on your hit points, though some magical effects can heal critical damage. If you became unconscious while dying, you regain consciousness as soon as you have hit points.

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 half an hour of rest, you recover one quarter of your hit points. Any significant interruption (such as combat or the like) during your rest prevents you from healing. If you rest for two hours, you recover all your hit points.

Magical Healing: Various abilities and spells can restore hit points. However, only certain spells can heal critical damage, as specified in the spell description. Unless a spell says it can cure critical damage, it cannot – though it can still stabilize dying characters. Magical healing has no effect on the hit points of creatures with critical damage.

Healing While Disabled: While you are disabled, any healing you receive cancels out damage you receive in the same phase on a one-for-one basis. This can prevent you from taking critical damage if you are damaged while disabled.

Healing Critical Damage: Critical damage takes much longer to heal than hit point damage. Resting for 8 hours restores an amount of critical damage equal to 1 + half the character’s Constitution (minimum 1). A character can have both hit points and critical damage. As long as a character has critical damage, he is staggered, even if he is at full hit points.

Nonlethal Damage

Some attacks and environmental effects deal nonlethal damage. Nonlethal damage is not subtracted from your hit points. Instead, it is tracked separately. If your nonlethal damage exceeds your hit points, you become staggered, just as if you were at 0 hit points. If you take additional damage while staggered, you fall unconscious. However, you do not begin dying unless your hit points are actually below 0.

Healing Nonlethal Damage: You heal half your hit points in nonlethal damage with 1 hour of rest. When a spell or a magical ability cures hit point damage, it also removes an equal amount of

nonlethal damage.

Temporary Hit Points

Certain effects give a character temporary hit points which act as a protection against damage. Whenever a character takes damage, if he has temporary hit points, the damage is applied to his temporary hit points first. Any excess damage is then applied to his hit points as normal. Temporary hit points are not “real” hit points, and cannot be healed. If a character has temporary hit points from multiple effects, only the highest value is used.

Circumstances, Bonuses, and Penalties

Overwhelm

When a creature is being attacked by multiple foes at once, it is less able to defend itself. A creature is considered overwhelmed if it is being threatened by more than one creature. Multiple creatures occupying the same square count as a single creature when determining overwhelm penalties. If a creature is overwhelmed, it takes a penalty to physical defenses equal to the number of creatures threatening it.

Range Increments

When using a ranged weapon, you take a -2 penalty per range increment between you and your target. For example, when using a longbow with a range increment of 100 feet against a target 170 feet away, you take a -2 penalty to accuracy.

Size in Combat

Size affects your space and reach in combat. In addition, your physical attacks and defenses are affected by your size modifier. These effects are shown on Table 1.4: Size in Combat.

Unusually large or small creatures also have other special rules apply to them, as described in Special Size Rules, page 226. In addition, larger creatures deal more damage with weapons, and smaller creatures deal less damage with weapons, as described in Table 7.2: Weapon Damage and Size (page 104).

Total Defense

As a standard action, you can focus entirely on defense, granting you a +4 bonus to your defenses for 1 round.

Special Rules

Critical Success and Failure

A natural 1 (the d20 comes up 1) on an attack roll is treated as rolling a -10. A natural 20 (the d20 comes up 20) is treated as rolling a 30. Under normal circumstances, a natural 1 automatically misses, and a natural 20 automatically hits.

Critical Hits

When you roll a natural 20 on an attack roll and hit, you have scored a critical hit. Roll the damage for the attack twice, including all modifiers. The result is the total damage for the attack.

Critical Multiplier: Your critical multiplier is the multiplier you add to your damage when you score a critical hit. Your critical multiplier is normally 2, which means your critical hits deal double damage. If your critical multiplier increases by 1, you deal triple

damage on a critical hit (rolling the dice three times).

Critical Range: Your critical range is the number of die rolls that you can score a critical hit on. Your critical range is normally 1, which means you score a critical hit by rolling a 20. If your critical range increases by 1, you score a critical hit on a 19 or 20. Your attack must still hit to be considered a critical hit.

Unarmed Combat

Every creature can attack with its body using an unarmed attack. You are not proficient with your unarmed attack, so you are usually *defenseless* (-5 *defense vs. melee*) while unarmed. In addition, an unarmed attack always deals nonlethal damage. You may use any appropriate part of your body to make an unarmed strike - fists, feet, elbows, and so on. However, you only have one unarmed strike attack. You cannot dual-wield unarmed attacks as if you were fighting with two weapons at once (see feat:Two-Weapon Fighting, page 97).

An unarmed attack is a type of natural weapon. Spells and abilities that affect natural weapons can affect your unarmed attack. Gauntlets can also be worn to increase the power of an unarmed attack (see Unarmed Weapons, page 107).

If you have the Unarmed Proficiency feat, you become proficient with your unarmed attack, and can deal lethal damage with it (see Unarmed Proficiency, page 97).

1.3 Legend Points

As your character gains levels, she may gain legend points. Legend points allow you to change fate to ensure your character succeeds. Certain abilities can also grant offensive or defensive legend points.

Using Legend Points

Offensive legend points can be used to reroll any attack or check your character makes. You may choose to reroll after knowing whether the roll succeeded or failed.

Defensive legend points can be used to reroll any attack or check made against your character. You may choose to reroll after knowing whether the roll succeeded or failed.

Legend points which are not specifically offensive or defensive are called general legend points, and can be used for either purpose. Using a legend point is not an action, and can be done at any time. You cannot use more than one legend point for any single roll.

Gaining Legend Points

You gain legend points as you gain levels, as described in Character Advancement, page 44. Magic weapons and armor can grant additional legend points, as well as certain spells.

Restoring Legend Points

At dawn each day, you regain all legend points you spent the previous day. This does not require rest or any specific action.

It is possible to regain legend points during the day by performing extraordinary actions worthy of legends.

Table 1.4: Size in Combat

Size	Space ¹	Reach ¹	Size Modifier ²	Special Size Modifier ³	Example Creature
Fine	1/2 ft.	0	+8	-16	Fly
Diminutive	1 ft.	0	+4	-12	Toad
Tiny	2-1/2 ft.	0	+2	-8	Cat
Small	5 ft.	5 ft.	+1	-4	Halfling
Medium	5 ft.	5 ft.	+0	+0	Human
Large (tall)	10 ft.	10 ft.	-1	+4	Ogre
Large (long)	10 ft.	5 ft.	-1	+4	Horse
Huge (tall)	15 ft.	15 ft.	-2	+8	Cloud giant
Huge (long)	15 ft.	10 ft.	-2	+8	Bulette
Gargantuan (tall)	20 ft.	20 ft.	-4	+12	50-ft. animated statue
Gargantuan (long)	20 ft.	15 ft.	-4	+12	Kraken
Colossal (tall)	30+ ft.	30+ ft.	-8	+16	Colossal animated object
Colossal (long)	30+ ft.	20+ ft.	-8	+16	Great wyrm red dragon

¹ Creatures can vary in space and reach. These are simply typical values.

² Modifies physical accuracy and defenses, except for maneuvers.

³ Modifies maneuver accuracy, maneuver defense, and Fortitude defense. The opposite modifier applies to Stealth.

Chapter 2

Races

Each character has a race.

2.1 Racial Traits

Racial Bonus Feats

Each race grants a bonus feat at 1st level. Most races can only choose from a small group of feats, listed in the description of the race. A character must meet any prerequisites for these bonus feats, as normal.

Favored Weapons

The names of some exotic weapons, such as the orcish double axe, include the name of a race. Members of the named race are treated as being proficient with exotic weapons for the purpose of wielding those weapons.

Race and Languages

All characters know how to speak Common. A dwarf, elf, gnome, half-elf, half-orc, or halfling also speaks a racial language, as appropriate. For each point of Intelligence a character has at 1st level, they also know one additional language of their choice. See Linguistics, page 58, for details about languages.

Small Characters

A Small character has the following effects based on their size.

- -4 penalty to Fortitude defense.
- -4 penalty to maneuver accuracy and defense.
- +1 bonus to other physical accuracy and defenses.
- +4 bonus to Stealth checks.
- Carrying capacity is three-quarters that of a Medium character (see Encumbrance, page 113).

In addition, a Small character generally moves about two-thirds as fast as a Medium character. A Small character must also use smaller weapons than a Medium character.

2.2 Race Descriptions

Humans

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Special Abilities:

- **Skilled:** Humans get 2 bonus skill points at 1st level. They can spend those skill points on any skills.

Racial Bonus Feat: A human may choose any feat as a bonus feat.

Automatic Language: Common.

Dwarves

Size: Medium.

Attributes: +1 Constitution, -1 Dexterity.

Speed: 20 feet.

Special Abilities:

- **Darkvision:** Dwarves can see in the dark clearly up to 50 feet. Beyond that, they can see dimly, treating areas of darkness as shadowy illumination. Darkvision does not function if a dwarf is in a brightly lit area, and does not resume functioning until 1 round after the dwarf leaves the brightly lit area.
- **Dwarven Endurance:** Dwarves do not move slower in heavy armor, and can run normally in both medium and heavy armor.
- **Stability:** While standing on solid ground, dwarves gain a +2 bonus to Maneuver defense against attacks that would move them.

Racial Bonus Feat: Any from the following list: [Armor Proficiency](#), [Endurance](#), [Diehard](#), [Dwarven Resilience](#), [Giantfighter](#), [Perfect Health](#), [Stonecunning](#), [Toughness](#), [Weapon Proficiency](#) (axes).

Automatic Languages: Common, Dwarven.

Elves

Size: Medium.

Attributes: +1 Dexterity, -1 Constitution.

Speed: 30 feet.

Special Abilities:

- **Keen Senses:** +2 bonus on Awareness checks.
- **Low-light Vision:** Elves treat sources of light as if they had double their normal illumination range.
- **Trance:** Elves do not sleep, and are immune to sleep effects. Instead of sleeping, elves can trance for 4 hours. An elf in trance may make Perception-based checks at a -5 penalty. Elves must still avoid strenuous activity for 8 hours to heal, avoid fatigue, and gain other benefits of resting.

Racial Bonus Feat: Any from the following list: [Armor Proficiency](#) (light), [Battlecaster](#), [Combat Casting](#), [Dilettante](#), [Focused Mind](#), [Lightning Reflexes](#), [Ritual Caster](#), [Swift](#), [Weapon Proficiency](#) (bows, heavy blades, or light blades)

Automatic Languages: Common, Elven.

Gnomes

Size: Small. This gives several benefits and penalties, as described at Small Characters, page 13.

Attributes: +1 Constitution, –1 Strength.

Speed: 20 feet.

Special Abilities:

- *Earthen Resilience:* Gnomes gain a +2 bonus to Fortitude defense.
- *Low-light Vision:* Gnomes treat sources of light as if they had double their normal illumination range.

Racial Bonus Feat: Any magic feat, spellgift feat, or gnomish racial feat.

Automatic Languages: Common, Gnome.

Half-Elves

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Special Abilities:

- *Dual Heritage:* For all effects related to race, a half-elf is considered both a human and an elf.
- *Low-light Vision:* Half-elves treat sources of light as if they had double their normal illumination range.
- *Skill Affinity:* Half-elves treat all skills as class skills.

Racial Bonus Feat: Any skill feat or elven or human racial feat.

Automatic Languages: Common, Elven.

Half-Orcs

Size: Medium.

Attributes: +1 Strength, –1 Intelligence, –1 Perception.

Speed: 30 feet.

Special Abilities:

- *Darkvision:* Half-orcs can see in the dark clearly up to 50 feet. Beyond that, they can see dimly, treating areas of darkness as shadowy illumination. Darkvision does not function if a half-orc is in a brightly lit area, and does not resume functioning until 1 round after the half-orc leaves the brightly lit area.
- *Dual Heritage:* For all effects related to race, a half-orc is considered both a human and an orc.

Racial Bonus Feat: Any combat feat or orc or human racial feat.

Automatic Languages: Common, Orc.

Halflings

Size: Small.

Attributes: +1 Dexterity, –1 Strength.

Speed: 20 feet. This gives several benefits and penalties, as described at Small Characters, page 13.

Special Abilities:

- *Halfling Luck:* +1 to Fortitude, Reflex, and Mental defenses.

Racial Bonus Feat: Any from the following list: [Giantfighter](#), [Lightning Reflexes](#), [Iron Will](#), [Swift](#), [Weapon Proficiency](#) (thrown).

Automatic Languages: Common, Halfling.

Chapter 3

Classes

Your character's class represents the things your character has chosen to train in. This choice determines a great deal about your character's abilities.

3.1 Class Introductions

There are eleven classes in Rise.

- Barbarians are mighty warriors who can enter a deadly battle-age.
- Clerics are divine spellcasters who draw power from their veneration of a deity or ideal.
- Druids are nature spellcasters who draw power from their veneration of the natural world.
- Fighters are highly disciplined warriors who excel in physical combat of any variety.
- Monks are agile masters of “*ki*” who hone their personal abilities to strike down foes and perform supernatural feats.
- Paladins are divinely empowered warriors whose devotion to an alignment grants them the ability to discern and smite their foes.
- Rangers are skilled hunters who bridge the divide between nature and civilization.
- Rogues are exceptionally skillful characters known for their ability to strike at their foe's weak points in combat.
- Sorcerers are arcane spellcasters with an intuitive and flexible understanding of magic.
- Spellwarped wield a unique blend of martial skill and narrowly focused magical abilities.
- Wizards are arcane spellcasters with a highly studied and deep understanding of magic.

Class Description Format

Class Table: The class's table describes its base progression for combat prowess, Fortitude defense, Reflex defense, and Mental defense. For details about base progressions, see Base Progressions, page 225.

Alignment: Some classes require specific alignments (see Alignment, page 100). Most classes allow characters of any alignment.

Class Skills: These are skills that members of this class are typically good at (see Skills, page 46).

Base Class Abilities

Abilities contained within this heading only apply to characters with the current class as a base class. A character can normally have only one base class. Except in unusual circumstances, a character's

base class is the class that the character took at 1st level.

Skill Points: This is the number of skill points that members of this class get.

Defenses: Each class grants bonuses to defenses the class specializes in. If the class has a good base defense progression, it grants a +4 bonus to that defense. If the class has an average base defense progression, it grants a +2 bonus to that defense. These bonuses apply regardless of the attribute or base progression used to determine the defense.

These bonuses do not stack with other defense bonuses granted by base classes. If a character has multiple base classes, use the highest bonuses that apply to each defense.

Weapon and Armor Proficiencies: These are the types of equipment that members of this class are trained in using.

Class Abilities

The class abilities that a character gets for being a member of the class.

3.2 Barbarian

Alignment: Any nonlawful.

Class Skills:

- *Strength:* Climb, Jump, Sprint, Swim.
- *Dexterity:* Balance, Ride, Tumble.
- *Perception:* Awareness, Creature Handling, Survival.
- *Other:* Intimidate.

Base Class Abilities

A character with barbarian as a base class gains the following abilities.

Skill Points: 10.

Combat Prowess: +2.

Defenses: +4 Fortitude, +2 Reflex.

Weapon and Armor Proficiency: A barbarian is proficient with simple weapons, any four other weapon groups, light armor, medium armor, and shields.

Damage Reduction (Ex): A barbarian has the ability to shrug off some amount of injury from attacks. He has **damage reduction** against physical damage equal to his barbarian level.

Grit (Ex): The barbarian halves all **critical damage** he takes (to a minimum of 1 damage).

Table 3.1: Barbarian Progression

Level	Combat Prowess	Fort	Ref	Ment	Special
1st	+1	+1	+1	+0	Rage +2, damage reduction, grit
2nd	+2	+2	+2	+1	Rage feat
3rd	+3	+3	+3	+2	Fast movement, uncanny dodge
4th	+4	+5	+4	+3	Durable
5th	+5	+6	+5	+3	Rage +3
6th	+6 (x2)	+7	+6	+4	Rage feat
7th	+7 (x2)	+8	+7	+5	Battle-scarred
8th	+8 (x2)	+10	+8	+6	Larger than life
9th	+9 (x2)	+11	+9	+6	Improved uncanny dodge
10th	+10 (x2)	+12	+10	+7	Rage feat, rage +4
11th	+11 (x3)	+13	+11	+8	Chaotic rage
12th	+12 (x3)	+15	+12	+9	Fury of the storm
13th	+13 (x3)	+16	+13	+9	Tireless rage
14th	+14 (x3)	+17	+14	+10	Rage feat
15th	+15 (x3)	+18	+15	+11	Rage +5
16th	+16 (x4)	+20	+16	+12	Larger than belief
17th	+17 (x4)	+21	+17	+12	Mighty resilience
18th	+18 (x4)	+22	+18	+13	Rage feat
19th	+19 (x4)	+23	+19	+14	Deathless rage
20th	+20 (x4)	+25	+20	+15	Rage +6

Class Abilities

All barbarians have the following abilities.

Rage (Ex): Twice per day, a barbarian can fly into a rage as a free action. Raging has the following benefits and drawbacks:

- +2 bonus to damage with physical attacks.
- +2 bonus to Fortitude and Mental defense.
- 2 temporary hit points per Willpower. These extra hit points gained from raging are lost before any other hit points (see Temporary Hit Points, page 11).
- -2 to physical defenses (Armor, Maneuver, Reflex).
- Unable to take any action that requires patience or concentration, such as casting spells.
- If the barbarian does not spend a swift round to sustain the rage, it ends at the end of the round.
- At the end of each round, if the barbarian did not attack a creature or object, he takes nonlethal damage equal to his barbarian level.

A rage typically lasts for up to 5 rounds. At the end of the rage, the barbarian takes nonlethal damage equal to his barbarian level. If the barbarian has any temporary hit points remaining at the end of his rage, the nonlethal damage is dealt to those hit points before they go away. In addition, he becomes *fatigued* (*move at half speed, unable to sprint or charge*) until he rests for 5 minutes. The barbarian cannot enter a rage while he is fatigued from his previous rage.

The bonuses granted by a barbarian's rage increase with level. This is called the barbarian's rage bonus. At 5th level, and every 5 levels thereafter, the bonus to physical damage and the bonus to Fortitude and Mental defenses increases by +1. In addition, the number of hit points gained per Willpower increases by 1, and he can use his rage one additional time per day. His penalty to physical

defenses while raging remains the same.

2nd – Rage Feat: The barbarian gains a bonus Rage feat. The bonus feat must be drawn from the list of Rage feats in Table 5.1: Class Feats (page 68). He must still meet all prerequisites for the bonus feat. He gains an additional bonus Rage feat at his 6th barbarian level and every four barbarian levels thereafter (6th, 10th, 14th, and 18th).

3rd – Fast Movement (Ex): The barbarian increases his land speed by 10 feet while *unencumbered* (*not carrying a heavy load or wearing medium or heavy armor*).

3rd – Uncanny Dodge (Ex): A barbarian can react to danger before his senses would normally allow him to do so. He reduces his overwhelm penalties by 1. If his overwhelm penalty is reduced to 0, he is not considered to be overwhelmed. In addition, he is not *unaware* (*critically threatened on every attack*) when attacked by surprise.

4th – Durable (Ex): The barbarian gains a +4 bonus to Fortitude defense.

7th – Battle-Scarred (Ex): The barbarian doubles the benefit of any healing he receives. This affects both natural and magical healing.

8th – Larger than Life (Ex): A barbarian holds the strength of a giant in the body of a man (or woman). The barbarian is treated as being one size category larger than he actually is for all purposes except his physical space and reach, and the weapons he wields. Although he uses weapons of the same size as normal, his weapons deal damage as if they were one size category larger, including natural weapons and unarmed strikes. The benefits of this ability stack with the effects of spells and abilities that increase the barbarian's size category.

9th – Improved Uncanny Dodge (Ex): The barbarian reduces his overwhelm penalties by 2. This does not stack with the effects of uncanny dodge. If his overwhelm penalty is reduced to 0, he is not considered to be overwhelmed.

11th – Chaotic Rage (Ex): While the barbarian is raging, at the end of each round, he may change which Rage feat he is using for that rage. Alternately, he may choose not to use any Rage feat for that rage.

12th – Fury of the Storm (Ex): A barbarian cannot be overwhelmed. He does not suffer overwhelm penalties, regardless of the number of enemies threatening him.

13th – Tireless Rage (Ex): The barbarian does not take damage when his rage ends, and is not *fatigued* (*move at half speed, unable to sprint or charge*) at the end of his rage. This can allow him to rage multiple times without resting.

16th – Larger than Belief (Ex): The barbarian's larger than life ability improves. He is treated as being two size categories larger than he actually is.

17th – Mighty Resilience (Ex): The barbarian cannot take more than half his maximum hit points in damage during a single round. Any excess damage is ignored.

19th – Deathless Rage (Ex): While raging, the barbarian ignores all penalties from critical damage, and does not begin dying even he takes critical damage. However, if his critical damage exceeds his maximum hit points, the barbarian immediately dies. When his rage ends, if the barbarian has critical damage, he begins dying.

Ex-Barbarians

A barbarian who becomes lawful loses his ability to rage, and cannot gain more levels as a barbarian. He retains all his other class abilities. If he stops being lawful, he regains his ability to rage and take barbarian levels.

3.3 Cleric

Table 3.2: Cleric Progression

Level	Combat Prowess	Fort	Ref	Ment	Special
1st	+0	+1	+0	+1	Devotion +2, domain gifts, spells
2nd	+1	+2	+1	+2	Domain invocation, rituals
3rd	+2	+3	+2	+3	Domain spell
4th	+3	+4	+3	+5	Domain invocation
5th	+4	+5	+3	+6	Devotion +3, domain spell
6th	+4	+6	+4	+7	Domain aspect
7th	+5	+7	+5	+8	Domain spell
8th	+6 (x2)	+8	+6	+10	Domain aspect
9th	+7 (x2)	+9	+6	+11	Domain spell
10th	+8 (x2)	+10	+7	+12	Devotion +4, intercession
11th	+8 (x2)	+11	+8	+13	Domain spell
12th	+9 (x2)	+12	+9	+15	Greater domain invocation
13th	+10 (x2)	+13	+9	+16	Domain spell
14th	+11 (x3)	+14	+10	+17	Greater domain invocation
15th	+12 (x3)	+15	+11	+18	Devotion +5, domain spell
16th	+12 (x3)	+16	+12	+20	Domain mastery
17th	+13 (x3)	+17	+12	+21	Domain spell
18th	+14 (x3)	+18	+13	+22	Domain mastery
19th	+15 (x3)	+19	+14	+23	Endless devotion, domain spell
20th	+16 (x4)	+20	+15	+25	Devotion +6, miracle

Alignment: The 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).

Class Skills:

Intelligence: Heal, Knowledge (arcana, local, religion, the planes), Linguistics.

Perception: Sense Motive, Spellcraft.

Other: Bluff, Intimidate, Persuasion.

Base Class Abilities

A character with cleric as a base class gains the following abilities.

Skill Points: 5.

Combat Prowess: +2.

Defenses: +2 Fortitude, +4 Mental.

Weapon and Armor Proficiency: Clerics are proficient with simple weapons, any two other weapon groups, light and medium armor, and shields.

Domain Gifts (Su): A cleric's abilities are shaped by his domains. He gains the domain gifts of both of his domains. Domain gifts are not activated. The gifts offered by each domain are listed at Domain Gifts, page 18.

Enhanced Divine Power: The cleric gains a +2 bonus to his divine power.

Class Abilities

All clerics have the following abilities.

Domains: A cleric chooses two domains, which represent his personal spiritual inclinations. He must choose his domains from among those his deity offers. A cleric's choice of domains has broad effects on the cleric's spellcasting and supernatural abilities. The domains are listed below.

- Air
- Chaos
- Death
- Destruction
- Earth
- Evil
- Fire
- Good
- Knowledge
- Law
- Life
- Magic
- Protection
- Strength
- Travel
- Trickery
- War
- Water
- Wild

Divine Power (Su): The strength of a cleric's spells and abilities are determined by his divine power. Normally, his divine power is equal to his cleric level.

Spells: A cleric casts divine spells using his devotion. The maximum spell level a cleric can learn or cast is equal to half his cleric level. A cleric's spellpower is normally equal to his divine power.

A cleric begins play knowing two first-level spells. Every even level, he learns an additional spell of any level he has access to. In addition, each time he gains a level, he may trade one of his existing spells for a different spell known. However, he must always know at least one spell of every level he has access to. He may learn spells from both the divine spell list (see Divine Spells, page 136) and his domain spell lists (see Cleric Domains, page 137). Sometimes these domain spells are spells that are normally available on the divine spell list, but often they are only accessible by the domain.

The number of spells a cleric can cast per day is given on Table 3.3: Cleric Spell Slots. In order to regain his spell slots for the day, the cleric must dismiss all his active spells and spend 1 hour performing a ritual, worshipping, or quietly contemplating. The cleric cannot regain spell slots in this way more than once per 24 hours.

A cleric can't cast spells of an alignment opposed to his own or his deity's. Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell

descriptions.

Table 3.3: Cleric Spell Slots

Level	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	—	—	—	—	—	—	—	—
2nd	4	—	—	—	—	—	—	—	—
3rd	5	—	—	—	—	—	—	—	—
4th	6	3	—	—	—	—	—	—	—
5th	6	4	—	—	—	—	—	—	—
6th	6	5	3	—	—	—	—	—	—
7th	6	6	4	—	—	—	—	—	—
8th	6	6	5	3	—	—	—	—	—
9th	6	6	6	4	—	—	—	—	—
10th	6	6	6	5	3	—	—	—	—
11th	6	6	6	6	4	—	—	—	—
12th	6	6	6	6	5	3	—	—	—
13th	6	6	6	6	6	4	—	—	—
14th	6	6	6	6	6	5	3	—	—
15th	6	6	6	6	6	6	4	—	—
16th	6	6	6	6	6	6	5	3	—
17th	6	6	6	6	6	6	6	4	—
18th	6	6	6	6	6	6	6	5	3
19th	6	6	6	6	6	6	6	6	4
20th	6	6	6	6	6	6	6	6	6

Devotion (Su): A cleric has a devotion pool with a number of devotion points in it equal to half his Willpower or half his cleric level, whichever is higher. Before making an attack or check, the cleric may spend a devotion point to gain a +2 bonus to the attack or check. The bonus granted by spending a devotion point increases by +1 at 5th level and every 5 levels thereafter.

After regaining spells for the day, a cleric's devotion pool is full. He loses a point from his devotion pool if he acts against his deity. If the cleric's devotion pool has no points remaining, he takes a -2 penalty to his attacks, checks, and defenses.

The cleric can refill his devotion pool by spending an hour in prayer, supplication, or contemplation. In addition, whenever the cleric performs a significant service to his deity, he may regain a devotion point. Extraordinary services may allow the cleric to regain more devotion points.

2nd – Domain Invocations (Su): As a standard action, a cleric can spend a devotion point to invoke divine power. He gains the domain invocations offered by two of his domains.

All domain invocations affect a single creature within Medium (100 ft.) range and require a special attack against a defense. The cleric's accuracy with domain invocations is equal to his divine power. If the attack succeeds, a domain invocation heals or inflicts 1d6 damage per divine power. If the attack fails, the invocation heals or inflicts half damage.

2nd – Rituals: The cleric gains the ability to perform divine rituals. He does not automatically learn rituals, but must find a ritual book. For details, see Rituals, page 131.

3rd – Domain Spell: The cleric chooses a spell from one of his domains. The spell's level cannot exceed half the cleric's level. If he knows that spell, he may spend a devotion point to cast it in place of a spell slot.

At 5th level, and every odd level thereafter, the cleric gains an additional domain spell.

4th – Devotion Feat (Su): The cleric chooses a feat that he meets the prerequisites for. As long as his devotion pool is at least half full, he gains that feat as a bonus feat. At each level, the cleric may change this feat to a different feat he qualifies for.

At 14th level, the cleric gains a second devotion feat. The cleric may not normally use these devotion feats as prerequisites for other feats or abilities. However, he may use one devotion feat to meet a prerequisite for his second devotion feat.

6th – Domain Aspect (Su): The cleric gains a domain aspect from one of his domains. Domain aspects do not require an action to activate. Options for domain aspects are listed at Domain Aspects, page 20.

At his 8th cleric level, the cleric gains an additional domain aspect from one of his domains.

10th – Intercession (Su): Once per day, the cleric can request a divine intercession as a standard action. He mentally specifies his request, and his deity fulfills that request in the manner it sees fit. This can emulate the effects of any spell of a level no greater than half the cleric's divine power, or have any other effect of a similar power level. Divine intercessions tend to reflect the personality of the cleric's deity, not the cleric's personal preferences.

If the cleric performs a significant service for his deity, he can gain the ability to request an additional intercession that day.

12th – Greater Domain Invocations (Su): The cleric gains the ability to invoke the power of one of his domains even more effectively. Greater domain invocations are described at Greater Domain Invocations, page 20.

At his 14th cleric level, the cleric gains an additional greater domain invocation from one of his domains.

16th – Domain Mastery (Su): The cleric gains a domain mastery from one of his domains. Options for domain masteries are listed at Domain Masteries, page 22.

At his 18th cleric level, the cleric gains an additional domain mastery from one of his domains.

19th – Endless Devotion (Su): Whenever the cleric casts a domain spell, if he did not spend any devotion points that round, he regains a spent devotion point.

20th – Miracle (Su): Once per week, the cleric can request a miracle as a standard action. He mentally specifies his request, and his deity fulfills that request in the manner it sees fit. This can emulate the effects of any spell or ritual, or have any other effect of a similar power level. If the deity has a direct interest in the cleric's situation, the miracle may be of even greater power.

If the cleric performs an extraordinary service for his deity, he can gain the ability to request an additional miracle that week.

Cleric Domain Abilities

Domain Gifts

Air: The cleric adds the Jump skill (see Jump, page 56) to his cleric class skill list, and gains a +5 bonus to Jump checks.

Chaos: The cleric rolls twice for all **random effects** and chooses his preferred result.

Death: The cleric halves all critical damage he takes (to a minimum of 1 damage). In addition, he is immune to **Death** effects.

Destruction: When making physical attacks, the cleric ignores an amount of hardness and damage reduction equal to half his divine power.

Table 3.4: Deities

Deity	Alignment	Domains
Guftas, horse god of justice	Lawful good	Good, Law, Strength, Travel
Lucied, paladin god of justice	Lawful good	Destruction, Good, Protection, War
Simor, fighter god of protection	Lawful good	Good, Protection, Strength, War
Rucks, monk god of pragmatism	Neutral good	Good, Law, Protection, Travel
Vanya, centaur god of nature	Neutral good	Good, Strength, Travel, Wild
Brushtwig, pixie god of creativity	Chaotic good	Chaos, Good, Trickery, Wild
Chavi, god of stories	Chaotic good	Chaos, Knowledge, Trickery
Ivan Ivanovitch, bear god of strength	Chaotic good	Chaos, Strength, War, Wild
Krunch, barbarian god of destruction	Chaotic good	Destruction, Good, Strength, War
Sir Cakes, dwarf god of freedom	Chaotic good	Chaos, Good, Strength
Raphael, monk god of retribution	Lawful neutral	Death, Law, Protection, Travel
Declan, god of fire	True neutral	Destruction, Fire, Knowledge, Magic
Kurai, shaman god of nature	True neutral	Air, Earth, Fire, Water
Clockwork, elf god of time	Chaotic neutral	Chaos, Magic, Trickery, Travel
Murdoc, god of mercenaries	Chaotic neutral	Destruction, Knowledge, Travel, War
Ribo, halfling god of trickery	Chaotic neutral	Chaos, Trickery, Water
Tak, orc god of war	Lawful evil	Law, Strength, Trickery, War
Theodolus, sorcerer god of ambition	Neutral evil	Evil, Knowledge, Magic, Trickery
Daeghul, demon god of slaughter	Chaotic evil	Destruction, Evil, Magic, War

Earth: The cleric gains the tremorsense ability with a range of 50 feet. If he is touching a surface, he can automatically pinpoint the location of anything within 50 feet that is in contact with the surface, including inanimate objects.

Evil: The cleric gains **damage reduction** against physical damage from non-evil sources equal to half his divine power.

Fire: The cleric gains **damage reduction** against fire and cold damage equal to his divine power.

Good: The cleric gains **damage reduction** against physical damage from non-good sources equal to half his divine power.

Knowledge: The cleric adds all Knowledge skills to his cleric class skill list. In addition, he gains two skill points which must be spent on Knowledge skills.

Law: The cleric is immune to **Delusion** effects.

Life: The cleric gains a +2 bonus to Fortitude defense. In addition, whenever he makes a Heal check, he rolls twice and takes the higher result.

Magic: The cleric gains a +1 bonus to spellpower with divine spells.

Protection: As an immediate action, when an ally adjacent to the cleric takes damage, the cleric can take half that damage instead of the ally.

Strength: The cleric adds Climb, Jump, Sprint, and Swim to his cleric class skill list. In addition, he gains two skill points which must be spent on Strength-based skills.

Travel: The cleric adds Knowledge (geography) and Survival to his cleric class skill list. In addition, he gains a +10 foot bonus to his land speed.

Trickery: The cleric adds Bluff, Disguise, and Stealth to his cleric class skill list. In addition, he gains two skill points which must be spent on any combination of those skills.

War: The cleric gains Weapon Focus with his deity's favored weapon group as a bonus feat.

Water: The cleric adds Swim to his cleric class skill list, gains a +5 bonus to Swim checks, and suffers no penalties for fighting underwater.

Wild: The cleric adds Creature Handling, Knowledge (nature), and Survival to his cleric class skill list. In addition, he gains two skill points which must be spent on any combination of those skills.

Domain Invocations

Air – Reflex: The target takes electricity damage.

Chaos – Mental: This invocation randomly heals or inflicts damage. The cleric chooses the target after rolling to determine the effect.

Death – Fortitude: The target takes divine damage. If this attack deals critical damage, the target is instantly killed. This is a death effect.

Destruction – Fortitude: The target takes sonic damage.

Earth – Reflex: The target takes bludgeoning damage if it is on the ground.

Evil – Mental: This invocation does not heal or inflict damage. If the attack succeeds, and the target is good, it is **staggered** (*unable to act in movement phase*) for 5 rounds.

Fire – Reflex: The target takes fire damage.

Good – Mental: This invocation does not heal or inflict damage. If the attack succeeds, and the target is evil, it is **dazed** (*unable to act in movement phase*) for 5 rounds.

Knowledge – Special: The target must make a Knowledge check. If its check result beats your attack result, it is healed. Otherwise, it takes damage. This invocation heals or inflicts 1d10 damage per two divine power instead of the normal value.

Law – Mental: This invocation does not heal or inflict damage. If the attack succeeds, and the target is chaotic, it is **immobilized** (*Unable to leave its location*) for 5 rounds.

Life – Fortitude: The target is healed. This invocation heals 1d8 damage per divine power instead of the normal value.

Magic – Mental: If the target can cast spells, it is healed. Otherwise, it takes divine damage. This invocation heals or inflicts 1d10 damage per two divine power instead of the normal value.

Protection – Fortitude: This invocation does not heal or inflict damage. The target gains 1d10 temporary hit points per two divine

power.

Strength – Special: The target must make a Strength check. If its check result beats your attack result, it is healed. Otherwise, it takes divine damage. This invocation heals or inflicts 1d10 damage per two divine power instead of the normal value.

Travel – Reflex: The target is healed. In addition, it gains a +10 foot bonus to its movement speed for 1 round. This invocation heals 1d10 damage per two divine power instead of the normal value.

Trickery – Mental: If the attack succeeds, the target is **disoriented** (*moves randomly*) for 1 round.

War – Fortitude: This invocation affects all enemies within a Small (10 ft.) radius of you instead of the normal target. The targets take divine damage. This invocation deals 1d8 damage per two divine power instead of the normal value.

Water – Fortitude: The target takes nonlethal physical damage from water in its mouth and lungs. In addition, if the attack succeeds, the target is unable to speak for 1 round.

Wild – Fortitude: The target takes divine damage. If the target is an animal or plant, the cleric may choose to heal it instead.

Domain Aspects

Air – Limited Flight: The cleric gains a glide speed equal to his land speed. See Gliding, page 223, for more details. In addition, as a swift action, he can spend a devotion point to treat air as if it was solid ground until the end of the round. He can only do this once before touching solid ground again.

Chaos – Chaotic Retribution: Whenever a lawful creature within 30 feet of you attacks you, make an attack against its Mental defense. Success means it takes 1d8 damage per two divine power.

Death – Lifedrinker: Whenever the cleric kills a creature, he gains temporary hit points equal to his divine power for a number of rounds equal to the creature's level.

Destruction – Beacon of Destruction: All enemies within a Medium (20 ft.) radius emanation of the cleric have their damage reduction and hardness (if any) reduced by an amount equal to half the cleric's divine power.

Earth – Hardened Skin: The cleric gains damage reduction against physical damage equal to his divine power. Adamantine weapons ignore this damage reduction and negate it for 1 round.

Evil – Unholy Retribution: Whenever a good creature within 30 feet of you attacks you, make an attack against its Mental defense. Success means it takes 1d8 damage per two divine power.

Fire – Friendly Fire: All of the cleric's fire spells and abilities do not deal fire damage to his allies.

Good – Holy Retribution: Whenever an evil creature within 30 feet of you attacks you, make an attack against its Mental defense. Success means it takes 1d8 damage per two divine power.

Knowledge – Knowledge Mastery: Whenever the cleric makes a Knowledge check, he may roll twice and take the higher result. In addition, he gains two skill points which must be spent on Knowledge skills.

Law – Certain Retribution: Whenever a chaotic creature within 30 feet of you attacks you, make an attack against its Mental defense. Success means it takes 1d8 damage per two divine power.

Life – Critical Healer: All of the cleric's healing spells and abilities cure critical damage as easily as they cure hit points.

Magic – Magic Feat: The cleric gains a bonus magic feat or metamagic feat.

Protection – Faithful Shield: The cleric may maintain concentration on **Shielding** spells as a swift action.

Strength – Strength of Will: The cleric may use his Strength in place of his cleric level to determine his divine power.

Travel – Rapid Traveller: The cleric gains a +30 foot bonus to his speed in all movement modes, up to a maximum of double his original speed. In addition, whenever he makes a Sprint check, he rolls twice and takes the higher result.

Trickery – Legendary Trickster: The cleric gains his choice of Legendary Disguise, Legendary Liar, or Legendary Stealth as a bonus feat, even if he does not meet the prerequisites.

War – Combat Feat: The cleric gains a combat feat of his choice.

Water – Water Breathing: The cleric may breathe and speak normally while underwater, as the **water breathing** ritual. He also gains a **swim speed** equal to his base land speed.

Wild – Wild Aspect: When the cleric gains this ability, he chooses one wild aspect ability, as if he were a were a druid of a level equal to his cleric level (see Wild Aspect, page 23). He can spend a devotion point as a swift action to embody that wild aspect for 1 hour.

Greater Domain Invocations

Air – Command Air: As a standard action, the cleric can spend a devotion point to speak with and command air for 5 minutes. He can ask the air simple questions and understand its responses. If he commands the air to perform a task, it will do so do the best of its ability until the end of the effect's duration. The cleric cannot compel the air to go faster than 50 mph, and cannot affect air farther than 500 feet from him.

Chaos – Sow Chaos: As a standard action, the cleric can spend a devotion point to cause an improbable event to occur. He can visualize in general terms what he wants to happen, such as "Make the bartender leave the bar". He cannot control exact nature of the event, though it always beneficial for him in some way.

Death – Reaper's Boon: As a standard action, the cleric can spend a devotion point to summon or banish Death. In either case, it affects a living creature within 100 feet of him for 5 rounds. If he summons Death, the target immediately dies if it takes critical damage. If he banishes Death, the target is immune to Death effects and does not make **stabilization rolls** if it takes critical damage. This does not prevent the target from taking critical damage, and it begins dying after the effect ends if it has took critical damage and has not been stabilized.

Destruction – Dust to Dust: As a standard action, the cleric can spend a devotion point to destroy objects within a Large (50 ft.) radius burst centered on him. He makes a Divine power vs. Mental attack against all objects in the area. Success against an object means it crumbles into dust, and is irreparably broken. Unattended nonmagical objects do not have a Mental defense, and are automatically broken. The cleric may freely exclude any objects or squares from the effect.

Earth – Command Earth: As a standard action, the cleric can spend a devotion point to speak with and command earth for 5 minutes. He can ask the earth simple questions and understand its responses. If he commands the earth to perform a task, it will do so do the best of its ability until the end of the effect's duration. The cleric cannot compel the earth to move faster than 10 feet per round, and cannot effect earth farther than 500 feet from him.

Evil – Temptation: As a standard action, the cleric can spend a devotion point to compel a creature to commit an evil act. He makes a Divine power vs. Mental attack against the creature. Success means the target takes an evil action as soon as it can. The cleric has no control over the act the creature takes, but circumstances can make the target more likely to take an action the cleric desires. Creatures who have strict codes prohibiting them from taking evil actions, such as paladins devoted to Good, are immune to this effect. This is a [Compulsion, Mind] effect.

Fire – Command Flames: As a standard action, the cleric can spend a devotion point to speak with and command fire for 5 minutes. He can ask the fire simple questions and understand its responses. If he commands the fire to perform a task, it will do so to the best of its ability until the end of the effect's duration. The fire can move up to 30 feet in a single round between combustible materials. The cleric cannot effect fire farther than 500 feet from him.

Good – Salvation: As a standard action, the cleric can spend a devotion point to compel a creature to do a good deed. He makes a Divine power vs. Mental attack against the creature. Success means the target takes a good action as soon as it can. The cleric has no control over the act the creature takes, but circumstances can make the target more likely to take an action the cleric desires. Creatures who have strict codes prohibiting them from taking good actions, such as paladins devoted to Evil, are immune to this effect. This is a [Compulsion, Mind] effect.

Knowledge – Impart Truth: As a standard action, the cleric can spend a devotion point to grant knowledge. He may make a Knowledge check of any kind with a +20 bonus to the check. He may also cause any number of creatures within a Large (50 ft.) radius around him to learn the results of his check. Creatures granted knowledge in this way believe the information to be true as if they had seen it with their own eyes. Exceptionally stubborn or untrusting creatures may still not be convinced of its truth, however.

Law – Infallible Enforcement: As a standard action, the cleric can spend a devotion point to enforce the law in a Large (50 ft.) radius **zone** centered on him. He makes a Divine power vs. Mental attack against all creatures in the area. Success means the target is unable to break the law, and any attempt to do so simply fails. Failure means the target feels a compulsion not to break the law, but is able to overcome the compulsion if it desires. The laws which are applied are those which are most appropriate for the area, regardless of whether the cleric or any other creature know those laws. If the rightful laws are inconsistent or impossible to understand, those laws may not be enforced. This is a [Compulsion, Mind] effect.

Life – Prayer of Resurrection: As a standard action, the cleric can resurrect a touched creature, as the *resurrection* ritual. The target must have been dead for no more than 5 minutes. He must spend a number of devotion points equal to the target's level. He does not know the cost before resurrecting the target, and if the cost exceeds his remaining devotion points, the attempt fails and no devotion points are spent.

Magic – Manipulate Spell: As a standard action, the cleric can spend a devotion point to manipulate a currently active spell or spell-like ability within Medium (100 ft.) range. He must make a Divine power check against a DR equal to 10 + the spell's spellpower. Success means he identifies the spell perfectly, if he had not already done so, and can take one of the following four actions on the spell.

- Control: If the spell can be focused on to gain an effect or

extend its duration, the cleric gains the ability to focus on the spell as if he was the one who originally cast it. Its original caster loses the ability to focus on the spell.

- Dispel: The spell is dispelled, if it can be dispelled by *dispel magic*.
- Persist: The spell's remaining duration increases by 5 minutes, up to a maximum of its starting duration (ignoring any duration increase from focusing on the spell).
- Suppress: The spell is suppressed for 5 rounds, if it can be dispelled by *dispel magic*. At the end of that time, the spell's effect resumes, if it still has duration remaining.

Protection – Divine Shield: As a standard action, the cleric can create a powerful protective shield around a creature or object within Close (30 ft.) range for 5 rounds. The target takes half damage from all attacks. In addition, whenever the target takes damage, the cleric can spend a devotion point as an immediate action to negate that damage.

Strength – Might of the Gods: As a standard action, the cleric can spend a devotion point to gain titanic strength for 5 minutes. For the purpose of checks and determining carrying capacity, the cleric's Strength becomes equal to 10 + his divine power. If he takes damage, the effect ends.

Travel – Transcend Movement: As a standard action, the cleric can spend a devotion point to teleport himself, as the *teleport* ritual.

Trickery – Enduring Falsehood: As a standard action, the cleric can delude a creature within Medium (100 ft.) range into believing a lie, regardless of evidence. He chooses a falsehood and makes a Divine power vs. Mental attack against the creature. The falsehood may be a lie, or a simple misunderstanding (such as believing a hidden creature is not present in a room). If the creature does not already believe the falsehood, the attack automatically fails.

Success means that the target continues to believe the falsehood for 5 minutes, regardless of any evidence to the contrary. It will interpret any evidence that the falsehood is incorrect to be somehow wrong – an illusion, a conspiracy to deceive it, or any other reason it can think of to continue believing the falsehood. At the end of the effect, the creature can decide whether it believes the falsehood or not, as normal. This is a [Delusion, Mind] effect.

War – Mass Combat: As an immediate action, the cleric can spend a devotion point to augment a spell he casts with one of the following effects.

- Legion: If the spell would normally affect five or more specific targets, its range is doubled and it instead affects five times that many targets.
- Selective: If the spell has an area, it has no effect on his allies in the area.
- Widened: If the spell has an area, the size of the area is doubled.

Water – Command Water: As a standard action, the cleric can spend a devotion point to speak with and command water for 5 minutes. He can ask the water simple questions and understand its responses. If he commands the water to perform a task, it will do so to the best of its ability until the end of the effect's duration. The cleric cannot compel the earth to move faster than 30 feet per round, and cannot effect water farther than 500 feet from him.

Domain Masteries

Air – Flight: The cleric gains a fly speed (good maneuverability) equal to his land speed. He may remain flying for up to 5 rounds at a time. After that, he must land for 1 round before he can fly again. See Flying, page 222, for more details.

Chaos – Avatar of Luck: Once per round, the cleric can gain a +1d6 bonus to any check or physical attack. He may declare the use of the ability after failing the roll, but before any additional effects are resolved, potentially making it succeed where it would have failed.

Death – Deathfeeder: The cleric constantly radiates a Medium (20 ft.) radius emanation of death. Whenever a creature dies within the area, the cleric gains the benefits of the *death knell* spell as if it had been cast on the creature.

Destruction – Ruinbringer: The cleric's attacks and spells ignore all damage reduction and hardness (but not damage immunity).

Earth – Earth Glide: The cleric gains the earth glide ability, as an earth elemental.

Evil – Avatar of Evil: The cleric continuously gains the benefits of the *protection from good* spell, with a spellpower equal to his cleric level. If the effect is dispelled or suppressed, he can resume it as a swift action.

Fire – Flaming Soul: The cleric gains the fire subtype, making him immune to fire but giving him a 50% vulnerability to cold damage. In addition, whenever he deals fire damage to a creature, the creature is *ignited* (1d6 damage/round, 20% failure, Dex DR 15 to *extinguish*) for 5 rounds.

Good – Avatar of Good: The cleric continuously gains the benefits of the *protection from evil* spell, with a spellpower equal to his cleric level. If the effect is dispelled or suppressed, he can resume it as a swift action.

Knowledge – Combat Insight: The cleric gains a +2 bonus to accuracy, checks, and special defenses against non-humanoid creatures he has identified with a successful Knowledge check.

Law – Avatar of Order: Once per round, if the cleric rolls less than a 10 on a d20, he may treat the result as if it were a 10, potentially causing him to succeed where he would have failed. You must declare the use of this ability before any additional effects from the roll are resolved.

Life – :

Magic – Spellfeeder: The cleric gains spell resistance equal to 10 + cleric level or Intelligence. To affect the cleric with a spell, a caster must make an attack with its spellpower. If the attack beats the cleric's spell resistance, the spell works normally. Otherwise, the spell has no effect on the cleric.

In addition, whenever the cleric resists a spell with his spell resistance, he regains a spell slot of a level up to one lower than the level of the resisted spell.

Protection – Martyr's Gift: The cleric constantly radiates a Medium (20 ft.) radius emanation of protective energy. Whenever a creature within the area takes damage, the cleric can choose to take half of that damage instead, as the *share pain* spell.

Strength – Might of the Gods: The cleric gains the larger than life ability, as the barbarian class ability (see Larger than Life, page 16).

Travel – Perfect Stride: The cleric gains perfect stride, as the ranger class ability. He constantly acts as if he were under the effect of a *freedom* spell, except that it does not allow him to act normally

underwater.

Trickery – Exemplar of Deceit: The cleric continuously gains the benefits of the *nondetection* spell, with a spellpower equal to his cleric level, except that it also protects him from any spells or effects which would prevent him from lying or reveal his lies. If the effect is dispelled or suppressed, he can resume it as a swift action.

War – Warmaster's Favor: The cleric continuously gains the benefits of the *divine favor* spell, with a spellpower equal to his cleric level. If the effect is dispelled or suppressed, he can resume it as a swift action.

Water – Water's Flow: As a swift action, the cleric can transform himself into a rushing flow of water with a volume roughly equal to his normal volume until the end of his turn. In this form, he may move wherever water could go, but he cannot take other actions, such as jumping, attacking, or casting spells. His speed is halved when moving uphill and doubled when moving downhill. He may move through squares occupied by creatures or threatened by blocking enemies without penalty. He may return to his normal form as a free action.

If the water is split, he may reform from anywhere the water has reached, to as little as a single ounce of water. If not even an ounce of water exists contiguously, his body reforms from the largest available parts of water, cut into pieces of appropriate size. This usually causes the cleric to die.

Wild – Natural Casting: Whenever the cleric is in a natural environment, he gains the natural casting ability, as the druid class ability (see Natural Casting, page 24). He can use this ability at up to Close range.

Ex-Clerics

A cleric who grossly violates the code of conduct required by his god loses all spells and supernatural cleric class abilities. He cannot thereafter gain levels as a cleric of that god until he atones (see the *atonement* spell description).

3.4 Druid

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

Class Skills:

Strength: Climb, Jump, Sprint, Swim.

Dexterity: Balance, Ride, Stealth.

Intelligence: Heal, Knowledge (geography, nature).

Perception: Awareness, Creature Handling, Survival.

Other: Intimidate.

Base Class Abilities

A character with druid as a base class gains the following abilities.

Skill Points: 10.

Combat Prowess: +2.

Defenses: +4 Fortitude, +2 Mental.

Weapon and Armor Proficiency: Druids are proficient with simple weapons, any one other weapon group, scimitars, sickles, and slings. In addition, druids are proficient with light armor, medium armor, and shields. However, a druid cannot use metal armor; see the Metal Abhorrence ability, below.

Druidic Language: Druids know Druidic, a secret language known only to druids, in addition to their normal languages. Druids

Table 3.5: Druid Progression

Level	Combat Prowess	Fort	Ref	Ment	Special
1st	+0	+1	+0	+1	Metal abhorrence, spells, wild speech
2nd	+1	+2	+1	+2	Rituals, wild aspect
3rd	+2	+3	+2	+3	Natural casting (10 ft.)
4th	+3	+5	+3	+4	Wild aspect
5th	+4	+6	+3	+5	Multiple aspect (x2)
6th	+4	+7	+4	+6	Wild aspect
7th	+5	+8	+5	+7	—
8th	+6 (x2)	+10	+6	+8	Wild aspect
9th	+7 (x2)	+11	+6	+9	Multiple aspect (x3)
10th	+8 (x2)	+12	+7	+10	Wild aspect
11th	+8 (x2)	+13	+8	+11	Natural casting (Close)
12th	+9 (x2)	+15	+9	+12	Natural aspect
13th	+10 (x2)	+16	+9	+13	Multiple aspect (x4)
14th	+11 (x3)	+17	+10	+14	Natural aspect
15th	+12 (x3)	+18	+11	+15	—
16th	+12 (x3)	+20	+12	+16	Natural aspect
17th	+13 (x3)	+21	+12	+17	Multiple aspect (x5)
18th	+14 (x3)	+22	+13	+18	Natural aspect
19th	+15 (x3)	+23	+14	+19	Natural casting (Medium)
20th	+16 (x4)	+25	+15	+20	Natural aspect

are forbidden to teach this language to nondruids. Druidic has its own alphabet.

Wild Speech (Su): Druids can communicate with animals. As a standard action, the druid can choose a type of animal, such as owl or wolf. She gains the ability to speak to and understand animals of that type for 5 minutes. A druid can use this ability a number of times per day equal to her Perception or half her druid level, whichever is higher.

This ability doesn't make the animals 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 the druid, she may be able to convince it to do some favor or service.

Enhanced Nature Power: The druid gains a +2 bonus to her nature power.

Class Abilities

All druids have the following abilities.

Metal Abhorrence: The oaths that druids swear as part of their initiation prohibit them from wearing armor made of metal. A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural class abilities while doing so and for 24 hours thereafter. (A druid may also wear wooden armor that has been altered by the *ironwood* ritual so that it functions as though it were steel. See the ritual description.)

Nature Power (Su): The strength of a druid's spells and abilities are determined by her connection to nature. Normally, her nature power is equal to her druid level.

Spells: A druid casts nature spells using her attunement with nature. The maximum spell level a druid can learn or cast is equal to half her druid level. A druid's spellpower is normally equal to her nature power.

A druid begins play knowing two first-level spells. Every even level, she learns an additional spell of any level she has access to. In addition, each time she gains a level, she may trade one of her existing spells for a different spell known. However, she must always know at least one spell of every level she has access to. A druid's spells are drawn from the spells on the nature spell list (see *Nature Spells*, page 139).

Druids have a limit on the number of spells they can cast, as given on Table 3.6: Druid Spell Slots. A druid can regain all spent spell slots by attuning to her environment. This process takes one hour in a natural environment, or eight hours elsewhere.

Table 3.6: Druid Spell Slots

Level	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	1	—	—	—	—	—	—	—	—
2nd	2	—	—	—	—	—	—	—	—
3rd	3	—	—	—	—	—	—	—	—
4th	3	1	—	—	—	—	—	—	—
5th	3	2	—	—	—	—	—	—	—
6th	3	3	1	—	—	—	—	—	—
7th	3	3	2	—	—	—	—	—	—
8th	3	3	3	1	—	—	—	—	—
9th	3	3	3	2	—	—	—	—	—
10th	3	3	3	3	1	—	—	—	—
11th	3	3	3	3	2	—	—	—	—
12th	3	3	3	3	3	1	—	—	—
13th	3	3	3	3	3	2	—	—	—
14th	3	3	3	3	3	3	1	—	—
15th	3	3	3	3	3	3	2	—	—
16th	3	3	3	3	3	3	3	1	—
17th	3	3	3	3	3	3	3	2	—
18th	3	3	3	3	3	3	3	3	1
19th	3	3	3	3	3	3	3	3	3
20th	3	3	3	3	3	3	3	3	3

2nd – Rituals: The druid gains the ability to perform nature rituals. She does not automatically learn rituals, but must find a ritual book. For details, see *Rituals*, page 131.

2nd – Wild Aspect (Su): The druid gains the ability to embody an aspect of an animal. She chooses two wild aspects from the list below. Some wild aspects have minimum druid levels, as indicated in the title of the aspect. At her 4th druid level, and every even druid level thereafter, the druid learns an additional wild aspect.

Unless otherwise noted, embodying a wild aspect is a standard action. Embodying a wild aspect costs a spell slot of any level. Once embodied, a wild aspect persists until the druid embodies a new aspect or dismisses the aspect. If the druid embodies a new wild aspect, the previous aspect ends immediately. All wild aspects can be dismissed as a swift action.

All wild aspects are supernatural abilities unless otherwise noted.

The descriptions below describe the effects of the aspect. With many aspects, the druid's appearance also changes to match the aspect, but this is not described. Different druids change in different ways. For example, one druid might gain unusually large eyes when embodying the low-light vision aspect, while another might change her irises into slits, like a cat, when embodying the same aspect. The changes made are up to the druid, but cannot be used to gain an additional substantive benefit beyond the effects given in the

description of the aspect.

Many wild aspects grant natural weapons. See Natural Weapons, page 104, for details about natural weapons.

Armaments of the Bear: The druid's mouth and hands transform, allowing her to perform bite and claw attacks. The bite attack deals 1d8 damage for a Medium druid, and the claws deal 1d6 damage.

Climb: The druid gains a **climb speed** equal to her base land speed.

Senses: The druid, gains low-light vision. She treats sources of light as if they had double their normal illumination range. If she already has low-light vision, she doubles its benefit, allowing her to treat sources of light as if they had four times their normal illumination range. In addition, she gains **darkvision** out to 50 feet, allowing her to see in complete darkness. If she already has darkvision, she increases its range by 50 feet.

Woodland Stride: The druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, plants magically manipulated to impede motion still affect her.

4th – Animal Affinity: The druid gains a +5 bonus to Creature Handling and Ride checks.

4th – Constrict: The druid's body transforms, improving her grappling abilities. She gains a +5 bonus to accuracy with grapple attacks. In addition, she gains a constrict attack. This attack deals 1d10 damage for a Medium druid, but it can only be used against a foe she is grappling with.

4th – Gore: The druid's head transforms, allowing her to perform a gore attack. The attack deals 1d8 damage for a Medium druid. In addition, if the druid hits with a natural attack, she may attempt to shove her foe as an immediate action.

4th – Lope: The druid gains the ability to move on all four limbs. When doing so, she gains a +30 foot bonus to her land speed, up to a maximum of double her original speed. When not using her hands to move, her ability to use her hands is unchanged.

4th – Slither: The druid gains a **climb speed** equal to her base land speed. She does not need to use her hands to climb in this way. In addition, she gains a bite attack that deals 1d8 damage for a Medium druid.

6th – A Thousand Faces: The druid's appearance changes, as if using the *disguise self* spell. This affects the druid's body, but not her possessions. It is not an illusory effect, but a minor physical alteration of the druid's appearance, within the limits described for the spell.

6th – Enhanced Natural Weapons: The druid's natural weapons gain a **enhancement bonus** equal to one third of her nature power. This functions like an enhancement bonus on a weapon, increasing her damage and offensive legend points per day (see Weapon Enhancement Bonuses, page 249).

6th – Hawk: The druid grows wings, granting her a glide speed equal to her land speed. See Gliding, page 223, for more details. In addition, her feet transform, allowing her to perform a talon attack. The attack deals 1d6 damage for a Medium druid.

6th – Scent: The druid gains the scent ability, granting her a +10 bonus to scent-based Awareness checks (see Awareness, page 49).

6th – Shrink: The druid shrinks by a size category. This functions like the *reduce person* spell. This is a sizing effect.

6th – Totemic Mind: The druid gains a +2 bonus to her choice

of Intelligence, Perception, or Willpower. This cannot increase the chosen attribute to be higher than her highest physical attribute.

6th – Totemic Power: The druid gains a +2 bonus to her choice of Strength, Dexterity, or Constitution. This cannot increase the chosen attribute to be higher than her highest mental attribute.

8th – Grow: The druid increases in size by one size category. This functions as the *enlarge* spell. This is a sizing effect, and does not stack with other sizing effects.

8th – Natural Grab: If the druid hits with a natural attack, she may attempt to grapple her foe as an immediate action.

8th – Natural Trip: If the druid hits with a natural attack, she may attempt to trip her foe as an immediate action.

8th – Venom: If the druid hits with a natural attack, she may inject poison into her foe as an immediate action. At the end of every round, the druid makes a nature power vs. Fortitude attack against all creatures she has poisoned. The effects of the poison are described below.

- First success: the target is **sickened** (*moves at half speed*).
- Second success: the target is **staggered** (*unable to act in movement phase*).
- Third success: the target is **nauseated** (*unable to act in action phase, move at half speed*).
- Third failure: the target is no longer poisoned, and any lingering effects from the poison end.

In addition, the druid gains a bite attack that deals 1d8 damage for a Medium druid.

10th – Natural Renewal: At the end of each round, the druid heals hit points equal to her nature power.

10th – Swiftstrike: The druid's attack speed increases. When she makes a standard attack, she may make an additional strike. This strike must be made with a natural weapon. This effect does not stack with similar effects that grant extra strikes.

10th – Wings: The druid grows wings, granting her a fly speed equal to her land speed with average maneuverability. See Flying, page 222, for details. She can only fly for a number of rounds equal to 3 + half her Constitution. After that limit is reached, she must rest for 5 minutes before flying again.

10th – Wolfpack: Overwhelmed foes the druid threatens increase their overwhelm penalties by 2.

3rd – Natural Casting (Ex): Whenever the druid casts a nature spell with an area that originate from her, such as most cone or line spells, she may cause the spell to originate from any location within 10 feet of her. All other aspects of the spell are unchanged.

For example, a druid casting *burning hands* could create a cone of fire originating from 10 feet to her right. The cone would extend 20 feet out from that point, as normal. If the druid directed the cone back towards her, she could potentially be affected by the spell.

At 11th level, this ability's range improves to Close (30 ft.). At 19th level, this ability's range improves to Medium (100 ft.).

5th – Multiple Aspect (Su): The druid gains the ability to embody two wild aspects at once. At 9th level, and every 4 levels thereafter, the druid gains the ability to embody an additional wild aspect at the same time.

12th – Natural Aspect (Su): The druid gains the ability to embody aspects of the natural world, including the elements, in addition to those of animals. She adds the options below to the list of abilities she can gain with her wild aspect ability.

Fire Shield: The druid gains the effects of the *fire shield* spell. Its

spellpower is equal to her nature power or her Willpower, whichever is higher.

Fluid Motion: The druid gains the effects of the *freedom* spell. Its spellpower is equal to her nature power or her Dexterity, whichever is higher. In addition, she can move through her enemies, treating their space as difficult terrain.

Stoneskin: The druid gains the effects of the *stoneskin* spell. Its spellpower is equal to her nature power or her Constitution, whichever is higher.

14th – Flight: The druid gains a fly speed equal to her base land speed. See Flying, page 222, for details. She can only fly in this way for up to 5 rounds. After that limit is reached, she must rest for 5 minutes before flying again.

14th – Earth Glide: The druid gains the earth glide ability, as the *earth glide* spell. She can only glide through earth for up to 5 rounds. After that limit is reached, she must rest for 5 minutes before gliding through earth again.

18th – Solar Radiance: The druid continuously radiates bright light out to a 500 foot radius (and shadowy illumination for an additional 500 feet). The illumination is so bright that she becomes hard to look at. Any creature attacking her from within the radius of bright light becomes *partially blinded* (*impaired, lose special vision abilities*) for 2 rounds after the attack.

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 supernatural druid class abilities. She cannot thereafter gain levels as a druid until she atones (see the *atonement* ritual).

Variant Druids

Blighter

Blighters draw power from nature, as do other druids. However, while other druids revere nature and draw power from it gently, blighters steal power from nature forcefully. Wherever a blighter goes, destruction and death surely follows.

Attunement: As normal, except that when a blighter attunes to a natural environment, the terrain within a 100 foot radius is blighted. This has several effects, all of which slowly take place over the course of the attunement process. Every living thing in the area other than the blighter takes damage equal to the blighter's level once per ten minutes. All inanimate plants of Huge size or smaller wither and die. The earth becomes cracked and infertile, and any nutrients from the soil are destroyed. This ability has no effect on artificial environments or materials, such as metal or worked stone.

In addition, the blighter's bonus to spellpower from attuning lasts for 1 hour, regardless of whether she is in a natural environment.

Spells: As normal, except that a blighter adds all general Vivimancy arcane spells to her spell list.

2nd – Wild Speech: As normal, except that a blighter gains a +5 bonus to Intimidate against her wild speech targets, and a –5 penalty to Persuasion.

Natural Casting: The blighter does not gain this ability.

10th – Blightcasting:

20th – Improved Blightcasting:

Rotbringer

While most druids seek to emulate and interact with animals, rotbringers focus on the power of fungi, decay, and regeneration.

Attunement: As normal, except that when a rotbringer attunes to a natural environment, the terrain within a 100 foot radius decomposes. This has several effects, all of which slowly take place over the course of the attunement process. All organic objects of Huge size or smaller, such as plants and corpses, decompose. This decomposition kills living plants. All organic objects, regardless of size, are covered with various fungi. This ability has no effect on artificial environments or materials, such as metal or worked stone.

If the rotbringer decomposes a Huge object while attuning, or a combination of smaller objects equivalent in size to a Huge object, she gains an bonus spell slot of her highest available spell level. This extra spell slot lasts until it is used, or until the druid attunes again.

2nd – Wild Speech: The rotbringer gains the ability to speak with plants at 2nd level. She gains the ability to speak with animals at 6th level, instead of at 2nd level.

3rd – Wild Aspect: The rotbringer does not gain this ability.

3rd – Rot Spell: The druid learns an additional spell slot and spell known. The spell must be taken from the following list of spells. The spell's level cannot exceed half her druid level. If she already knows a spell from the list at every spell level she has access to, she may instead learn any nature spell (see Nature Spells, page 139).

At 5th level, and every odd level, the druid may learn a new spell.

Spell level	Rotbringer Spells
1st	<i>excrete slime, lesser regeneration</i>
2nd	<i>fungus growth</i>
3rd	<i>rotburst</i>
4th	<i>poison</i>
6th	<i>regeneration</i>
7th	<i>greater rotburst</i>

7th – Fungal Armor: The rotbringer becomes covered in fungus that protects her from attacks. She gains a +1 bonus to Armor and Fortitude defense.

This bonus increases by 1 at her 7th druid level, and every 4 druid levels thereafter.

3.5 Fighter

Alignment: Any.

Class Skills:

Strength: Climb, Jump, Sprint, Swim.

Dexterity: Balance, Escape Artist, Ride, Tumble.

Perception: Awareness.

Other: Bluff, Intimidate, Persuasion.

Base Class Abilities

A character with fighter as a base class gains the following abilities.

Skill Points: 10.

Combat Prowess: +2.

Defenses: +4 Fortitude, +2 Mental.

Weapon and Armor Proficiency: A fighter is proficient with

Table 3.7: Fighter Progression

Level	Combat Prowess	Fort	Ref	Ment	Special
1st	+1	+1	+0	+1	Advanced training, armor discipline
2nd	+2	+2	+1	+2	Combat feat
3rd	+3	+3	+2	+3	Weapon discipline
4th	+4	+5	+3	+4	Adaptive combat
5th	+5	+6	+3	+5	Combat discipline
6th	+6 (x2)	+7	+4	+6	Combat feat
7th	+7 (x2)	+8	+5	+7	Improved armor discipline
8th	+8 (x2)	+10	+6	+8	Adaptive combat
9th	+9 (x2)	+11	+6	+9	Improved weapon discipline
10th	+10 (x2)	+12	+7	+10	Combat feat
11th	+11 (x3)	+13	+8	+11	Improved combat discipline
12th	+12 (x3)	+15	+9	+12	Adaptive combat
13th	+13 (x3)	+16	+9	+13	Greater armor discipline
14th	+14 (x3)	+17	+10	+14	Combat feat
15th	+15 (x3)	+18	+11	+15	Greater weapon discipline
16th	+16 (x4)	+20	+12	+16	Adaptive combat
17th	+17 (x4)	+21	+12	+17	Greater combat discipline
18th	+18 (x4)	+22	+13	+18	Combat feat
19th	+19 (x4)	+23	+14	+19	True discipline
20th	+20 (x4)	+25	+15	+20	Adaptive combat, greater adaptive combat

simple weapons, any four other weapon groups, all armor (heavy, medium, and light), and shields.

Advanced Training (Ex): A fighter treats his combat prowess as if it were 2 points higher than it actually is for the purpose of meeting feat prerequisites.

Class Abilities

All fighters have the following abilities.

Armor Discipline: A fighter's training grants him additional capability in armor. He must choose to improve his agility or his resilience in armor. This applies to all armor discipline abilities the fighter has. If he improves his agility, he reduces his **encumbrance penalty** by 2 and reduces his arcane spell failure by 5% while wearing body armor. If he improves his resilience, he gains a +1 bonus to Armor defense while wearing body armor.

2nd – Combat Feat: The fighter gets a bonus combat-oriented feat. This bonus feat must be drawn from the list of combat feats in Table 5.3.2: Combat Feats (page 73). He must still meet all prerequisites for the bonus feat. He gains an additional bonus feat at his 6th fighter level and every four fighter levels thereafter (6th, 10th, 14th, and 18th).

3rd – Weapon Discipline: The fighter's training grants him additional capability when using his weapons. He may choose a weapon group, or he may choose to train equally with all weapons. If he chooses a weapon group, he gains a +1 bonus to accuracy with weapons from that group.

If he chooses not to focus on a specific group of weapons, he

gains the ability to become proficient with any weapon group if he spends 1 hour training with a weapon from that group. He may only keep this proficiency with one weapon group at a time; if he trains with a new weapon group, he loses his proficiency in the previous group.

4th – Adaptive Combat: The fighter gains a flexible bonus feat which he can change periodically. The fighter chooses a number of combat feats equal to half his fighter level or half his Intelligence, whichever is higher. These feats comprise his adaptive feat pool. The fighter gains one of the feats from his adaptive feat pool as a bonus feat. By training for an hour, the fighter can change his current adaptive combat feat to one of the other feats in his adaptive style feat pool. He must meet the prerequisites for the new feat.

An adaptive style feat may be used normally as prerequisites for other feats or abilities. However, if an adaptive style feat is used as a prerequisite, it cannot be changed until the fighter no longer needs to use it as a prerequisite, such as might happen if the fighter takes the feat as a normal feat or bonus feat.

In order to gain an adaptive style feat, it must be reasonably possible to do training related to the new feat. For example, a fighter could not gain Weapon Focus in axes without at least one axe available to train with.

The fighter gains an additional adaptive combat feat at his 8th fighter level and every four fighter levels thereafter (8th, 12th, 16th, and 20th). He may change all of his adaptive combat feats at once when he trains.

5th – Combat Discipline: The fighter can use his superior training and focus to keep fighting in the face of debilitating effects. When a fighter is initially affected by one of the conditions listed on Table 3.8: Combat Discipline Conditions, he may use his combat discipline ability to instead suffer the mitigated condition one column to the right. He can suppress the condition up to 5 rounds.

Using combat discipline takes no action, and can be done at any time, even when it isn't the fighter's turn. A fighter may use this ability a number of times per day equal to his Willpower or half his fighter level, whichever is higher. However, he cannot mitigate more than one condition at a time. If the fighter attempts to mitigate a new condition, the old condition resumes its normal effect immediately.

A fighter can never use this ability more than once against a single source. For example, if a fighter is confused by a *confusion* spell, he can use this ability to become disoriented instead of confused, but he can't then expend a second use to stop being disoriented. The lesser condition that this ability imposes may be cured or removed normally, but doing so does not affect the resurgence of the condition the fighter was originally afflicted with. If a fighter uses this ability to mitigate or negate a condition which he must suffer as a sacrifice or cost to gain some benefit, he automatically forfeits the benefit he would have gained.

7th – Improved Armor Discipline: The fighter's training with his armor improves. If he chose agility, he reduces his **encumbrance penalty** by 4 and decreases his arcane spell failure by 15%. This does not stack with the effects of armor discipline. In addition, he treats all body armor as if it were one encumbrance category lighter than it is.

This ability means heavy armor is treated as medium armor, medium armor is treated as light armor, and light armor is treated as being unarmored. This can remove the halving of the fighter's Dexterity bonus, if appropriate for the new encumbrance of the

Table 3.8: Combat Discipline Conditions

Original Condition	Mitigated Condition	Mitigated Condition	Mitigated Condition
Panicked	Frightened	Shaken	None
Petrified	Paralyzed	Slowed	None
Blinded	Visually impaired	None	—
Confused	Disoriented	None	—
Exhausted	Fatigued	None	—
Nauseated	Sickened	None	—
Severely impaired	Impaired	None	—
Stunned	Dazed	None	—
Deafened	None	—	—
Fascinated	None	—	—
Ignited ²	None	—	—
Immobilized	None	—	—
Negative level ³	None	—	—
Slowed	None	—	—
Vulnerable	None	—	—

1. Mitigate up to half fighter level or half Constitution, whichever is greater.
2. Mitigates the impairment, but does not prevent the fighter from taking 1d6 fire damage per round until the fire is put out.
3. Mitigate a single negative level.

fighter's armor. This allows the fighter to qualify for class abilities using the reduced armor encumbrance category. For example, a fighter 9 / wizard 2 who reduces his encumbrance in light armor could cast spells without any arcane spell failure in light armor.

If the fighter chose resilience, he gains damage reduction against physical damage equal to his fighter level. This allows him to ignore the first points of damage he would take each round.

9th – Improved Weapon Discipline: The fighter's training in his chosen weapons improves. He increases the **critical multiplier** of his chosen weapons by 1. In addition, if he chose a specific weapon group, he gains a +10 bonus to resist disarm attempts against his chosen weapons. If he did not, he can apply all weapon group-specific feats he has to any weapon group that he trains with for 1 hour. He retains this benefit for one week after the training.

11th – Improved Combat Discipline: The fighter's ability to keep fighting despite negative influence improves. He can reduce conditions by two steps instead of one when using combat discipline. For example, a stunned fighter who used combat discipline would instead be staggered.

In addition, a fighter may use combat discipline to reduce any penalties he suffers to his accuracy, damage, checks, or defenses by 2, even if the source of the penalty is not listed on the combat discipline chart.

The fighter may also mitigate up to two conditions at once.

13th – Greater Armor Discipline: The fighter's training in his chosen armor becomes still greater. If he chose agility, he reduces his **encumbrance penalty** by 6 and decreases his arcane spell failure by 30% while wearing armor of any kind. In addition, he treats all armor as if it were two encumbrance categories lighter than it actually is whenever doing so would be beneficial to him. This does not stack with the benefits of armor discipline or improved armor discipline.

If the fighter chose resilience, he may apply his damage reduction

against all damage, including from magical attacks.

15th – Greater Weapon Discipline: The fighter's training in his chosen weapons becomes still greater. He increases the **critical range** of his chosen weapons by 1. This increase stacks with any other effects that affect critical range. Thus, a fighter using the Heartseeker combat style (see Heartseeker, page 84) would have a critical range of 18-20.

17th – Greater Combat Discipline: The fighter's ability to keep fighting despite influence becomes still greater. When using combat discipline, he may ignore any condition listed on the combat discipline chart. In addition, he may use combat discipline to be **severely impaired** (50% failure) with attacks and checks rather than suffer any non-damaging condition not listed on the chart.

The fighter may also mitigate up to three conditions at once.

19th – True Discipline: The fighter's discipline in his chosen area is beyond equal. He must choose either weapon discipline, armor discipline, or combat discipline. Depending on which discipline he chooses, he gains a different bonus.

True Weapon Discipline: When the fighter makes a standard attack, he can make an additional strike. This does not stack with any other effects which grant extra strikes.

True Armor Discipline: If the fighter chose agility, he no longer suffers armor check penalties or arcane spell failure with any armor. He ignores the encumbrance of all armor, causing him to be treated as unarmored whenever doing so is beneficial to him. In addition, he applies the defense bonus from any body armor he wears to his Reflex defense.

If the fighter chose resilience, he may apply his Constitution to his Reflex defense in place of his Dexterity while wearing armor of any kind. In addition, he applies the defense bonus from any body armor he wears to his Fortitude defense.

True Combat Discipline: The fighter can use combat discipline to be **impaired** (20% failure) with attacks and checks instead of suffering any nondamaging negative effect with a duration. He may also mitigate up to four conditions at once.

3.6 Monk

Alignment: Any nonchaotic.

Class Skills:

Strength: Climb, Jump, Sprint, Swim.

Dexterity: Balance, Escape Artist, Ride, Stealth, Tumble.

Intelligence: Heal.

Perception: Awareness, Spellcraft, Survival.

Other: Bluff, Intimidate, Perform, Persuasion.

Base Class Abilities

A character with monk as a base class gains the following abilities.

Skill Points: 10.

Combat Prowess: +2.

Defenses: +2 Fortitude, +4 Reflex, +4 Mental.

Weapon and Armor Proficiency: Monks are proficient with simple weapons, monk weapons, and any one other weapon group. 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 the benefit of her enlightened defense, fast movement, and ki abilities.

Table 3.9: Monk Progression

Level	Combat Prowess	Fort	Ref	Ment	Special
1st	+1	+1	+1	+1	Ki strike +1, ki ward, unarmed warrior
2nd	+2	+2	+2	+2	Manifest ki
3rd	+3	+3	+3	+3	Wholeness of mind and body, uncanny dodge
4th	+4	+4	+5	+5	Manifest ki, ki strike +2
5th	+5	+5	+6	+6	Flurry of blows
6th	+6 (x2)	+6	+7	+7	Manifest ki
7th	+7 (x2)	+7	+8	+8	Ki strike +3, perfect motion
8th	+8 (x2)	+8	+10	+10	Manifest ki
9th	+9 (x2)	+9	+11	+11	Improved uncanny dodge, perfect soul
10th	+10 (x2)	+10	+12	+12	Manifest ki, ki strike +4
11th	+11 (x3)	+11	+13	+13	Flow of life
12th	+12 (x3)	+12	+15	+15	Manifest ki
13th	+13 (x3)	+13	+16	+16	Perfect mind, ki strike +5
14th	+14 (x3)	+14	+17	+17	Manifest ki
15th	+15 (x3)	+15	+18	+18	Perfect body
16th	+16 (x4)	+16	+20	+20	Manifest ki, ki strike +6
17th	+17 (x4)	+17	+21	+21	Perfect life
18th	+18 (x4)	+18	+22	+22	Manifest ki
19th	+19 (x4)	+19	+23	+23	Ki strike +7, true perfection
20th	+20 (x4)	+20	+25	+25	Manifest ki, transcend mortality

Inherent Ki: A monk's fists, and all weapons she uses, gain a +1 **enhancement bonus**. This functions like an enhancement bonus on a weapon, increasing her damage and offensive legend points per day (see Weapon Enhancement Bonuses, page 249). In addition, she is always treated as if she was wearing +1 armor, granting her temporary hit points and defensive legend points (see Armor Enhancement Bonuses, page 239). This bonus increases by +1 at 4th level and every 3 levels thereafter.

Class Abilities

All monks have the following abilities.

Enlightened Defense (Ex): A monk's *ki* shields her body from attacks. When not wearing armor or encumbered by weight (see Encumbrance, page 113), she gains a +2 bonus to Armor defense. She loses this bonus when she is helpless.

Ki Power (Su): Many monk abilities depend on her *ki* power. A monk's *ki* power is equal to her Willpower or her monk level, whichever is higher.

Unarmed Warrior (Ex): A monk's unarmed attacks are exceptionally deadly while she is able to freely use her body. While not wearing armor or encumbered by weight (see Encumbrance, page 113), she gains the Unarmed Proficiency and Unarmed Might feats as bonus feats, even if she does not meet the prerequisites (see Unarmed Proficiency, page 97, and Unarmed Might, page 97, for details). For details about how to fight while unarmed, see Unarmed Combat, page 11.

2nd – Manifest Ki (Su): The monk gains the ability to channel her *ki* energy to temporarily enhance her abilities. She chooses one

ki manifestation from the list below.

Using a *ki* manifestation costs a number of *ki* points. The monk has a number of *ki* points equal to half her Willpower or half her monk level, whichever is higher. *Ki* points can be recovered by meditation. For every 5 minutes the monk spends meditating, she regains one *ki* point.

Some *ki* manifestations have minimum monk levels, as indicated in the title of the power. At her 4th monk level, and every even monk level thereafter, the monk learns an additional *ki* manifestation.

Some *ki* manifestations have the effects of spells. Unless otherwise noted, the monk's effective spellpower with these abilities is equal to her *ki* power. All *ki* manifestations are supernatural abilities unless otherwise noted.

Balance on the Thinnest Reed: As a swift action, the monk can gain a +20 bonus to Balance checks until the end of the round.

Channel Energy: As an immediate action, when the monk would take **energy** damage, she can gain damage reduction against any single type of energy damage equal to twice her *ki* power until the end of the round. If she absorbs energy damage in this way, her physical attacks deal damage of that type for 5 rounds in addition to their normal damage types.

Leap of the Heavens: As a swift action, the monk can gain a +20 bonus to Jump checks until the end of the round.

Scale the Highest Tower: As a swift action, the monk can gain a +20 bonus to Climb checks until the end of the round.

4th – Burst of Blinding Speed: As a swift action, the monk can gain a +30 foot bonus to her land speed, up to a maximum of double her original speed. In addition, she cannot be followed until the end of the round.

4th – Dance of Falling Feathers: As an immediate action, the monk can gain the benefits of the *feather fall* spell.

4th – Fists of Distant Force: As a swift action, the monk can empower her unarmed attacks with *ki*, allowing her to strike distant foes. Until the end of the round, she gains an additional ten feet of reach with her unarmed attacks, extending her threatened area.

6th – Dance of the Wayward Strike: As an immediate action, when a foe misses the monk with a melee strike, the monk can redirect the strike. Both the foe and the monk must threaten a third creature. If the monk redirects the strike, the foe rolls the same attack against the third creature.

6th – Surpass the Mortal Limits: As a swift action, the monk can surpass the physical limitations of her body. Until the end of the round, she may use her *ki* power in place of her Strength, Dexterity, and Constitution when making checks.

8th – Flash Step: As a swift action during the movement phase, the monk can teleport to anywhere she can see within 30 feet. If her line of effect is blocked, even by an invisible barrier, or if this would somehow place her inside a solid object, the ability fails.

8th – Focus the Wayward Mind: As a swift action, the monk can dispel all Mind effects that are affecting her. This has no effect on Mind effects that cannot be dispelled.

8th – Ki-Disrupting Strike: As an immediate action, when the monk hits with a melee strike, she can make the struck creature **impaired** (20% failure) with all actions for 2 rounds.

8th – See the Flow of Life: As a swift action, the monk can gain the ability to see the *ki* of living creatures until the end of the round. She can “see” any living creatures and their equipment within 50 feet perfectly, regardless of lighting conditions, invisibility, or any

other means of concealment. This cannot detect living creatures through solid walls, however.

10th – Dance of the Foolish Blow: This *ki* manifestation functions as the *dance of the wayward strike* manifestation, except that it can affect any melee attack, not just a single strike. The monk must have the *dance of the wayward strike ki* manifestation to learn this manifestation.

12th – Diamond Fists: As a swift action, the monk can empower her unarmed attacks with incredible force. Until the end of the round, she may use her *ki* power in place of her normal modifiers to physical damage with her unarmed attacks. In addition, she treats her unarmed strike as if it were an adamantite weapon for the purpose of overcoming damage reduction and hardness.

12th – Stunning Fist: As an immediate action, when the monk deals damage with an unarmed melee strike, she can make a *Ki* power vs. Fortitude attack against the struck creature. Success means the target is *staggered* (*unable to act in movement phase*) for 2 rounds. Critical success means the target is *stunned* (*unable to take actions*) for 2 rounds. You can only affect any individual creature with this ability once per 24 hours.

14th – Awaken the Pacifist Heart: As an immediate action, when the monk hits with a melee strike, she can make a *Ki* power vs. Mental attack against the struck creature. Success means the target is unable to take violent actions, such as attacking, for 2 rounds. If the target takes damage after the current round, the effect is broken.

14th – Empty Step: As a swift action, the monk can step into the Ethereal Plane until the end of the round, as the *ethereal jaunt* spell. She may return as a free action.

16th – Flash Burst: As a swift action during the movement phase, the monk can teleport to anywhere within 1,000 feet. She must clearly visualize the destination, but she does not need line of sight or line of effect. If the destination is occupied, or dramatically different from how she visualized it, the effect fails.

18th – Empty Body: As a move action, the monk can step into the Ethereal Plane for 5 rounds, as the *ethereal jaunt* spell. For the duration of the effect, she may switch between the planes as a swift action during the movement phase.

20th – Ki-Shattering Strike: As an immediate action, when the monk hits with a melee strike, she can disrupt her foe's *ki*. The target is *severely impaired* (*50% failure*) with all actions for 2 rounds.

3rd – Wholeness of Mind and Body: With concentration and focus, the monk can correct the flow of energy within her body. She can use this ability as a standard action by spending a *ki* point, or with one minute of meditation otherwise. If she does, she heals 1d6 hit points per *ki* power.

3rd – Uncanny Dodge (Ex): The monk can react to danger before her senses would normally allow her to do so. The monk reduces her overwhelm penalties by 1. If her overwhelm penalty is reduced to 0, she is not considered to be overwhelmed. In addition, she is not *unaware* (*critically threatened on every attack*) when attacked by surprise.

5th – Flurry of Blows: When attacking unarmed, the monk can attack with multiple parts of her body simultaneously. This allows her to make dual attacks with her unarmed strike (see Dual Attacking, page 226).

7th – Perfect Motion (Su): The monk becomes immune to effects that restrict her mobility. She suffers no penalties for acting underwater. In addition, she gains a +20 bonus to Maneuver defense

against grapple attacks, as well as on grapple attacks or Escape Artist checks made to escape a grapple or a pin.

9th – Improved Uncanny Dodge (Ex): The monk reduces her overwhelm penalties by 2. This does not stack with the effects of uncanny dodge. If her overwhelm penalty is reduced to 0, she is not considered to be overwhelmed.

9th – Perfect Soul (Su): The monk gains spell resistance equal to 10 + her *ki* power. To affect the monk with a spell, a caster must make an attack with an accuracy equal to its spellpower. If the attack beats the monk's spell resistance, the spell works normally. Otherwise, the spell has no effect on the monk.

11th – Flow of Life (Su): At the end of each round, the monk heals hit points equal to her *ki* power.

13th – Perfect Mind (Su): The monk becomes immune to hostile Mind effects.

15th – Perfect Body (Su): The monk becomes immune to being blinded, deafened, fatigued, exhausted, nauseated, sickened, and staggered. In addition, she no longer takes penalties to her attribute scores for aging, and cannot be magically aged. The monk still dies of old age when her time is up.

17th – Perfect Life (Su): At the end of each round, the monk heals hit points equal to twice her *ki* power. This replaces the benefit from her flow of life ability. If she has taken critical damage, she instead heals critical damage equal to half her *ki* power. In addition, she becomes immune to *Death* effects.

19th – True Perfection (Su): The monk becomes inhumanly perfect. If she rolls less than a 5 on any d20 roll, it is treated as a 5.

20th – Transcend Mortality (Su): If the monk dies, she retains control of her body and soul through sheer force of will. Her body immediately disappears, and her soul does not travel to an afterlife. Instead, her body reforms with no trace of its injuries 24 hours later. The reformed body is in perfect health and can be any age the monk chooses, to a minimum of the age of adulthood for her race. She can reform her body at the place where she died, or in any place on the same plane that is deeply familiar to her.

After each time the monk reforms herself this way, it takes 24 additional hours to reform the next time she “dies”. A monk with this ability can only be permanently killed by the direct intervention of a deity.

Ex-Monks

A monk who becomes chaotic loses her *ki* powers, and cannot gain more levels as a monk. She retains all her other class abilities. If she stops being chaotic, she regains her *ki* powers and ability to take monk levels.

3.7 Paladin

Alignment: Any other than true neutral.

Class Skills:

Dexterity: Ride.

Intelligence: Heal, Knowledge (local, religion).

Perception: Awareness, Intimidate, Sense Motive.

Other: Bluff, Intimidate, Persuasion.

Base Class Abilities

A character with paladin as a base class gains the following abilities.

Table 3.10: Paladin Progression

Level	Combat Prowess	Fort	Ref	Ment	Special
1st	+1	+1	+0	+1	Divine invocation (smite), divine protection
2nd	+2	+2	+1	+2	Divine invocation
3rd	+3	+3	+2	+3	Discernment (alignment)
4th	+4	+5	+3	+5	Divine presence
5th	+5	+6	+3	+6	Pass judgment
6th	+6 (x2)	+7	+4	+7	Divine invocation
7th	+7 (x2)	+8	+5	+8	Discernment (lies)
8th	+8 (x2)	+10	+6	+10	Divine presence
9th	+9 (x2)	+11	+6	+11	Expanded presence
10th	+10 (x2)	+12	+7	+12	Divine invocation
11th	+11 (x3)	+13	+8	+13	Discernment (invisibility)
12th	+12 (x3)	+15	+9	+15	Divine presence
13th	+13 (x3)	+16	+9	+16	Lingering presence
14th	+14 (x3)	+17	+10	+17	Divine invocation
15th	+15 (x3)	+18	+11	+18	Discernment (truth), martyr's retribution
16th	+16 (x4)	+20	+12	+20	Divine presence
17th	+17 (x4)	+21	+12	+21	Mighty presence
18th	+18 (x4)	+22	+13	+22	Divine invocation
19th	+19 (x4)	+23	+14	+23	Discernment (thoughts)
20th	+20 (x4)	+25	+15	+25	Divine presence

Skill Points: 5.

Combat Prowess: +2.

Defenses: +4 Fortitude, +4 Mental.

Weapon and Armor Proficiency: Paladins are proficient with simple weapons, any three other weapon groups, all types of armor (heavy, medium, and light), and shields.

Divine Protection (Su): The paladin's force of belief manifests a divine protection around her. She may add her Willpower to her physical defenses (Armor, Maneuver, and Reflex) in place of Dexterity or Constitution.

Class Abilities

All paladins have the following abilities.

Devoted Alignment (Su): A paladin is devoted to a specific alignment. She must choose one of her alignment components: good, evil, lawful, or chaotic. The alignment she chooses is her devoted alignment. A paladin's class abilities are affected by this choice. She excels at slaying creatures with alignments opposed to her devoted alignment. A paladin's devoted alignment cannot be changed without extraordinary repercussions to the paladin.

Divine Power: Many paladin abilities depend on her divine power. A paladin's divine power is equal to her Willpower or her paladin level, whichever is higher.

Divine Invocation (Su): A paladin can invoke the power of her alignment to achieve incredible effects. This ability can be used a number of times per day equal to her Willpower or half her paladin level, whichever is higher. She gains the smite divine invocation.

At 2nd level, and every even level thereafter, the paladin gains an additional divine invocation. Most divine invocations have minimum paladin levels, as indicated in the title of the ability. Some divine invocations are also restricted to paladins with specific de-

voted alignments. All divine invocations are supernatural abilities unless otherwise noted. The paladin's accuracy with divine invocations is equal to her divine power. If a divine invocation emulates a spell, the paladin's effective spellpower is equal to her divine power.

Divine powers marked with an asterisk are called smite powers. Smiting powers function like the smite divine invocation, except that they also have additional effects. Unless otherwise noted, these additional effects only occur if the smited creature does not share the paladin's devoted alignment.

Any Alignment:

Smite: Once per round, when the paladin makes a strike, she may declare that strike to be a smite. She may use her divine power in place of her normal accuracy for that strike. If the struck creature shares her devoted alignment, she deals no damage at all (not even normal weapon damage), but the use of the ability is still spent. Otherwise, her weapon deals maximum damage, and she deals bonus damage equal to her divine power.

2nd – Bless: This invocation functions like the *bless* spell.

2nd – Lay on Hands: As a standard action, the paladin can lay hands on a creature. The target is healed for 1d6 damage per divine power. If the target shares the paladin's devoted alignment, it is instead healed for 1d8 damage per divine power.

2nd – Protection from Alignment: This invocation functions like the *protection from alignment* spell. The paladin must protect the target from the alignment opposed to her devoted alignment.

6th – Exhausting Smite*: The paladin makes a Divine power vs. Fortitude attack against the struck creature. Success means it is *exhausted* (move at half speed, unable to sprint or charge, impaired) for 2 rounds.

6th – Resounding Smite*: The struck creature is knocked prone.

6th – Seeking Smite*: This smite attack ignores any miss chances, such as from active cover or visual impairment. The weapon must still be physically able to strike the target.

6th – Taunting Smite*: The struck creature is *taunted* (unable to flee) by the paladin for 2 rounds.

10th – Dispelling Smite*: The struck creature is affected by *dispel magic*.

10th – Divine Might: This invocation functions like the *divine might* spell.

10th – Penetrating Smite*: The struck creature's armor is weakened. For the next 2 rounds, attacks against the target that would normally target Armor defense are instead made against the lower of the target's Armor and Reflex defenses.

14th – Dazing Smite*: The struck creature is *dazed* (unable to act in movement phase) for 2 rounds.

14th – Spellreaving Smite*: All spells and magical effects on the struck creature are dispelled. Spells and effects that cannot be removed by *dispel magic* are unaffected. The paladin must have the dispelling smite invocation to choose this invocation.

14th – Terrifying Smite*: The paladin makes a Divine power vs. Mental attack against the struck creature. Success means it is *frightened* (flees if close to its fear) by her for 2 rounds.

18th – Converting Smite*: The paladin's smite shows her foe the error of its ways. She makes a Divine power vs. Mental attack against the struck creature. Success means it is *confused* (randomly babbles, flees, attacks nearest, or acts normally) for 2 rounds. Critical success means its alignment changes, and it gains the paladin's devoted alignment for 1 week. After that time, it can choose to

return to its original alignment, or keep its new alignment permanently. Failure means it is **dazed** (*unable to act in movement phase*) for 2 rounds.

18th – Immobilizing Smite*: The creature struck with this smite is **immobilized** (*Unable to leave its location*) for 5 rounds.

Chaos Divine Invocations:

6th – Confusion: This invocation functions like the **confusion** spell, except that it affects targets within Medium (100 ft.) range.

6th – Freedom: This invocation functions like the **freedom** spell.

10th – Break the Chains: As a standard action, the paladin can break all shackles, bindings, and locks within a Large (50 ft.) radius burst of her. Nonmagical objects are automatically broken. To break magical objects, the paladin must make an attack with her divine power against a DR equal to 10 + the object's spellpower.

10th – Chaotic Redirection: As an immediate action, when the paladin or any of her allies within Close (30 ft.) range is struck by a physical attack, the paladin can redirect the attack to a random creature within Close (30 ft.) range of the paladin, including the paladin. The attack is made against that creature instead of its original target, using its original accuracy, and has its normal effects if it hits. After using this invocation, the paladin cannot use it for 5 rounds.

14th – Discordant Song: This invocation functions like the **discordant song** spell.

Good Divine Invocations:

Shield Other: As a standard action, the paladin can redirect damage from an ally to herself, as the **share pain** spell.

6th – Martyr's Shield: As an immediate action, when an ally within Medium (100 ft.) range would take critical damage, the paladin can take that damage as regular damage instead. After using this invocation, the paladin cannot use it again for 5 rounds.

Evil Divine Invocations:

2nd – Enfeeblement: This invocation functions like the **enfeeblement** spell.

6th – Agony: This invocation functions like the **agony** spell.

10th – Enervation: This invocation functions like the **enervation** spell.

10th – Executing Smite*: The paladin makes a Divine power vs. Fortitude attack against the struck creature. Success means the target dies if it has no hit points remaining after taking damage from the smite.

Law Divine Invocations:

2nd – Command: This invocation functions like the **command** spell.

2nd – Hold Person: This invocation functions like the **hold person** spell.

6th – Read Mind: This invocation functions like the **read mind** spell.

10th – Prohibition: This invocation functions like the **prohibition** spell.

3rd – Discernment (Su): A paladin can discern truths about creatures she sees as a swift action. When she uses this ability, she learns which creatures within a Large (50 ft.) cone have her devoted alignment.

The paladin may use her discernment ability a number of times per day equal to her Perception or half her paladin level (minimum 1), whichever is higher.

At 7th level, the paladin can discern lies. Whenever a creature in

the area intentionally lies, the paladin knows the statement was a lie. This does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

At 11th level, the paladin can also see invisible creatures and objects within the area, as the **see invisibility** spell.

At 15th level, the paladin can discern truth. When a lie is spoken, in addition to learning that the statement is a lie, the paladin learns what the creature believes the truth to be. This does not necessarily reveal the actual truth – merely what the creature believes.

At 19th level, the paladin can discern thoughts. She knows the surface thoughts of all creatures in the area, as the **read mind** spell.

4th – Divine Presence (Su): The paladin's presence alters the world around her. She chooses a single divine presence from the list below. Each divine presence affects a Medium (20 ft.) radius emanation from the paladin, including herself. She may choose to suppress or resume her divine presence as a swift action.

At her 8th paladin level, and every 4 levels thereafter, the paladin gains an additional divine presence. She may have multiple divine presences active simultaneously, and suppress or resume them individually. Most divine presences have minimum paladin levels, as indicated in the title of the ability. All divine presences are supernatural abilities unless otherwise noted. If a divine presence emulates a spell, the paladin's effective spellpower is equal to her paladin level or her Willpower.

Any Alignment:

Aura of Courage: Allies in the area are immune to **Fear** effects.

8th – Worthy Foe: Enemies in the area are **taunted** (*unable to flee*) by the paladin.

16th – Aura of Unbending Purpose: Allies in the area are immune to **Mind** effects.

Chaotic Divine Presences:

Mobile Aura: Allies in the area can move at full speed through threatened squares.

8th – Accelerating Aura: Allies in the area gain a +30 foot bonus to land speed, up to maximum of double their original speed.

12th – Aura of Freedom: Allies in the area gain the benefits of the **freedom** spell.

20th – Maddening Aura: At the start of each round, enemies in the area are **disoriented** (*moves randomly*) that round.

Evil Divine Presences:

Overwhelming Aura: Enemies in the area that are **overwhelmed** increase their overwhelm penalties by 1.

8th – Lifefeeding Aura: At the end of each round, if another creature in the area took damage, the paladin regains hit points equal to the damage taken, up to a maximum of her divine power.

12th – Baleful Aura: Enemies in the area are **impaired** (20% *failure*) with attacks and checks.

12th – Painful Aura: Whenever an enemy in the area takes damage, the damage is doubled, up to a maximum bonus equal to the paladin's divine power. Each enemy can only take this bonus damage each round.

16th – Sacrificial Aura: Whenever you take damage, any other creature in the area may choose to take that damage instead. This damage ignores all forms of damage reduction and similar abilities. Any damage in excess of the creature's hit points is not redirected.

Good Divine Presences:

Defensive Aura: Allies in the area that are **overwhelmed** reduce their overwhelm penalties by 1. If an ally's overwhelm penalty is

reduced to 0, they are not considered to be overwhelmed.

8th – Minor Healing Aura: Whenever an ally in the area regains hit points, the healing is doubled, up to a maximum bonus equal to the paladin's divine power. Each ally can only receive this bonus once per round.

12th – Healing Aura: At the end of each round, allies in the area heal hit points equal to the paladin's divine power.

16th – Martyr's Aura: Whenever an ally in the area takes damage, the paladin may choose to take that damage instead. This damage ignores all forms of damage reduction and similar abilities. If the paladin takes damage in excess of her hit points in this way, the excess damage is dealt directly as critical damage.

Lawful Divine Presences:

Aura of Fortification: Enemies in the area move at half speed through threatened squares.

8th – Aura of Inhibition: Enemies in the area move at half speed.

12th – Aura of Truth: All illusory figments and glamers are suppressed in the area.

20th – Inescapable Aura: At the start of each round, enemies in the area are *immobilized* (*Unable to leave its location*) that round.

5th – Pass Judgment (Su): The paladin gains the ability to pass judgment on those she deems unworthy. Once per day as a swift action, she may pass judgment on a creature within 100 feet of her. For the purpose of spells and effects, the creature is treated as if it had the alignment opposed to the paladin's devoted alignment. This effect lasts for one week, or until the paladin changes her mind about the subject. This does not change the creature's actions or behavior, but the creature is subject to the paladin's smite attack, would detect as that alignment under the inspection of a *detect alignment* spell, and so on.

No attack is required for this effect, and it cannot be dispelled, but a *remove curse*, *miracle*, or *wish* spell can remove it. The paladin can use this ability an additional time per day at her 9th paladin level and every four levels thereafter. A paladin should be careful when using this ability, as persecution of allies can lead overzealous paladins to fall.

9th – Expanded Presence (Su): The paladin's divine presences affect an Large (50 ft.) radius.

15th – Martyr's Retribution (Su): If the paladin dies in the devoted service of her devoted alignment, she may choose to have her fallen body erupt in an immense burst of divine energy. If she does, her body is almost completely consumed, preventing her from being raised with *lesser resurrection* and similar effects that require an intact body. This burst has two effects. First, a *sunburst* spell immediately takes effect over the area where the paladin fell. Second, a *storm of vengeance* spell begins to take effect, centered on the same area. The spell lasts for 10 rounds, and the lightning strikes target the paladin's enemies. Both of these effects harm only the paladin's foes, and do not harm her allies. However, her allies' vision is still impeded by the *storm of vengeance*.

13th – Lingering Presence (Su): The effects of the paladin's divine presences continue for 1 round after targets leave the area.

17th – Mighty Presence (Su): The paladin's divine presences affect an Huge (100 ft.) radius. In addition, their effects continue for 2 rounds after targets leave the area.

Ex-Paladins

A paladin who ceases to follow her devoted alignment loses all supernatural paladin class abilities. She may not gain any additional paladin levels. She regains her abilities and advancement potential if she atones for her violations (see the *atonement* ritual), as appropriate.

3.8 Ranger

Table 3.11: Ranger Progression

Level	Combat Prowess	Fort	Ref	Ment	Special
1st	+1	+1	+1	+1	Quarry +2, tenacious hunter, wild speech
2nd	+2	+2	+2	+2	Hunting lore, tracker
3rd	+3	+3	+3	+3	Free stride, keen vision
4th	+4	+5	+5	+4	Terrain lore
5th	+5	+6	+6	+5	Quarry +3, rapid tracker
6th	+6 (x2)	+7	+7	+6	Hunting lore
7th	+7 (x2)	+8	+8	+7	Blindsense
8th	+8 (x2)	+10	+10	+8	Terrain lore
9th	+9 (x2)	+11	+11	+9	Perfect stride
10th	+10 (x2)	+12	+12	+10	Hunting lore, quarry +4
11th	+11 (x3)	+13	+13	+11	Blindsight
12th	+12 (x3)	+15	+15	+12	Terrain lore
13th	+13 (x3)	+16	+16	+13	Unerring hunter
14th	+14 (x3)	+17	+17	+14	Hunting lore
15th	+15 (x3)	+18	+18	+15	Farsight, quarry +5
16th	+16 (x4)	+20	+20	+16	Terrain lore
17th	+17 (x4)	+21	+21	+17	Eternal quarry
18th	+18 (x4)	+22	+22	+18	Hunting lore
19th	+19 (x4)	+23	+23	+19	Truesight
20th	+20 (x4)	+25	+25	+20	Quarry +6, terrain lore

Alignment: Any.

Class Skills:

Strength: Climb, Jump, Sprint, Swim.

Dexterity: Balance, Escape Artist, Ride, Stealth, Tumble.

Intelligence: Heal, Knowledge (dungeoneering, geography, nature).

Perception: Awareness, Creature Handling, Survival.

Other: Bluff, Intimidate, Persuasion.

Base Class Abilities

A character with ranger as a base class gains the following abilities.

Skill Points: 15.

Combat Prowess: +2.

Defenses: +4 Fortitude, +4 Reflex, +2 Mental.

Weapon and Armor Proficiency: A ranger is proficient with simple weapons, any two weapon groups, light and medium armor, and shields. He is also proficient with his choice of bows, crossbows, or thrown weapons.

Tenacious Hunter (Ex): The ranger adds his quarry bonus to his defenses against attacks that his quarry makes. See the Quarry ability, below, for details.

Wild Speech (Su): The ranger learns how to communicate with

animals. This ability functions like the druid ability of the same name (see Wild Speech, page 23). A ranger can use this ability a number of times per day equal to his Perception or half his ranger level, whichever is higher.

Class Abilities

All rangers have the following abilities.

Quarry (Ex): As a swift action, a ranger may designate any foe he sees as his quarry. A ranger gains a +2 bonus to damage with physical attacks and Awareness, Stealth, and Survival checks against his quarry. However, while a ranger has designated a quarry, he takes a –2 penalty on the same rolls against any target other than his quarry.

A ranger may not normally have more than one quarry at once. He may not designate a new quarry until he defeats his old quarry, or until he gives up on the quarry. He may give up pursuing a quarry as a free action. If he does, he is unable to designate a new quarry until he rests for 5 minutes.

Some special abilities allow the ranger to designate multiple creatures as a quarry. Abilities which designate multiple creatures as a quarry always last for a specific amount of time.

If the ranger does not see his quarry for more than a week, it is no longer considered his quarry.

The amount by which a ranger's damage and skill checks increase against his quarry is called his quarry bonus. The ranger's quarry bonus improves by +1 at 5th level and every 5 levels thereafter. His penalties against targets other than his quarry remains the same.

2nd – Fast Movement (Ex): The ranger increases his movement speed by 10 feet when **unencumbered** (*not carrying a heavy load or wearing medium or heavy armor*).

2nd – Hunting Power (Ex): The strength of some ranger abilities are determined by his hunting power. Normally, his hunting power is equal to his Perception or his ranger level, whichever is higher.

2nd – Tracker: A ranger gains Track as a bonus feat, even if he does not meet its prerequisites (see Track). In addition, he may his hunting power in place of his Survival skill to follow tracks.

2nd – Hunting Lore: The ranger gains an ability drawn from ancient hunting lore. He chooses a single hunting lore from the list below. Some hunting lores have minimum ranger levels, as indicated in the title of the ability. At his 6th ranger level, and every four ranger levels thereafter, the ranger gains an additional hunting lore.

All hunting lore abilities are extraordinary abilities unless otherwise noted.

Combat Feat: The ranger gains a combat feat for which he qualifies (see Feats). This lore can be selected multiple times.

Energy Adaptation: The ranger continuously gains the benefits of the **resist energy** spell, with a spellpower equal to his hunting power.

Survivalist: The ranger gains a feat with Survival skill prerequisites for which he qualifies as a bonus feat. This lore can be selected multiple times.

Undead Destroyer: Non-intelligent undead treat the ranger as if he were undead. In addition, he increases his quarry bonus by +2 against undead.

6th – Aberrant Hunter: The ranger gains a +2 bonus to Mental

defense. In addition, he increases his quarry bonus by +2 against aberrations.

6th – Giantslayer: The ranger gains a +8 bonus to Maneuver defense against attacks that would move him. In addition, he increases his quarry bonus by +2 against monstrous humanoids.

6th – Golem Breaker: The ranger's attacks ignore an amount of hardness equal to half his hunting power. In addition, he increases his quarry bonus by +2 against constructs.

6th – Hidden Hunter: The ranger becomes even more difficult for his quarry to detect. He adds his quarry bonus to his Stealth checks against his quarry. In addition, he continuously benefits from the effect of the **nondetection** spell against all attempts that his quarry makes to detect him magically. The effect uses a spellpower equal to his hunting power.

6th – Ooze Hunter: The ranger becomes immune to slime and engulf attacks. In addition, he increases his quarry bonus by +2 against oozes.

6th – Scent: The ranger gains the scent ability (see Scent, page 50).

6th – Slowed Quarry: If the ranger hits his quarry with a physical attack, that creature moves at half speed. This effect lasts as long as it remains the ranger's quarry.

10th – Divine Avenger: The ranger gains **spell resistance** against divine spells equal to 10 + his hunting power. In addition, he increases his quarry bonus by +2 against divine spellcasters.

10th – Dragonslayer: The ranger becomes immune to breath weapons, and his attacks ignore the damage reduction of dragons. In addition, he increases his quarry bonus by +2 against dragons.

10th – Fey Stalker: The ranger becomes immune to hostile **Mind** effects. In addition, he increases his quarry bonus by +2 against fey.

10th – Mageslayer: The ranger gains **spell resistance** against arcane spells equal to 10 + his hunting power. In addition, he increases his quarry bonus by +2 against arcane spellcasters.

14th – Master of the Hunt: As a standard action, the ranger may share the benefits of his quarry ability with all allies who can see and hear him for 5 rounds. This does not share the defensive benefits granted by the Tenacious Hunter ability. However, his allies do not suffer penalties against targets other than the quarry.

14th – Flexible Quarry: The ranger does not need to wait to designate a new quarry after giving up on his previous quarry.

14th – Impaired Quarry: If the ranger hits his quarry with a physical attack, that creature is **impaired** (*20% failure*) with all attacks and checks. This effect lasts as long as it remains the ranger's quarry.

14th – Multiquarry: The ranger may designate up to two targets whenever he chooses a quarry. He gains his quarry benefits against both targets. Whenever he designates new quarries, he may choose which previous quarry to give up (if any).

18th – Anchored Quarry: If the ranger hits his quarry with a physical attack, that creature is dimensionally anchored, as the **dimensional anchor** spell. This effect lasts as long as it remains the ranger's quarry.

3rd – Free Stride (Ex): The ranger can move through any sort of natural terrain that slows or impedes movement at his normal speed without suffering any sort of impairment. If a skill check, such as Climb or Swim, would normally be required to move through the terrain, this ability does not help.

3rd – Keen Vision (Ex): The ranger's sight improves, allowing

him to see more easily. He gains **low-light vision**, allowing him to treat sources of light as if they had double their normal illumination range. If he already has low-light vision, he doubles its benefit, allowing him to treat sources of light as if they had four times their normal illumination range. In addition, he gains **darkvision** out to 50 feet, allowing him to see in complete darkness. If he already has darkvision, he increases its range by 50 feet.

4th – Terrain Lore (Ex): The ranger becomes particularly attuned to certain kinds of terrain. He chooses two terrain-based lores from the list below. Usually, rangers favor lores relating to their home terrain, but a ranger may a lore from any kind of terrain that he has personally experienced at least once. At his 8th ranger level, and every four ranger levels thereafter, the ranger gains an additional terrain lore.

Many terrain lores grant the ranger a particular terrain as a favored terrain. While in a favored terrain, a ranger gains a +2 bonus to Awareness, Stealth, and Survival checks. If he desires, he may leave no trace of his passage, causing attempts to track him to take a –20 penalty. The options for terrain lores are listed below.

All terrain lore abilities are extraordinary abilities unless otherwise stated.

Aquatic: The ranger treats aquatic terrain as a favored terrain. In addition, he gains a **swim speed** equal to his base land speed. If he already has a swim speed, he increases his swim speed by 10 feet.

Cold: The ranger treats cold terrain as a favored terrain. In addition, he gains cold damage reduction equal to his Constitution or his ranger level, whichever is higher. This allows him to ignore the first points of cold damage he would take each round.

Desert: The ranger treats deserts as a favored terrain. In addition, he becomes immune to fatigue.

Forest: The ranger treats forests as a favored terrain. In addition, he gains Skill Focus (Stealth) as a bonus feat.

Mountains: The ranger treats mountains as a favored terrain. In addition, he gains a **climb speed** equal to his land speed. If he already has a climb speed, he increases his climb speed by 10 feet.

Plains: The ranger treats plains as a favored terrain. In addition, he increases his land speed by 10 feet.

Swamp: The ranger treats swamps as a favored terrain. In addition, he gains Perfect Health as a bonus feat.

Underground: The ranger treats underground terrain as a favored terrain. In addition, he gains Blind-Fight as a bonus feat.

Urban: The ranger treats urban terrain as a favored terrain. In addition, he gains Skill Focus (Persuasion) as a bonus feat.

8th – Guide: Whenever the ranger is in a favored terrain, all allies that can see and hear the ranger gain his favored terrain bonuses in that terrain as well.

12th – Camouflage: The ranger can use the Stealth skill to hide in any of his favored terrains, even if the terrain does not grant cover or concealment.

12th – Planar Terrain: The ranger chooses a plane. He treats that plane as favored terrain. In addition, he is immune to any hostile planar effects from any plane he has chosen as favored terrain.

18th – Hide in Plain Sight: While in any of his favored terrains, the ranger can use the Stealth skill to hide even while being observed, taking a –5 penalty to the Stealth check. He still needs cover or concealment to hide.

5th – Rapid Tracker (Ex): The ranger's ability to track his foes improves. He 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.

7th – Blindsense (Ex): The ranger's perceptions are so finely honed that he can sense his enemies without seeing them. He gains the blindsense ability out to 50 feet. This ability allows him to sense the presence and location of objects and foes within 50 feet without seeing them. If he already has the blindsense ability, he increases its range by 50 feet.

9th – Perfect Stride (Su): The ranger's ability to surpass obstacles becomes unparalleled. He constantly acts as if he were under the effect of a *freedom* spell, except that it does not allow him to act normally underwater.

11th – Blindsight (Ex): The ranger gains the ability to “see” perfectly without his eyes in a 50 foot radius around him. With this ability, he can fight just as well with his eyes closed as with them open. If he already has the blindsight ability, he increases its range by 50 feet.

13th – Unerring Hunter (Su): The ranger's ability to hunt down his quarry improves to supernatural levels. Once per day, the ranger may concentrate for a full round to duplicate the effects of the *discern location* ritual targeted at his quarry.

15th – Farsight (Ex): The ranger increases the range of his darkvision and blindsight abilities by 100 feet. In addition, he halves his **range increment penalties** for attacking at long range.

17th – Eternal Quarry (Ex): The ranger's quarry never stops being his quarry until he chooses a different creature. In addition, once he has designated a creature as a quarry, he can always designate it as a quarry again, even if it is not in his sight. This only applies to creatures that he designates as a quarry after acquiring this ability.

19th – Truesight (Su): The ranger's perceptions are accurate enough to defeat even powerful magic. He gains the ability to see all things as they actually are, as the *true seeing* spell, out to a range of 50 feet.

3.9 Rogue

Alignment: Any.

Class Skills:

Strength: Climb, Jump, Sprint, Swim.

Dexterity: Balance, Escape Artist, Sleight of Hand, Stealth, Tumble.

Intelligence: Devices, Disguise, Knowledge (dungeoneering, local), Linguistics.

Perception: Awareness, Sense Motive.

Other: Bluff, Intimidate, Perform, Persuasion.

Base Class Abilities

A character with rogue as a base class gains the following abilities.

Skill Points: 15.

Combat Prowess: +2.

Defenses: +4 Reflex, +2 Mental.

Weapon and Armor Proficiency: Rogues are proficient with simple weapons, any two weapon groups, light armor, and bucklers. They are also proficient with saps.

Advanced Training: A rogue treats her skill ranks as if they were

Table 3.12: Rogue Progression

Level	Combat Prowess	Fort	Ref	Ment	Special
1st	+0	+0	+1	+1	Advanced training, sneak attack +1d6
2nd	+1	+1	+2	+2	Skill talent
3rd	+2	+2	+3	+3	Sneak attack +2d6, uncanny dodge
4th	+3	+3	+5	+4	Combat trick
5th	+4	+3	+6	+5	Skill exemplar, sneak attack +3d6
6th	+4	+4	+7	+6	Skill talent
7th	+5	+5	+8	+7	Sneak attack +4d6, improved uncanny dodge
8th	+6 (x2)	+6	+10	+8	Combat trick
9th	+7 (x2)	+6	+11	+9	Skill exemplar, sneak attack +5d6
10th	+8 (x2)	+7	+12	+10	Skill talent
11th	+8 (x2)	+8	+13	+11	Sneak attack +6d6, slippery mind
12th	+9 (x2)	+9	+15	+12	Combat trick
13th	+10 (x2)	+9	+16	+13	Skill exemplar, sneak attack +7d6
14th	+11 (x3)	+10	+17	+14	Skill talent
15th	+12 (x3)	+11	+18	+15	Sneak attack +8d6
16th	+12 (x3)	+12	+20	+16	Combat trick
17th	+13 (x3)	+12	+21	+17	Skill exemplar, sneak attack +9d6
18th	+14 (x3)	+13	+22	+18	Skill talent
19th	+15 (x3)	+14	+23	+19	Ambush master, sneak attack +10d6
20th	+16 (x4)	+15	+25	+20	Combat trick

2 points higher than they actually are for the purpose of meeting feat prerequisites.

Class Abilities

All rogues have the following abilities.

Sneak Attack: If a rogue can catch an opponent when it is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. She can choose to deal 1d6 points of extra damage if the target is unaware or is suffering overwhelm penalties from being surrounded by enemies (see Overwhelm, page 11).

The extra damage increases by 1d6 at her 3rd rogue level and every two rogue levels thereafter.

Ranged attacks can count as sneak attacks only if the target is within 30 feet. A rogue can't strike with deadly accuracy from beyond that range.

With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

A rogue can only sneak attack creatures with a discernible body structure – oozes, incorporeal creatures, and some plants 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 the limbs of a

creature whose vitals are beyond reach.

2nd – Skill Talent (Ex): The rogue's skills improve. She gains an additional skill point, which she can place in any skill, and a bonus skill feat for which she qualifies. At her 6th rogue level, and every four rogue levels thereafter, she gains an additional skill point and skill feat.

3rd – Uncanny Dodge (Ex): The rogue can react to danger before her senses would normally allow her to do so. The rogue reduces her overwhelm penalties by 1. If her overwhelm penalty is reduced to 0, she is not considered to be overwhelmed. In addition, she is not **unaware** (*critically threatened on every attack*) when attacked by surprise.

4th – Combat Tricks: The rogue gains a combat trick to aid her and confound her foes. She chooses a single combat trick from the list below. Some combat tricks have minimum rogue levels, as indicated in the title of the ability. At her 8th rogue level, and every four rogue levels thereafter, the rogue gains an additional combat trick.

Some combat tricks depend on a rogue's trick power. A rogue's trick power is equal to her Intelligence or her rogue level, whichever is higher.

Tricks marked with an asterisk are called ambush attacks. Ambush attacks only function on the first sneak attack the rogue makes against a particular creature in an encounter.

All combat tricks are extraordinary abilities unless otherwise noted.

Combat Feat: The rogue gains a combat feat for which she qualifies (see Feats). This trick can be selected multiple times.

Confusing Ambush*: The rogue makes a Trick power vs. Mental attack against the struck creature. Success means the struck creature is **dazed** (*unable to act in movement phase*) for 2 rounds. Critical success means it is instead **confused** (*randomly babbles, flees, attacks nearest, or acts normally*) for 2 rounds. This is an ambush attack, and only works once per creature.

Distracting Ambush*: A creature damaged by this ambush attack automatically fails any Concentration checks it makes that round. This is an ambush attack, and only works once per creature.

Distant Precision: The rogue can make sneak attacks from up to 100 feet away.

Hamstring*: A creature damaged by this ambush attack has its land speed halved for 5 rounds. Despite the name, this can be used on creatures who do not have hamstrings. This is an ambush attack, and only works once per creature.

Merciful Blows: The rogue suffers no penalty to physical attacks when attacking for nonlethal damage, and can deal her full sneak attack damage when attacking nonlethally.

Nauseating Ambush*: The rogue makes a Trick power vs. Fortitude attack against the struck creature. Success means the struck creature is **staggered** (*unable to act in movement phase*) for 2 rounds. This is an ambush attack, and only works once per creature.

Tricky Maneuver: When performing a maneuver against a creature she would be able to sneak attack, the rogue gains a bonus to accuracy equal to the number of sneak attack dice she would roll. The benefits of this trick apply even against creatures immune to critical hits.

8th – Brutal Ambush*: The rogue rolls d8s instead of d6s for her sneak attack dice on this ambush attack. This is an ambush attack, and only works once per creature.

8th – Dispelling Ambush (Su)*: A creature damaged by this ambush attack is affected by *dispel magic*. The rogue's spellpower for this ability is equal to her trick power. This is an ambush attack, and only works once per creature.

8th – Immobilizing Ambush*: A creature damaged by this ambush is *immobilized* (*Unable to leave its location*) for 2 rounds. This is an ambush attack, and only works once per creature.

12th – Assassination: To use this ability, the rogue must spend a full round studying a creature within 100 feet of her who has not noticed her and who is not in combat. If she make a melee sneak attack against that target within 1 round, her attack deals maximum damage, including her sneak attack damage. If the target becomes aware of her presence before she attacks, this ability has no benefit.

12th – Confusing Ambush*: The rogue makes a special attack against the Mental defense of the creature struck by this ambush attack. Her accuracy is equal to her trick power. If the special attack succeeds, the struck creature is *disoriented* (*moves randomly*) for 5 rounds. If it critically succeeds, the struck creature is instead *confused* (*randomly babbles, flees, attacks nearest, or acts normally*) for 5 rounds. This is an ambush attack, and only works once per creature.

12th – Perfect Precision: The rogue has no range limit on her sneak attacks.

12th – Spellreaving Ambush (Su)*: All spells and magical effects on the creature struck by this ambush attack are dispelled. Spells and effects that cannot be removed by *dispel magic* are unaffected. This is an ambush attack, and only works once per creature.

12th – Agonizing Ambush*: The rogue makes a Trick power vs. Mental attack against the struck creature. Success means the target takes double damage from all damage for 2 rounds. The damage from the ambush attack and other attacks during the same phase is not doubled. This is an ambush attack, and only works once per creature.

16th – Deadly Ambush*: The rogue makes a Trick power vs. Fortitude attack against the struck creature. Success means the target dies if it loses all its hit points, and is *staggered* (*unable to act in movement phase*), for 2 rounds. Critical success means the target immediately dies. This is an ambush attack, and only works once per creature. In addition, it is a **Death** effect.

20th – Dual Ambush: The rogue can apply the benefits of two ambush attacks to a single sneak attack.

20th – Lingering Ambush: The effects of the rogue's ambush attacks last ten times longer than normal. This has no effect on ambush attacks that have no duration.

5th – Skill Exemplar (Ex): The rogue gains a +5 bonus with a single skill of her choice. At her 9th rogue level, and every four rogue levels thereafter, she may gain this bonus with an additional skill.

7th – Improved Uncanny Dodge (Ex): The rogue reduces her overwhelm penalties by 2. This does not stack with the effects of uncanny dodge. If her overwhelm penalty is reduced to 0, she is not considered to be overwhelmed.

11th – Slippery Mind (Ex): Whenever the attack for a **Mind** spell or effect beats the rogue's Mental defense by less than 10, she is affected normally at first. One round later, the rogue is instead affected as if the attack had failed. This does not help against instantaneous effects.

19th – Ambush Master (Ex): The rogue's ambush attacks func-

tion on the first attack the rogue makes against a particular creature in a single round, rather than within a single encounter.

3.10 Sorcerer

Table 3.13: Sorcerer Progression

Level	Combat Prowess	Fort	Ref	Ment	Special
1st	+0	+0	+0	+1	Cantrip, spells, wild magic, wild tolerance
2nd	+1	+1	+1	+2	Cantrip, personal spell
3rd	+2	+2	+2	+3	Innate magic
4th	+2	+3	+3	+5	Personal spell
5th	+3	+3	+3	+6	Focused casting
6th	+4	+4	+4	+7	Personal spell
7th	+4	+5	+5	+8	Innate magic
8th	+5	+6	+6	+10	Personal spell
9th	+6 (x2)	+6	+6	+11	Spell resistance
10th	+6 (x2)	+7	+7	+12	Personal spell
11th	+7 (x2)	+8	+8	+13	Innate magic
12th	+8 (x2)	+9	+9	+15	Personal spell
13th	+8 (x2)	+9	+9	+16	Spontaneous personalization
14th	+9 (x2)	+10	+10	+17	Personal spell
15th	+10 (x2)	+11	+11	+18	Innate magic
16th	+10 (x2)	+12	+12	+20	Personal spell
17th	+11 (x3)	+12	+12	+21	Spell absorption
18th	+12 (x3)	+13	+13	+22	Personal spell
19th	+12 (x3)	+14	+14	+23	Innate magic
20th	+13 (x3)	+15	+15	+25	Personal spell

Alignment: Any.

Class Skills:

Intelligence: Knowledge (arcana, the planes).

Perception: Spellcraft.

Other: Bluff, Intimidate, Persuasion.

Base Class Abilities

A character with sorcerer as a base class gains the following abilities.

Skill Points: 5.

Combat Prowess: +1.

Defenses: +4 Mental.

Weapon and Armor Proficiency: Sorcerers are proficient with simple weapons and one other weapon group. They are not proficient with any type of armor or shield. Armor of any type interferes with a sorcerer's arcane gestures, which can cause his spells with somatic components to fail.

Wild Tolerance: When the sorcerer fails a wild magic roll, the spell's normal effect happens in addition to its miscast effect. See Wild Magic, below, for details.

Enhanced Spellpower: The sorcerer gains a +2 bonus to spellpower with his sorcerer spells.

Class Abilities

All sorcerers have the following abilities.

Spells: A sorcerer casts arcane spells using his Willpower. The maximum spell level a sorcerer can learn or cast is equal to half his

sorcerer level (minimum 1) or his Willpower, whichever is lower. A sorcerer's spellpower is normally equal to his sorcerer level.

A sorcerer begins play knowing two first-level spells. Every even level, he learns an additional spell of any level he has access to. In addition, each time he gains a level, he may trade one of his existing spells for a different spell known. However, he must always know at least one spell of every level he has access to. A sorcerer's spells are drawn from the spells on the arcane spell list (see Arcane Spells, page 133).

Sorcerers do not have a limit on the number of spells they can cast each day. Their ability to cast spells is limited by their lack of control over their magic. See Wild Magic, below, for details.

Wild Magic (Ex): Every time a sorcerer casts a spell, except cantrips, he must make a **wild magic roll**. To make a wild magic roll, roll d20 + half sorcerer level or half Willpower, whichever is higher. The DR of the roll is equal to 10 + the spell's level. This roll is not an attack or check, and is not modified by abilities that affect attacks or checks. On a natural 1, this roll always fails, regardless of other modifiers.

If the wild magic roll succeeds, the spell is cast normally. Failure means the spell is miscast instead (see Miscasting, page 124). In addition, if the sorcerer fails a wild magic roll, he cannot cast spells of the same level as the miscast spell for 10 minutes per spell level. Effects that prevent miscasts do not prevent the sorcerer from losing access to spells in this way.

If a sorcerer has the ability to cast a spell without spending a spell slot, he may choose not to make a wild magic roll when casting the spell.

Cantrip: Cantrips are minor spells which do not require effort to use. A sorcerer chooses one cantrip from the list of cantrips on page 135. He may use the cantrip at will. Cantrips cannot be miscast, and are not affected by the sorcerer's wild magic ability. For all other purposes, cantrips are treated as 0th level spells.

At his 2nd sorcerer level, the sorcerer learns a second cantrip of his choice.

2nd – Personal Spell: The sorcerer's spells are unique to him. He chooses a single spell he knows with a maximum level equal to half his sorcerer level. It gains one of the following benefits, as he chooses.

- **Augment:** The sorcerer chooses one of the spell's augments. The cost to use that augment is reduced by one level (to a minimum of zero). This personalization can be chosen multiple times. Each time, it can apply to the same or a different augment.
- **Flawless:** The sorcerer cannot miscast the spell. If he would miscast it, the spell simply fails without effect.
- **Instinctive:** The sorcerer automatically succeeds at all Concentration checks he makes to cast the spell.
- **Mastered:** The sorcerer no longer needs verbal or somatic components to cast the spell.

If he trades the knowledge of his chosen spell for a different spell, he may choose a new personal spell (including the new spell he just gained). At his 4th sorcerer level, and every even sorcerer level thereafter, the sorcerer gains a new personal spell. He may choose a new spell, or a spell he has already chosen as a personal spell. However, the spell's level + the number of personalizations on the spell cannot exceed half his sorcerer level + 1.

3rd – Innate Magic (Su): The sorcerer becomes inherently mag-

ical. He may choose an arcane spell with a maximum level equal to half his sorcerer level. The spell must target a single creature, and have a duration of Short (*Focus + 5 rounds*) or longer. He does not need to know the spell. The sorcerer constantly gains the benefits of that spell. If the spell has secondary effects, such as the *avatar of suffering* spell, the duration of the secondary effects is not changed.

At his 7th sorcerer level, and every 4 sorcerer levels thereafter, the sorcerer gains the benefit of an additional spell.

5th – Focused Casting (Ex): If the sorcerer spends one minute focusing on casting a spell, he does not need to make a wild magic roll. This prevents him from miscasting the spell due to wild magic. If his concentration is broken while casting a spell in this way, the sorcerer automatically miscasts the spell and suffers consequences as if he had failed a wild magic roll.

9th – Spell Resistance (Ex): The sorcerer gains **spell resistance** equal to 10 + his sorcerer level or Constitution, whichever is higher. To affect the sorcerer with a spell, a caster must make an attack with an accuracy equal to its spellpower. If the attack beats the sorcerer's spell resistance, the spell works normally. Otherwise, the spell has no effect on the sorcerer.

This ability does not protect the sorcerer from his own miscast effects.

13th – Spontaneous Personalization (Ex): Whenever he casts a spell, the sorcerer may reduce the level cost of one of the spell's augments by one level (to a minimum of zero). Alternately, he may reduce the level cost to apply one of his metamagic feats to the spell by one level (to a minimum of zero).

17th – Spell Absorption (Ex): Whenever the sorcerer resists a spell with his spell resistance, he gains the ability to cast that spell once during the next 5 rounds. The spell retains all augments, metamagic feats, and similar modifications from the original caster, and the sorcerer cannot choose any other augments or apply his own metamagic feats. However, he makes all other decisions required to cast the spell, and uses his spellpower to determine the spell's effects. Once he casts the spell, he expends the absorbed energy, can cannot cast it again.

20th – Spontaneous Mastery (Ex): The sorcerer may use his spontaneous personalization ability twice every time he casts a spell, reducing the total level costs by two levels.

Variant Sorcerer

Warlocks are sorcerers that draw power from pacts with other-worldly creatures.

Warlock

Warlocks cast spells without training, like sorcerers. However, while sorcerers have innate magical power, warlocks draw power from dark pacts they have made with demons, fae, or other other-worldly creatures.

Wild Magic: The warlock does not gain this ability.

Pact Magic: Every time the warlock casts a spell, he must make a pact magic roll. To make a pact magic roll, roll d20 and add the spell's level. The DR of the roll is equal to 10 + 1 per two warlock levels. Failure means the spell is cast normally. Success means that the warlock's pact backfires, allowing the dark entities which gave him power to influence the world instead.

3.11 Spellwarped

Alignment: Any.

Class Skills:

Intelligence: Knowledge (arcana).

Perception: Spellcraft.

Other: Bluff, Intimidate, Persuasion.

Special Class Skills: A spellwarped gains additional class skills based on his choice of innate magic.

Alteration: Disguise, Escape Artist, Jump, Swim.

Pyromancy: Jump, Perform, Sprint, Tumble.

Telekinesis: Climb, Escape Artist, Devices, Sleight of Hand.

Temporal: Awareness, Sleight of Hand, Sprint, Tumble.

Warp Damage

A spellwarped can use the innate magic within his body to generate powerful magical effects. However, doing so is physically taxing. Most spellwarped abilities cause the spellwarped to take some amount of **warp damage**. Warp damage cannot be cured by effects that restore hit points, effectively reducing the spellwarped's maximum hit points.

A spellwarped cannot voluntarily take warp damage that would exceed half his maximum hit points. An hour of rest cures warp damage equal to a character's level.

Base Class Abilities

A character with spellwarped as a base class gains the following abilities.

Skill Points: 5.

Combat Prowess: +2.

Defenses: +4 good defense, +2 other defenses.

Weapon and Armor Proficiency: A spellwarped is proficient with simple weapons, any two weapon groups, light and medium armor, and shields.

Warp Regeneration: The spellwarped does not need to rest to cure warp damage. He automatically heals warp damage equal to his level every hour, regardless of any activity he takes in the meantime. If he rests, he also recovers warp damage for resting, doubling the warp damage he heals.

Class Abilities

All spellwarped have the following abilities.

Spellpower (Su): The strength of a spellwarped's spells and abilities are determined by his spellpower. His spellpower is equal to his key attribute or his spellwarped level, whichever is higher.

Innate Magic (Su): Each spellwarped draws his magical power from a particular kind of magic. This is a choice made when the first level of the class is taken, and it cannot thereafter be changed. The choices are listed below.

Alteration: The spellwarped can manipulate the physical forms of creatures. His good defense is Fortitude, his key attribute is Intelligence, and he treats Disguise, Escape Artist, and Jump as class skills. An alteration spellwarped may be called an alterer, bodywarper, or shifter.

As a standard action, he can change minor aspects of his appearance, such as removing a mole or lengthening his beard. This can grant him a +2 bonus to Disguise checks. Major changes are not

possible.

Pyromancy: The spellwarped can manipulate fire and heat. His good defense is Fortitude, his key attribute is Willpower, and he treats Jump, Perform, and Tumble as class skills. A pyromancy spellwarped may be called a pyromancer.

As a standard action, he can snap his fingers to create a small ember of flame in his hand for 5 minutes. This ember casts light as a torch, and can deal 1 point of fire damage with a successful touch attack. It can be dismissed as a swift action or extinguished as a move action.

Telekinesis: The spellwarped can manipulate objects and creatures with his mind. His good defense is Mental, his key attribute is Willpower, and he treats Craft, Devices, and Sleight of Hand as class skills. A telekinesis spellwarped may be called a telekine.

As a standard action, he can concentrate to move objects within ten feet of him telekinetically. He can slowly lift or manipulate one object by up to one foot per round. The object can weigh up to five pounds. This level of control is insufficient to make skill checks or wield a weapon or shield effectively.

Temporal: The spellwarped can manipulate time. His good defense is Reflex, his key attribute is Perception, and he treats Awareness, Sleight of Hand, and Tumble as class skills. A temporal spellwarped may be called a temporalist or timewarper.

The spellwarped always knows exactly what time it is, and can track the passage of time precisely without effort.

Invocation: A spellwarped can invoke his innate magic to generate powerful effects. He chooses a single invocation at 1st level from those available based on his choice of innate magic. Using an invocation inflicts **warp damage** to the spellwarped equal to half the minimum spellwarped level required to learn the invocation (minimum 1).

At his 4th spellwarped level, and every two spellwarped levels thereafter, he gains an additional invocation. Some invocations have minimum spellwarped levels, as indicated in the title of the ability. The list of invocations is given at [Invocations](#), page 40.

All invocations are supernatural abilities unless otherwise noted. The spellwarped's accuracy with invocations is equal to his spellpower.

2nd – Surge of Power (Su): As a swift action, the spellwarped can invoke a surge of magical power that allows him to embody his innate magic more fully for 5 rounds. Invoking a surge of power causes the spellwarped to take one warp damage. The effect of his surge depends on his choice of innate magic, as described below.

Alteration – Fast Healing: The spellwarped heals his wounds rapidly. At the end of each round, he heals hit points equal to his spellpower.

Pyromancy – Flame Aura: The spellwarped emanates an aura of fire. At the end of each round, enemies adjacent to him take fire damage equal to his spellpower.

Telekinesis – Kinetic Deflection: The spellwarped reflexively deflects attacks away with his mind. He gains a +2 bonus to his physical defenses (Armor, Maneuver, Reflex). In addition, he may use his Intelligence to determine his physical defenses in place of his Dexterity or Constitution.

Temporal – Accelerate Movement: The spellwarped accelerates his movement and reactions. He gains a +2 bonus to his Reflex defense and a +10 foot bonus to his movement speed. He also gains a bonus on his Sprint checks equal to his spellpower. At spellpower

Table 3.14: Spellwarped Progression

Level	Combat Prowess	Good Defense ¹	Normal Defenses ¹	Special
1st	+1	+1	+1	Innate magic, invocation, warp regeneration
2nd	+2	+2	+2	Spellwarped body, surge of power
3rd	+3	+3	+3	Attuned senses, spellwarped aspect
4th	+4	+5	+4	Invocation
5th	+5	+6	+5	Manipulate magic
6th	+6 (x2)	+7	+6	Invocation
7th	+7 (x2)	+8	+7	Spellwarped aspect
8th	+8 (x2)	+10	+8	Invocation
9th	+9 (x2)	+11	+9	Spell resistance
10th	+10 (x2)	+12	+10	Invocation
11th	+11 (x3)	+13	+11	Spellwarped aspect
12th	+12 (x3)	+15	+12	Invocation
13th	+13 (x3)	+16	+13	Improved manipulate magic
14th	+14 (x3)	+17	+14	Invocation
15th	+15 (x3)	+18	+15	Spellwarped aspect
16th	+16 (x4)	+20	+16	Invocation
17th	+17 (x4)	+21	+17	Mass surge of power
18th	+18 (x4)	+22	+18	Invocation
19th	+19 (x4)	+23	+19	Permanent surge of power, spellwarped aspect
20th	+20 (x4)	+25	+20	Invocation

¹ Each spellwarped has a good defense determined by his choice of innate magic.

8, 14, and 20, the defense bonus increases by 1 and the speed bonus increases by 10 feet.

2nd – Spellwarped Body (Ex): The spellwarped’s body is fundamentally altered by exposure to magic. He shows signs of the magic coursing through his body: strangely or inconsistently colored hair, natural skin markings which often resemble runes, and so on. Anyone observing the spellwarped can make an Awareness or Spellcraft check with a DR equal to 20 – his spellwarped level to recognize that the character is a spellwarped. Critical success on the check allows the observer to determine the type of innate magic the spellwarped has. In addition, the spellwarped gains an ability based on his innate magic.

Alteration – Sturdy Body: The spellwarped gains a +2 bonus to his Fortitude defense. This bonus increases by 1 at spellpower 5 and every 5 spellpower thereafter.

Pyromancy – Energy Resistance: The spellwarped gains **damage reduction** against cold and fire damage equal to twice his spellpower.

Telekinesis – Tactile Telekinesis: The spellwarped gains a +1 bonus to Strength and Dexterity-based checks. This bonus increases by 1 at spellpower 5 and every 5 spellpower thereafter.

Temporal – Accelerate Mind: The spellwarped gains a +2 bonus to Intelligence and Perception-based checks. This bonus increases by 1 at spellpower 5 and every 5 spellpower thereafter.

3rd – Attuned Senses (Su): The spellwarped learns to recognize the telltale signs of his chosen magic. He must concentrate as a standard action to use this ability, and he may do so any number of times per day.

Alteration – Perceive Alteration: The spellwarped can discern the true form of all creatures within 50 feet of him for 1 round, ignoring any effects which magically alter their shapes. This also grants him a +5 bonus to Awareness checks to see through disguises.

Pyromancy – Flame of Life: The spellwarped can see the life-fire

that lies within all living creatures, allowing him to clearly see all living creatures within 50 feet of him for 1 round. This ability can reveal creatures hiding in concealment and defeat figments and glamers such as *invisibility*, but does not reveal creatures hiding behind cover. It also allows the spellwarped to see unusually warm objects, such as fires.

Telekinesis – Spatial Awareness: The spellwarped can feel the forms of all objects and creatures around him, granting blindsense out to a 50 foot range for 1 round.

Temporal – Accelerated Search: The spellwarped can accelerate his mind to immediately search everything within a 10 foot radius of him with the Awareness skill as a standard action. Alternately, he may use this ability to read a book ten times as fast as normal.

3rd – Spellwarped Aspect (Su): The spellwarped gains a new ability based on his continued exposure to magical energy. Most aspects are specific to particular kinds of innate magic, but some aspects can be taken by any spellwarped. These aspects are listed under the General heading.

At his 7th spellwarped level, and every four spellwarped levels thereafter, the spellwarped gains an additional spellwarped aspect. Some aspects require a minimum spellwarped level, as indicated in the title of the ability. The full list of spellwarped aspects is given below.

General:

Resilient: The spellwarped increases the defense improved by his choice of innate magic by 2. This can increase his hit points, if appropriate.

7th – Warp Overload: The spellwarped can voluntarily take **warp damage**, even if that would exceed half his maximum hit points. He is only unable to voluntarily take warp damage if the total warp damage would exceed his maximum hit points.

11th – Persistent Senses: The spellwarped can constantly gain the benefit of his attuned senses ability. He can toggle his enhanced

senses on or off as a swift action. If the ability does not have a duration, such as the temporal attuned senses ability, this aspect has no effect.

Alteration:

Damage Reduction: The spellwarped gains **damage reduction** against physical damage equal to his spellpower. Adamantine weapons ignore this damage reduction and negate it for 1 round.

7th – Alter Movement: The spellwarped gains his choice of the Legendary Balance, Legendary Climber, Legendary Leaper, Legendary Swimmer, or Legendary Tumbler feats, even if he does not meet the prerequisites. He may select this aspect multiple times, choosing a different bonus feat each time.

7th – Alter Size: When the spellwarped uses his surge of power, he can increase or decrease his size by one size category, as he chooses. The size alteration lasts as long as his surge of power does. This is a sizing effect, and does not stack with other sizing effects.

11th – Regeneration: While the spellwarped's surge of power is active, at the end of each round, he can heal critical damage equal to half his spellpower. If he does, that replaces his normal fast healing for that round.

Pyromancy:

Intense Flames: The spellwarped can choose to have his spellwarped abilities ignore an amount of fire damage reduction equal to his spellpower.

7th – Flame Eater: When the spellwarped resists fire damage with his spellwarped body ability, he gains temporary hit points equal to the damage resisted for 5 minutes.

7th – Retributive Flames: When a creature makes a melee attack against the spellwarped, it takes 1d6 fire damage per two spellpower. Each creature can only take this damage once per round.

Telekinesis:

Improved Object Manipulation: When the spellwarped uses his object manipulation ability, he can affect objects within 10 feet, with a weight limit of up to two pounds per spellpower. He has enough control to make checks with a DR of up to 10.

7th – Shieldbearer: The spellwarped may wield shields, except tower shields, telekinetically. The shield floats in his square, granting him its bonus to his physical defenses just as if he were wielding it. He does not need a free hand to wield the shield and suffers no **encumbrance penalty** or arcane spell failure from it. The shield follows him as he moves. If it is forcibly removed from his square, he loses control over it and it falls to the ground.

11th – Mind Armory: The spellwarped may control a number of weapons equal to half his Intelligence with his mind blade ability. This does not allow him to make additional attacks per round, but he may attack interchangeably with any weapon he controls. Each weapon threatens an area and contributes to overwhelm penalties, just as with his normal mind blade ability.

Temporal:

Acceleration: The spellwarped gains a +10 foot bonus to speed in all his movement modes.

Uncanny Dodge: The spellwarped can react to danger before his senses would normally allow him to do so. He reduces his overwhelm penalties by 1. If his overwhelm penalty is reduced to 0, he is not considered to be overwhelmed. In addition, he is not **unaware** (*critically threatened on every attack*) when attacked by surprise.

7th – Accelerate Attack: While his surge of power is active, the

spellwarped can make an additional **strike** at a –5 penalty when making a standard attack. This does not stack with any other effects which grant extra strikes.

7th – Empowered Acceleration: The spellwarped gains a +30 foot bonus to speed in all his movement modes.

11th – Improved Uncanny Dodge: The spellwarped reduces his overwhelm penalties by 2. If his overwhelm penalty is reduced to 0, he is not considered to be overwhelmed.

5th – Manipulate Magic (Su): The spellwarped can channel his innate magic to manipulate spells and spell-like abilities. Using this ability causes the spellwarped to take **warp damage** equal to half the spellpower of the spell or ability affected.

Alteration – Absorption: As an immediate action, when the spellwarped makes successfully resists an attack against his Fortitude from a spell or spell-like ability, he may absorb the magic harmlessly into his body. The spell has no effect on him, even if it would normally have an effect on a failed attack.

Pyromancy – Fuel the Flame: As an immediate action, when the spellwarped is affected by a spell or spell-like ability, he may channel its energy into a burst of flame around him. Enemies within a Medium (20 ft.) radius of the spellwarped take fire damage equal to his spellpower. The spell still has its normal effect on the spellwarped.

Telekinesis – Mind over Matter: As an immediate action, when the spellwarped is subject to an attack against his Fortitude from a spell or spell-like ability, he may use his Mental defense instead.

Temporal – Accelerate Magic: As a swift action, the spellwarped can halve the duration of any spell or spell-like ability affecting him. This can end the effect immediately if it has less than one round remaining. If this would reduce the duration by more than one day, the duration is instead reduced by one day.

9th – Spell Resistance (Ex): The magic within the spellwarped allows him to completely ignore other magic, granting him spell resistance equal to 10 + his Constitution or spellwarped level, whichever is higher. To affect the spellwarped with a spell, a caster must make an attack with its spellpower. If the attack beats the spellwarped's spell resistance, the spell works normally. Otherwise, the spell has no effect on the spellwarped.

13th – Improved Manipulate Magic (Su): The spellwarped can use his manipulate magic ability to affect any ally within Medium (100 ft.) range of him.

17th – Mass Surge of Power (Su): The spellwarped can share the benefits of his surge of power with his allies. When he uses his surge of power, he can also affect up to five additional willing creatures within Medium (100 ft.) range of him.

19th – Permanent Surge of Power (Su): The spellwarped can maintain the full power of his innate magic without limit. He can gain the effects of his surge of power indefinitely. He may toggle the ability on or off as a swift action at will, without taking warp damage. This does not allow him to activate his mass surge of power ability at will, and his allies only gain the benefits for 5 rounds.

Invocations

All invocations are spell-like abilities unless otherwise noted. An invocation's effective spell level is equal to half the minimum level required to learn it (minimum 1).

Some invocations mimic the effects of spells. The spellwarped's

spellpower with these effects is equal to his spellpower.

Alteration Invocations

1st – Body Bludgeon: The spellwarped distorts a part of his body and strikes a foe with it. He makes a Spellpower vs. Armor defense physical attack against a foe within his **reach**. This attack scores critical hits like other physical attacks. Success means the target takes 1d6 bludgeoning damage per two spellpower + half his Strength. Failure means the target takes half damage.

At his 4th spellwarped level, this damage increases to 1d6 bludgeoning damage per spellpower + half his Strength.

1st – Shrink: This invocation functions like the **shrink** spell.

4th – Enlarge: This invocation functions like the **enlarge** spell.

4th – Purge: The spellwarped can end any single effect or condition on him which requires a successful attack against his Fortitude. If he identifies the effects on him, such as with a Spellcraft check, he may freely choose which effect to end. If he cannot differentiate the effects, choose the effect ended randomly.

6th – Amorphous Body: The spellwarped transforms his body into an amorphous form for Short (*Focus + 5 rounds*) duration. In this form, he gains several benefits. He gains a +20 bonus to Maneuver defense against grapple attacks, is immune to critical hits, and can move through spaces that are no more than two inches in width without

squeezing. While moving through spaces smaller than he could normally move through, he moves at half speed.

6th – Healing Transformation: As a standard action, the spellwarped can heal a creature within Close (30 ft.) range by transforming it into a healthier version of its normal body. The target heals 1d6 points of damage per spellpower. This also removes any of the following conditions: blinded, deafened, diseased, exhausted, fatigued, nauseated, sickened, and poisoned.

6th – Mighty Throw: This invocation functions like the **mighty throw** spell.

8th – Bludgeon the Horde: This attack functions like the body bludgeon attack, except that the spellwarped may attack all foes within his reach, as if he were wielding a reach weapon. Success deals 1d8 bludgeoning damage per two spellpower + half his Strength. Failure deals half damage.

8th – Flight: The spellwarped grows physical wings that last for Short (*Focus + 5 rounds*) duration. The wings grant him a fly speed equal to his base land speed with good maneuverability (see Flying, page 222, for details). Unlike normal, he can fly with these wings even while encumbered.

Pyromancy Invocations

Unless otherwise noted, a pyromancer's invocations are **Fire** effects, and shed light equivalent to a torch for their duration.

1st – Burn: The spellwarped makes a Spellpower vs. Reflex defense attack against a foe within Medium (100 ft.) range. Success means the target takes 1d6 fire damage per two spellpower. Critical success deals double damage. Failure means the target takes half damage.

At his 4th spellwarped level, this damage increases to 1d6 fire damage per spellpower.

1st – Flame Weapon: As a swift action, the spellwarped can create a weapon made of flame that lasts for 5 rounds. The weapon is sized appropriately for him, and may take the form of any weapon

he is proficient with. He can attack with the weapon as if it were a normal weapon of its type, except that he uses his spellpower to determine his damage in place of his combat prowess or Strength, and all damage dealt with the weapon is fire damage. All other damage modifiers, such as from feats and abilities, apply normally.

If the flame weapon leaves his hand, it is extinguished 1 round later.

4th – Fiery Protection: As a standard action, the spellwarped can bestow fire and cold damage reduction equal to twice his spellpower on a creature within 30 feet of him. The protection lasts for Short (*Focus + 5 rounds*) duration.

4th – Flame Shield: As a standard action, the spellwarped can wreath a willing creature within Close (30 ft.) range in flame for Short (*Focus + 5 rounds*) duration. Whenever a creature makes a melee attack against the target, the attacking creature takes 1d6 fire damage per two spellpower. A creature can only be dealt damage by this spell once per round.

6th – Conflagration: As a standard action, the spellwarped can release a powerful explosion of flame. He makes a Spellpower vs. Reflex attack against everything within a Medium (20 ft.) radius burst of him. Success against a target means it takes 1d8 fire damage per two spellpower. Critical success deals double damage. Failure against a target means it takes half damage.

6th – Fireball: This invocation functions like the **fireball** spell.

6th – Ignite: The spellwarped makes a Spellpower vs. Reflex attack against a foe within Close (30 ft.) range. Success means the target takes 1d6 fire damage per spellpower, and is **ignited** (1d6 damage/round, 20% failure, Dex DR 15 to extinguish) for 2 rounds. Critical success deals double damage. Failure means the target takes half damage, but is still ignited.

8th – Firestride: As a move action, the spellwarped can may teleport to any active flame of at least Tiny size within Medium (100 ft.) range. When he does so, he immolates himself and disappears into a pile of ash before stepping out from the flame unharmed. An ordinary torch is sufficient flame to teleport to, but not a candle.

8th – Flameheart: As a standard action, the spellwarped can become a being of pure fire for Short (*Focus + 5 rounds*) duration. In this form, he is immune to physical damage and can pass through openings as small as one inch at no movement penalty. However, he cannot attack normally or use any of his items, as they meld into his body. He may use any of his invocations normally. In addition, as a standard action, he can make a Spellpower vs. Reflex attack to touch a creature. Success means the target takes 1d6 fire damage per spellpower. Critical success deals double damage.

8th – Flight of the Phoenix: The spellwarped creates wings of flame that last for Short (*Focus + 5 rounds*) duration. The wings grant him a fly speed equal to his base land speed with good maneuverability (see Flying, page 222, for details). Unlike normal, he can fly with these wings even while encumbered.

14th – Immolation: This invocation functions like the **immolation** spell.

18th – Phoenix Revival: When the spellwarped takes critical damage, he may ignore the damage as an immediate action, even if the critical damage would be sufficient to kill him. If he does, he dissolves into a pile of ash for 2 rounds. During this time, he can take no actions. If the pile of ash remains intact after 2 rounds, the spellwarped is restored to his normal body. He has no hit points remaining, and warp damage equal to half his maximum hit points,

but is healed of all critical damage. However, if the pile of ash is dispersed, the spellwarped dies. The ash cannot be harmed by fire damage, and if the pile of ash would take at least 50 points of fire damage during a round, the spellwarped returns one round sooner. The spellwarped may take his normal actions in the round after he is restored.

After using this ability, the spellwarped cannot use it again for 1 hour.

20th – Immolate: As a standard action, the spellwarped makes a special attack vs. Fortitude against a foe within Close (30 ft.) range to consume it in flames from the inside out. Success deals 1d6 fire damage per spellpower. Critical success kills the target instantly. Failure deals half damage.

Telekinesis Invocations

1st – Mind Crush: As a standard action, the spellwarped can make a Spellpower vs. Fortitude attack against a creature within Close (30 ft.) range. Success means the target takes 1d6 bludgeoning damage per two spellpower and is **sickened** (*moves at half speed*) for 2 rounds. Critical success deals double damage. Failure means the target takes half damage, but is still sickened.

At his 4th spellwarped level, this damage increases to 1d6 bludgeoning damage per spellpower.

1st – Mind Blade: As a swift action, the spellwarped can telekinetically wield an unattended weapon within Close (30 ft.) range for 5 rounds. The weapon must be a light or medium weapon appropriate for his size. This allows him to attack with the weapon just as if he were holding it in one hand, except that he uses his spellpower in place of his Strength or Dexterity. In all other respects, this functions as if he were wielding the weapon normally, including contributing to overwhelm penalties. The weapon floats in midair and threatens all squares adjacent to it. As a move action, he may move the weapon up to 30 feet in any direction, even vertically. If the weapon goes outside of Close (30 ft.) range, he loses control of it and it falls to the ground.

4th – Dual Mind Blade: This invocation functions like his mind blade invocation, except that the spellwarped may wield two weapons at once. They must stay in the same space, and he may make two-weapon fighting attacks with the weapons, just as if he was wielding them with two hands.

4th – Mighty Mind Blade: This invocation functions like the mind blade invocation, except that the spellwarped may also use a heavy weapon appropriate for his size, allowing him to attack with it just as if he were holding it in two hands.

6th – Distant Manipulation: As a standard action, the spellwarped can mentally manipulate objects and creatures at up to Close (30 ft.) range for up to 5 rounds. This allows him to take any actions which he could normally take with his hands, using his spellpower in place of his Strength or Dexterity, as appropriate.

8th – Immobilize: As a standard action, the spellwarped can make a creature within Medium (100 ft.) range of him **immobilized** (*Unable to leave its location*) for 2 rounds.

10th – Telekinetic Blast: This invocation functions like the *telekinetic blast* spell.

Temporal Invocations

Unless otherwise noted, all temporal invocations are **Temporal** effects.

Haste: This invocation functions like the *haste* spell.

Timelock: As a standard action, the spellwarped can attempt to lock a creature in time. He makes a Spellpower vs. Mental attack against an adjacent creature. Success means the target slips out of time for 1 round. During that time, it can take no actions, but cannot be harmed, moved, or affected in any way. Critical success means it slips selectively out of time for 1 round. During that time, it can take no actions, but can be harmed or moved as normal. It is not considered **helpless** (*physical defenses are 10, vulnerable to coup de grace*).

A creature affected by this ability is immune to the effect for 5 rounds.

4th – Disjointed Time: As a standard action, the spellwarped chaotically disrupts the local flow of time of a creature within Close (30 ft.) range. The target is **impaired** (20% failure) with attacks and checks for 5 rounds.

4th – Flash Step: As a move action, the spellwarped can accelerate a willing creature within Close (30 ft.) range so much that he can seem to pause time for everyone but the target. This allows the target to immediately take a single move action. During this move action, the target moves at double speed, cannot be followed or withdrawn from, and may move through squares occupied by creatures or threatened by blocking enemies without penalty. The target still suffers the effects of any environmental hazards.

6th – Slow: This invocation functions like the *slow* spell.

8th – Inhuman Speed: As a move action, the spellwarped can accelerate himself to immense speed, allowing him to move up to five times his speed. During this time, he cannot be followed or withdrawn from, can move through squares occupied by enemies or threatened by blocking enemies without penalty, and can treat liquids as if they were solid ground.

8th – Mass Haste: This invocation functions like the *haste* spell with the Mass augment applied.

10th – Mass Flash Step: This invocation functions like the flash-step invocation, except that it affects up to five willing creatures.

10th – Timestream: The spellwarped manipulates time in a Large (50 ft.), 10 ft. wide line-shaped zone that extends out from him for 5 rounds. All creatures and objects that pass through the line are **slowed** (*unable to act in movement phase, move at half speed*) for 1 round. The spellwarped can exclude his allies from the effect. The timestream is virtually invisible, requiring a DR 30 Awareness check to notice in a clear environment, though objects passing through the effect can make it more obvious.

14th – Mass Slow: This invocation functions like the *slow* spell with the Mass augment applied.

16th – Time Reversal: As a swift action, the spellwarped can take one warp damage to create a “time lock.” The time lock persists for one round. As a standard action, he can take eight warp damage to make a Spellpower vs. Mental attack a creature within Medium (100 ft.) range to reverse time for it. Success means the target is restored to its exact condition at the point immediately after the time lock was created. The effects of any actions that the creature took in the intervening time are undone, any damage it dealt or took is removed, it is returned to its original location, and the creature is restored in all other ways, just as if the intervening time had never occurred. If its original location is occupied, the time reversal fails. The spellwarped cannot reverse time for himself in this way.

After reversing time in this way, the spellwarped must wait 5

rounds before he can create a time lock or reverse time again.

16th – Supreme Acceleration: As a standard action, the spellwarped can accelerate himself so much that he can take an additional round of actions immediately. During this round, all creatures he attacks are treated as **helpless** (*physical defenses are 10, vulnerable to coup de grace*), but he cannot perform a **coup de grace** or similar ability; such an act requires more care and precision than is possible with such immense speed. After using this ability, he must wait 5 rounds before he can use it again.

18th – Time Stop: As a standard action, the spellwarped can step into an alternate timestream, causing him to speed up so greatly that all other creatures seem frozen. He can act for 1d3+1 rounds of apparent time. During this time, all objects and creatures are frozen in place and are completely invulnerable to the spellwarped, though he may affect them with invocations normally. After using this ability, he must wait 5 rounds before he can use it again.

3.12 Wizard

Table 3.15: Wizard Progression

Level	Combat Prowess	Fort	Ref	Ment	Special
1st	+0	+0	+0	+1	Cantrip, rituals, spells
2nd	+1	+1	+1	+2	Arcane insight, cantrip
3rd	+2	+2	+2	+3	Attuned spell
4th	+2	+3	+3	+5	Arcane insight
5th	+3	+3	+3	+6	Ritual master
6th	+4	+4	+4	+7	Arcane insight
7th	+4	+5	+5	+8	Attuned spell
8th	+5	+6	+6	+10	Arcane insight
9th	+6 (x2)	+6	+6	+11	Persistent attunement
10th	+6 (x2)	+7	+7	+12	Arcane insight
11th	+7 (x2)	+8	+8	+13	Attuned spell
12th	+8 (x2)	+9	+9	+15	Arcane insight
13th	+8 (x2)	+9	+9	+16	Contingency
14th	+9 (x2)	+10	+10	+17	Arcane insight
15th	+10 (x2)	+11	+11	+18	Attuned spell
16th	+10 (x2)	+12	+12	+20	Arcane insight
17th	+11 (x3)	+12	+12	+21	Augmented attunement
18th	+12 (x3)	+13	+13	+22	Arcane insight
19th	+12 (x3)	+14	+14	+23	Attuned spell
20th	+13 (x3)	+15	+15	+25	Arcane insight, chain contingency

Alignment: Any.

Class Skills:

Intelligence: Knowledge (all kinds, taken individually), Linguistics.

Perception: Spellcraft.

Base Class Abilities

A character with wizard as a base class gains the following abilities.

Skill Points: 5.

Combat Prowess: +1.

Defenses: +4 Mental.

Weapon and Armor Proficiency: Wizards are proficient with simple weapons, but not with any type of armor or shield. Armor

of any type interferes with a wizard's movements, which can cause her spells with somatic components to fail.

Advanced Training: A wizard treats her spells as if they were 1 level higher than they actually are for the purpose of meeting feat prerequisites.

Enhanced Spellpower: The wizard gains a +2 bonus to spellpower with her wizard spells.

Class Abilities

All wizards have the following abilities.

Spells: A wizard casts arcane spells using her Intelligence. The maximum spell level a wizard can learn or cast is equal to half her wizard level (minimum 1) or her Intelligence, whichever is lower. A wizard's spellpower is normally equal to her wizard level.

A wizard begins play knowing two first-level spells. Every even level, she learns an additional spell of any level she has access to. In addition, each time she gains a level, she may trade one of her existing spells for a different spell known. However, she must always know at least one spell of every level she has access to. A wizard's spells are drawn from the spells on the arcane spell list (see Arcane Spells, page 133).

The number of spells a wizard can cast per day is given on Table 3.16: Wizard Spell Slots.

In order to regain her spells for the day, a wizard must dismiss all her active spells and rest for 8 hours. This rest does not have to involve sleep, but most wizards get this rest when they sleep for the night.

Table 3.16: Wizard Spell Slots

Level	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	—	—	—	—	—	—	—	—
2nd	4	—	—	—	—	—	—	—	—
3rd	5	—	—	—	—	—	—	—	—
4th	6	3	—	—	—	—	—	—	—
5th	6	4	—	—	—	—	—	—	—
6th	6	5	3	—	—	—	—	—	—
7th	6	6	4	—	—	—	—	—	—
8th	6	6	5	3	—	—	—	—	—
9th	6	6	6	4	—	—	—	—	—
10th	6	6	6	5	3	—	—	—	—
11th	6	6	6	6	4	—	—	—	—
12th	6	6	6	6	5	3	—	—	—
13th	6	6	6	6	6	4	—	—	—
14th	6	6	6	6	6	5	3	—	—
15th	6	6	6	6	6	6	4	—	—
16th	6	6	6	6	6	6	5	3	—
17th	6	6	6	6	6	6	6	4	—
18th	6	6	6	6	6	6	6	5	3
19th	6	6	6	6	6	6	6	6	4
20th	6	6	6	6	6	6	6	6	6

Cantrip: Cantrips are minor spells which do not require effort to use. A wizard chooses one cantrip from the list of cantrips on page 135. She may use the cantrip at will. Cantrips cannot be miscast. For all other purposes, cantrips are treated as 0th level spells.

At her 2nd wizard level, the wizard gains a second cantrip, which can be chosen from any non-prohibited school.

Rituals: Wizards can perform rituals to create unique magical effects (see Rituals, page 131). A wizard begins play with a ritual book containing two arcane rituals of her choice (see Arcane Rituals, page 135).

2nd – Arcane Insight (Ex): The wizard gains a greater understanding of magic. She chooses one of the following benefits.

- **Bonus Spell:** The wizard gains an additional spell slot at her highest level of spells known. As she gains new spell levels known, the spell slot increases in level accordingly.
- **Ritual Spell:** The wizard scribes an arcane spell with a maximum level equal to half her wizard level into her ritual book. She does not need to know the spell, and pays no cost to scribe it. The spell is treated as a ritual, and she can perform a one minute ritual to gain the spell’s effect. Performing the ritual costs the normal amount of material components for a ritual of its level (see Ritual Costs, page 131).
- **Specialization:** The wizard gains an additional spell known. In exchange, she must ban a school of magic. She can never learn or cast spells or rituals from her banned schools. If she knows spells from a banned school, she must immediately learn different spells from unbanned schools in their place. Divination cannot be chosen as a banned school.

At her 4th wizard level, and every even wizard level thereafter, the wizard gains a new arcane insight.

3rd – Attuned Spell (Ex): Whenever the wizard casts a spell or performs a ritual on herself, she may attune to it to increase its duration. The level of the spell or ritual, including any augments or metamagic, must not exceed half her wizard level. The spell must target a single creature, and have a duration of Short (*Focus* + 5 rounds) or longer.

As long as the wizard is attuned to that spell, its duration becomes permanent. If it has secondary effects, such as the *avatar of suffering* spell, the duration of the secondary effects is not changed. The wizard can only attune to one spell at a time. If she attunes to another spell, the other spell returns to its normal duration, and expires if appropriate.

At her 7th wizard level, and every 4 wizard levels thereafter, the wizard gains the ability to attune to an additional spell simultaneously. Whenever she attunes to a new spell, she may choose which of her other attuned spells she stops being attuned to.

5th – Ritual Master (Ex): When performing an arcane ritual, the wizard may spend a spell slot of the ritual’s level or higher. If she does, she need only pay half the normal material component costs to perform the ritual.

9th – Persistent Attunement (Ex): A wizard’s attuned spells cannot be dispelled.

13th – Contingency (Ex): The wizard gains the ability to prepare a spell so it takes effect automatically if specific circumstances arise. To prepare a contingency, the wizard must spend 1 minute preparing the spell, which consumes the a spell slot two levels higher than the spell’s level. During this casting time, the wizard specifies what circumstances cause the spell to take effect.

The contingency can be set to trigger in response to any circumstances that a typical human observing the wizard and her situation could detect. For example, a wizard could specify “when I fall at least 50 feet” or “when I become bloodied,” but not “when there is an invisible creature within 50 feet of me” or “when I am at 17 hit points or fewer.” The more specific the required circumstances,

the better – vague requirements, such as “when I am in danger,” may cause the contingency to trigger unexpectedly or fail to trigger at all. If a wizard attempts to specify multiple separate triggering conditions, such as “when I take damage or when an enemy is adjacent to me,” the contingency will randomly ignore all but one of the conditions.

The spell must have a casting time of 1 standard action or less. The contingency can specify a simple rule for identifying how to target the spell, such as “the closest enemy”. If the rule is poorly worded or imprecise, the contingency may target incorrectly or fail to activate at all. Any spells which require decisions, such as *dimension door*, must have those decisions made at the time the contingency is created. The wizard cannot change those decisions when the contingency takes effect.

A wizard can have only one contingency active at a time. If she creates another contingency, it replaces her old contingency.

17th – Augmented Attunement (Ex): When the wizard attunes to a spell, she may reduce the cost of one augment to the spell by one level.

20th – Chain Contingency (Ex): The wizard may ready two spells in her contingency instead of a single spell. In addition, she may have two contingencies active at once instead of one. Only one contingency can trigger in a given round. If both would trigger, only the first contingency cast triggers, and the second does not.

3.13 Character Advancement

As your character accomplishes challenges and defeats foes, he gains experience. If your character has enough experience, he gains a level. When you gain a level, you can increase your character’s level in your current class or in any other class, and gain the benefits described for each class. Rules for taking levels in multiple classes are described in page 44, below.

A character that increases in level gains additional benefits.

- Every odd level, including 1st level, you gain a feat (see Feats, page 66).
- Every level after 1st level, you increase two different attributes of your choice by one.
- Every 5th level, you also increase all of your other attributes by one.
- At 4th level, and every 4 levels thereafter, you gain a **legend point**.

If a character has multiple classes, these benefits are gained based on the total character level, not based on class level. The experience required to reach a level, and the benefits gained at each level, are shown on Table 3.17: Character Advancement.

3.14 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.

Table 3.17: Character Advancement

Level	XP	Feats	Attribute Increases	Legend Points
1st	0	1st	—	—
2nd	2,000	—	+1 to two	—
3rd	5,000	2nd	+1 to two	—
4th	9,000	—	+1 to two	1st
5th	15,000	3rd	All gain +1	—
6th	23,000	—	+1 to two	—
7th	35,000	4th	+1 to two	—
8th	51,000	—	+1 to two	2nd
9th	75,000	5th	+1 to two	—
10th	105,000	—	All gain +1	—
11th	155,000	6th	+1 to two	—
12th	220,000	—	+1 to two	3rd
13th	315,000	7th	+1 to two	—
14th	445,000	—	+1 to two	—
15th	635,000	8th	All gain +1	—
16th	890,000	—	+1 to two	4th
17th	1,300,000	9th	+1 to two	—
18th	1,800,000	—	+1 to two	—
19th	2,550,000	10th	+1 to two	—
20th	3,600,000	—	All gain +1	5th

Level: “Character level” is a character’s total number of levels. It is used to determine when feats and attribute score boosts are gained, as noted on Table 3.17: Character Advancement (page 45). Whenever a creature’s “level” is specified, without reference to a particular class, the character level is used.

“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: The normal rules for determining hit points apply to multiclass characters.

Combat Prowess: Add the base combat prowess bonuses granted by each class together. The result is the character’s total combat prowess.

Defenses: For each defense, add the base defense bonuses granted by each class together. The result is the character’s total base defense bonus for that defense.

Skills: A multiclass character gains all class skills from all of his classes. However, only the character’s base class grants skill points. If a character has multiple base classes, he must choose which base class grants skill points. When a character gains new class skills, he may redistribute his skill points to gain training or mastery in his new class skills.

Class Abilities: A multiclass character gets all the class abilities of all his or her classes, but must also suffer the consequences of the special restrictions of all his or her classes.

In some cases, two classes can have virtually identical abilities. Use the following guidelines to determine how abilities stack.

- If two identical class abilities are not based on level and are not gained following a specific pattern, they do not stack.
- If two identical class abilities are not explicitly based on level, but both classes gain them in a predictable pattern, the levels of the two classes stack for determining when the next improvement to the class ability will be gained.
- If two identical class abilities are explicitly based on level, the

levels of the two classes stack for determining the power of the ability.

- If two identical class abilities say how they stack, those rules trump any other rules.

These are some examples of how to use these guidelines.

- Both a druid and a ranger gain wild speech. A druid/ranger who has wild speech from both classes has the same wild speech ability as a druid or ranger would.
- Both a barbarian and a rogue get uncanny dodge and improved uncanny dodge at the same level. A barbarian/rogue adds his barbarian and rogue levels together to determine when he acquires improved uncanny dodge.

Weapon and Armor Proficiency: Only a character’s base class grants weapon and armor proficiencies. If a character has multiple base classes, she must choose which base class grants weapon and armor proficiencies.

Spellcasters and Multiclassing

The character gains spells from all of his or her spellcasting classes separately and tracks his spells per day, spells known, and spellpower separately with each class.

A character with spellcasting abilities gains a special benefit when multiclassing. She must choose a specific spellcasting class he has. For every two levels that she in nonmagical classes, up to the number of levels she has in her chosen spellcasting class, she increases his spellcasting ability with that class. This increases her spells per day (if any), spells known, and spellpower as if she had gained a level in her chosen spellcasting class. No class abilities can be gained in this way.

For example, Gish, a 2nd level fighter / 2th level wizard, would have the spells per day, spells known, and spellpower of a 3rd level wizard. If he gained two more fighter levels, his spellcasting ability would not increase.

Chapter 4

Skills

A character's skills describe the myriad of talents that people have.

4.1 Acquiring Skills

Skill Points

At 1st level, you gain a certain number of skill points. Skill points can be spent to improve your abilities with particular skills (see Skill Training, page 46).

Class Skill Points

You get a base allotment of 5, 10, or 15 skill points, depending on your character's class. These skill points can only be spent on skills associated with your class, called **class skills**.

Taking Multiple Classes: If you take a level in a class that grants more skill points than your previous class, you immediately gain skill points equal to the difference between the skill points provided by the two classes. You may combine the class skill lists from both classes to determine the list of skills which are class skills for you.

Other Skill Points

You gain additional skill points equal to half your Intelligence (minimum 0). Some other abilities, such as the Open Minded feat (page 91), can also grant additional skill points. Unless otherwise noted, these skill points can be spent on any skills.

Intelligence Penalties: If your Intelligence is negative, you lose class skill points equal to your Intelligence.

Changing Intelligence: If your Intelligence permanently increases or decreases, you gain or lose skill points when you level up. If you gain additional skill points, you may immediately spend them to improve your skill training. If you lose skill points, you must reduce your skill training in skills you possess. You must lose training from free skill points before removing training from class skill points.

Skill Training and Ranks

You can spend one skill point to become trained in a skill, or two skill points to master a skill. Your training determines your skill ranks, as well as your attribute modifier for that skill. See Table 4.1: Skill Training and Ranks, below, for details.

Class Skills

The class skills for each class are summarized on Table 4.2: Class Skills.

Table 4.1: Skill Training and Ranks

Skill Training Level	Skill Points Spent	Skill Ranks	Attribute Modifier
Untrained	0	0	Half attribute
Trained	1	1/2 character level + 2	Full attribute
Mastered	2	Character level + 5	Full attribute + 5

4.2 Using Skills

When your character uses a skill, you make a skill check to see how well he or she does. A skill check means rolling 1d20 and adding your bonus with the relevant skill. If the result is high enough, you succeed. Otherwise, you fail. The consequences of success and failure are defined in the individual descriptions of each skill.

Skill Check Bonus

Your bonus with skill checks is calculated as follows:

Skill ranks or key attribute modifier + other bonuses and penalties

Key Attribute: The attribute used in a skill check is noted in its description. Training can affect the attribute modifier you add to skill checks, as noted in Table 4.1: Skill Training and Ranks. You add half your attribute if you are untrained, your full attribute if you are trained, or your full attribute + 5 if you have mastered the skill.

Bonuses and Penalties: Miscellaneous modifiers include racial bonuses, armor check penalties, bonuses provided by feats, and more.

Difficulty Ratings

Usually, your skill check result is compared to a static number that represents the difficulty of the task you are trying to accomplish. This is called a Difficulty Rating (DR). If your check result equals or exceeds the DR, you succeed. If the check result is lower than the DR, you fail. Normal Difficulty Ratings are described in Table 4.3: Difficulty Ratings (page 47).

Degrees of Success and Failure

When you make a skill check, as with other checks, there are four possible outcomes: critical success, success, failure, and critical failure.

Table 4.2: Class Skills

Skill	Bbn	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Spl	Wiz	Key Ability
Climb	C	—	C	C	C	—	C	C	—	—	—	Str
Jump	C	—	C	C	C	—	C	C	—	—	—	Str
Sprint	C	—	C	C	C	—	C	C	—	—	—	Str
Swim	C	—	C	C	C	—	C	C	—	C	—	Str
Balance	C	—	C	C	C	—	C	C	—	—	—	Dex
Escape Artist	—	—	—	C	C	—	—	C	—	—	—	Dex
Ride	—	—	—	C	—	C	—	—	—	C	—	Dex
Sleight of Hand	—	—	—	—	—	—	—	C	—	—	—	Dex
Stealth	—	—	—	—	C	—	C	C	—	—	—	Dex
Tumble	C	—	—	C	C	—	C	C	—	—	—	Dex
Skill	Bbn	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Spl	Wiz	Key Ability
Craft ¹	C	C	C	C	C	C	C	C	C	C	C	Int
Devices	—	—	—	—	—	—	—	C	—	—	—	Int
Disguise	—	—	—	—	—	—	—	C	—	—	—	Int
Heal	—	C	C	—	C	C	C	—	—	—	—	Int
Knowledge	—	C	—	—	C	—	—	—	C	C	C	Int
Linguistics	—	C	—	—	—	—	—	C	—	—	C	Int
Awareness	C	—	C	C	C	C	C	C	—	—	—	Per
Creature Handling	C	—	C	—	—	C	C	—	—	—	—	Per
Sense Motive	—	C	—	—	—	C	—	C	—	—	—	Per
Spellcraft	—	C	C	—	C	—	—	—	C	C	C	Per
Survival	C	—	C	—	C	—	C	—	—	—	—	Per
Intimidate	C	C	C	C	C	C	C	C	C	C	—	Varies ²
Perform	—	—	—	—	C	—	—	C	—	—	—	Varies ²
Profession ¹	C	C	C	C	C	C	C	C	C	C	C	Varies ²
Bluff	—	C	—	C	C	C	C	C	C	C	—	— ³
Persuasion	—	C	C	C	C	C	C	C	C	C	—	— ³

C: class skill

1. Always treated as a class skill

2. Attribute varies depending on skill usage

3. No attribute applies

Table 4.3: Difficulty Ratings

Difficulty (DR)	Example (Skill Used)
Trivial (0)	Notice something in plain sight (Awareness)
Easy (5)	Hear a conversation from 50 feet away (Awareness)
Average (10)	Palm a coin-sided object (Sleight of Hand)
Challenging (15)	Rig a wagon wheel to fall off (Disable Device)
Tough (20)	Swim in stormy water (Swim)
Formidable (25)	Climb a natural rock wall with no equipment (Climb)
Heroic (30)	Leap across a 30-foot chasm with a running start (Jump)
Legendary (40)	Track a squad of orcs across hard ground after 24 hours of rainfall (Survival)
Godlike (50)	Swim up a waterfall (Swim)

1. If your result is at least 10 higher than the DR, you critically succeed.
2. If your result is at least as high as the DR, but not 10 higher, you succeed.
3. If your result is lower than the DR, but not 10 lower, you fail.

4. If your result is at least 10 lower than the DR, you critically fail.

With some skill uses, only success or failure matters. However, many skill uses have consequences for critical failure, and a few have benefits for critical success.

Circumstance Modifiers

Circumstances frequently modify your odds of success when using skills. Minor circumstances, such as balancing on wet ground, modify the DR or skill check result by 2. Major circumstances, such as balancing on grease, modify the DR or skill check result by up to 5. Extraordinary circumstances can potentially have greater modifiers.

DR Modifiers: Circumstances can make tasks more or less difficult. For example, it is more difficult to balance on ice than on a typical solid surface. Circumstances that change the difficulty of the task change the DR of the skill check.

Check Modifiers: Circumstances can also make skills easier or harder to use. For example, delivering a stirring speech to rally the city militia is more difficult if your voice is hoarse. Circumstances that change the difficulty of using the skill provide bonuses or

penalties on the skill check.

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.

Skills that require a free action to use can never be used more than once for the same purpose within a round. For example, if you fail to notice a creature sneaking up on you, you can't keep making Awareness checks as a free action until you notice. You could try again in the next round, however.

Special Skill Checks

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 check modifier wins. If these scores are the same, roll again to break the tie. Typical opposed checks are described in Table 4.4: Example Opposed Checks

Table 4.4: Example Opposed Checks

Task	Skill (Key Ability)	Opposing Skill (Key Ability)
Lie	Bluff (—)	Sense Motive (Per)
Create a forged artwork	Craft (Int)	Craft (Int) or Awareness (Per)
Create a false map	Craft (Int)	Craft (Int) or Knowledge (geography)
Make a bully back down	Intimidate (varies)	Special ¹
Make someone look like someone else	Disguise (Int)	Awareness (Per)
Sneak up on someone	Stealth (Dex)	Awareness (Per)
Steal a coin pouch	Sleight of Hand (Dex)	Awareness (Per)
Tie a prisoner securely	Devices (Int) ²	Escape Artist (Dex)

¹ An Intimidate check can be opposed by the target's Mental defense, not a skill check. See the Intimidate skill description for more information.

² You can also tie a prisoner with a grapple attack. See Grapple, page 221.

Group Skill Checks

When multiple characters are trying to use the same skill simultaneously, they may be able to work together. Most skills can be done as a group skill check, where the more skilled characters assist the less skilled characters and work together to find the best result. There are two kinds of group skill checks.

Collaborative Checks: When making a collaborative skill check, each member of the group gets their own result. Collaborative checks might include a group of scouts sneaking up on an enemy

camp, a group of adventurers climbing a cliff, or a group of spies lying about their true allegiances.

When making a collaborative check, the group must choose a leader before making the check. Each member of the group can make the check using the higher of their skill ranks and half the leader's skill ranks. Other modifiers apply normally.

The group leader must remain in a position to help the other members of the group for the group members to gain this benefit. For example, if a group is making a collaborative check to leap across a chasm, the leader must jump last. If the group is making a collaborative Stealth check, the leader must remain adjacent to the other members of the group to correct their mistakes quietly. The exact circumstances depend on the situation.

Collective Checks: The group works together to get a single result. Collective checks might include a group of diplomats persuading a noble to go to war, a group of medics tending to a dying warrior, or a group of scouts keeping watch for enemy attacks.

When making a collective check, the group simply uses the highest result from any character making the check.

Making Group Skill Checks: A group skill check is not always possible. If the whole group is leaping over a chasm at once to escape a dragon, there is not enough time to designate a leader and have them aid the others to make a collaborative check. In general, a group skill check is only possible if the group has at least five rounds to work together, though this time may vary widely depending on the situation and the skill being used.

4.3 Skill Description Format

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

In addition to the skill's name, the line also indicates the attribute associated with the skill, if there is one. 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 DR.

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 repeated attempts to use the skill successfully. 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.

Skill Use

A particular task the skill can be used to accomplish. These skill uses are simply examples of what the skill can be used to do, and do not list everything that the feat can be used to do. You should be creative with your skills, rather than only using abilities listed here.

Using Skills Passively

Some uses for skills can be done passively, without requiring an action. These skill uses are noted with a [Passive] tag in the name of the skill use. Most passive skill uses are related to perception or movement.

At all times, you are considered to be “taking 0” for the purpose of passive skill uses. Treat your check modifier as your check result. If the result is high enough to succeed at a task, you succeed without needing to take an action. For example, you don’t need to take an action to notice the floor you’re standing on.

4.4 Awareness (Per)

The Awareness skill represents your ability to observe things which you might otherwise fail to notice. It can be used to spot concealed things, to correctly identify sounds, or to smell the distinctive rotting flesh smell that accompanies undead.

Each creature has a variety of senses. The Awareness skill governs the use of every sense. It is most commonly used with sight, hearing, and smell, though other uses are possible. Often, bonuses or penalties will apply only to certain senses. For example, it is extremely difficult to see when there is no light, but that has no effect on how difficult it is for you to hear sounds. In such cases, you only roll one Awareness check, and you apply the modifiers separately for each sense.

While sleeping, you take a –10 penalty to Awareness.

Passive and Active Attention: Most Awareness skill uses can be done passively (see Using Skills Passively, page 49). You can make a conscious effort to pay attention to events around you. This allows you to make Awareness checks to notice events, rather than simply using your modifier, without spending an action. This is tiring to do over long periods of time: if the number of hours you have spent being actively attentive exceeds your Constitution (minimum 0), you become *fatigued* (*move at half speed, unable to sprint or charge*).

In most combat situations, characters are always paying active attention, and should make Awareness checks to notice events rather than using their passive modifier.

Discern Illusion [Passive]

As a free action, you can notice inconsistencies in illusion spells. The DR is specified in the description of the spell or effect, but is usually equal to 10 + the effect’s spellpower. Success means you recognize the effect as an illusion. Failure means you don’t notice anything amiss. Critical failure may cause you to believe real objects or creatures are illusory.

If the illusion is completely missing a sense that should logically be present, such as a *silent image* of people in armor, the DR to interact with the illusion with that sense is lowered by 10.

Identify Disguise [Passive]

As a free action, you can make an Awareness check to identify a disguise on another creature. The DR is equal to the Disguise check result used to create the disguise. Success means you know that the creature is disguised. Critical success means you can also discern the creature’s true appearance beneath the disguise. After making a check to identify a disguise on a particular creature, you cannot

make another check to identify the same disguise on that creature for one hour.

Identify Forgery

As a standard action, you can identify forgeries. The DR to identify a forgery is equal to the Craft check result used to make the item. Success means you correctly identify whether the item is a forgery or not. Failure means you are unsure. Critical failure means you incorrectly identify the item, concluding that a forgery is genuine or a genuine item is a forgery. The check is made secretly, so you can’t be sure how good the result is.

Notice Creatures and Events [Passive]

As a free action, you can notice creatures and events around you. The DR depends on the sense used and the obviousness of the event, as described on tables below. Success means you notice something, but you don’t know any details – only its general direction. For every 5 points by which you beat the DR, you learn an additional piece of information, such as what caused the event or the location of the creature. Failure means you don’t notice anything.

This can be used to determine the precise location of a creature or object, even if you can’t see it. The DR to identify the location is equal to the DR to notice the creature or object using the appropriate sense + 5 (since you need to learn an additional piece of information).

Read Lips [Passive]

As a free action, you can make a DR 15 sight-based Awareness check to read a creature’s lips. You must be able to understand the language spoken. Success means you can understand the general content of the message, but not the exact words. Critical success means you understand the exact words. Failure means you don’t understand the message. Critical failure means you draw an incorrect conclusion about the message.

Search

As a standard action, you can make a Awareness check to notice things in a single 5-ft. square within 10 feet of you. If you do, you gain a +10 bonus to the check.

Senses

Sight: The DR to see something depends on the obviousness of the sight, as shown on Table 4.5: Sight-based DRs, and other modifiers given at Table 4.8: Awareness DR Modifiers.

Table 4.5: Sight-based DRs

Situation	Base DR ¹
Creature or object	0
Creature trying to hide	Stealth check result ²
Hidden trap, secret door, or mechanism	Craft or Devices check result
Magic trap	25 + double level of spell used to create trap

1 Always add any appropriate modifiers from Table 4.8: Awareness DR Modifiers (page 50)

2 Don’t add size-based DR modifiers to the Awareness check.

Sound: The DR to hear a sound depends on the intensity of the sound, as shown on Table 4.6: Sound-based DRs, and other modifiers given at Table 4.8: Awareness DR Modifiers.

Table 4.6: Sound-based DRs

Situation	Base DR ¹
Creature shouting	-5 ¹
Creature talking normally or fighting	0
Creature whispering	10
Creature standing still	15
Creature trying to be quiet	Stealth check result ²

1 Always add any appropriate modifiers from Table 4.8: Awareness DR Modifiers (page 50)

2 Don't add size-based DR modifiers.

Scent: The DR to smell something depends on the intensity of the scent, as shown on Table 4.7: Scent-based DRs, and other modifiers given at Table 4.8: Awareness DR Modifiers.

The DRs given are for a creature with an ordinary sense of smell, like a human.

Smell intensity can vary widely depending on the circumstances. In general, an unusually strong smell, such as a creature wearing perfume, has a DR which is 5 lower. An unusually weak smell, such as a creature who has just taken an unscented bath, has a DR which is 5 higher.

Smells dissipate quickly with distance. Double the normal distance modifiers for scent-based perception checks.

Scent Ability: Some creatures have an unusually good sense of smell. Creatures with the scent ability gain a +10 bonus to scent-based Awareness checks.

Table 4.7: Scent-based DRs

Situation	Base DR ¹
Strong scent (rotting flesh, pungent spices)	0
Moderate scent (fresh food)	5
Living creature	10

1 Always add any appropriate modifiers from Table 4.8: Awareness DR Modifiers (page 50)

Other Senses: Other senses can exist, and creatures can make Awareness checks to use those other senses appropriately.

Modifiers

All Awareness checks share the same set of modifiers, in addition to certain modifiers which depend on the sense. These are noted on Table 4.8: Awareness DR Modifiers.

This table should not generally be consulted during a game. It is provided to make it easier to estimate a task's difficulty.

4.5 Balance (Dex)

The Balance skill represents your physical steadiness and poise. All Balance checks are made as part of movement, so they require no special action to perform.

Table 4.8: Awareness DR Modifiers

Distance	DR Modifier ¹
Up to 10 feet away	+0
11-30 feet away	+2
31-100 feet away	+5
101-500 feet away	+10
501-2500 feet away	+15
2500-10000 feet away	+20
Number	DR Modifier
One creature or object	+0
Two creatures or objects	+2
Five creatures or objects	+5
Twenty creatures or objects	+10
A hundred creatures or objects	+15
Five hundred creatures or objects	+20
Size	DR Modifier
Fine	+16
Diminutive	+12
Tiny	+8
Small	+4
Medium	+
Large	-4
Huge	-8
Gargantuan	-12
Colossal	-16
Background	DR Modifier
Nothing similar	0
Many similar sensations	+5
Many more intense sensations	+10

1 Doubled for scent-based Awareness checks.

Balance

When you are on a slippery or narrow surface, you must make a Balance check to move. Success means you move along the surface at half speed. Critical success means you move along the surface at full speed. Failure means your action is wasted, and you do not move. Critical failure means you fall off the edge.

In addition, if you take damage while on a slippery or narrow surface, you must make a Balance check to avoid falling.

The DR of Balance checks varies with the surface, as described in Table 4.9: Balance DRs.

Table 4.9: Balance DRs

Narrow Surface	Balance DR
At least one foot wide	DR 5
At least six inches wide	DR 10
At least two inches wide	DR 15
At least one inch wide	DR 20
Less than one inch wide	DR 25
Precarious Surface	Balance DR
Water covered	DR 10
Slightly mobile (rope bridge)	DR 10
Ice or oil covered	DR 15
Very mobile (slack rope)	DR 20

Agile Charge

As a free action, you can make a DR 20 Balance check while charging to make a single turn of up to 90 degrees in the middle of the movement. Success means you make the turn. Failure means you can’t change direction, though you can continue your movement or stop. Critical failure means you stop where you tried to change direction and fall prone.

4.6 Bluff (—)

The Bluff skill represents your ability to mislead people with your words. It is usually used when you are lying. Using a Bluff check is part of conversation or other actions, so it requires no special action to perform.

Blend In

You can make a Bluff check to blend in with a crowd. Your Bluff check is opposed by the Awareness checks of anyone looking for you. Success means you remain unobserved. Failure means the person looking for you found you.

If you act differently from the crowd you are trying to blend in with, anyone observing you gets a +5 bonus to find you. You may need to make Awareness or Sense Motive checks to figure out how to act, depending on the situation. If you are extremely dissimilar from the crowd, such as a naked person in a temple or a human among halflings, anyone observing you may gain a +10 or greater bonus to find you.

Distract

As a standard action, you can make a Bluff check to distract a creature or group of creatures you are talking with. Your Bluff check is opposed by your target’s Sense Motive check. Success means they take a –10 penalty to Awareness and Sense Motive checks against targets other than you for 1 round. Failure means they take no penalty. Critical failure means they realize you were trying to distract them.

If you successfully distract a creature, you can attempt to hide from that creature as if you were not being observed (see Stealth, page 63, for details).

Lie

As a free action, when you say something which you know is untrue, you can make a Bluff check to avoid revealing your deception. Anyone witnessing you lie can oppose your check with a Sense Motive check. If you succeed, they do not realize you are lying. If they succeed, they realize that you are lying.

A creature that fails its Sense Motive check may choose not to believe you for other reasons. This check only prevents a creature from recognizing the lie based on your body language and behavior. To convince creatures to believe lies, you need the Persuasion skill (see Compel Belief, page 59).

Secret Message

As part of normal speech, you can make a Bluff check to attempt to convey a hidden message to another character without others understanding it using codes, metaphors, and similar misdirection

tools. The DR is 20 for simple messages and 30 for complex messages. If the message contains completely new information, the DR increases by 5. You can freely increase the DR to make the message more difficult to intercept, but doing so also makes it more difficult for the intended recipient to interpret.

Anyone witnessing the exchange may make a Sense Motive check against the same DR to identify the hidden message. Creatures who know in advance that the message will be conveyed – normally, the intended recipient – receive a +10 bonus on this check. Creatures who know your system for conveying hidden messages also receive a +10 bonus.

4.7 Climb (Str)

The Climb skill represents your ability to climb obstacles.

Climb

You can make a Climb check as a move action to move up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds). Success means you move a number of feet equal to the size of your space, as described on Table 4.10: Climb Speeds. Critical success means you move at twice that speed. Failure means your action is wasted and you do not move. Critical failure means you fall.

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.

Table 4.10: Climb Speeds

Size	Speed	Size	Speed
Medium	5 ft.		
Small	5 ft.	Large	10 ft.
Tiny	2-1/2 ft.	Huge	15 ft.
Diminutive	1 ft.	Gargantuan	20 ft.
Fine	1/2 ft.	Colossal	40 ft.

The DR of the check depends on the difficulty of the task and the conditions of the climbing surface, as shown on Table 4.11: Climb DRs and Table 4.12: Climb DR Modifiers.

Climbing Distractions: If you take damage while climbing, suddenly acquire significantly more weight (such as by catching a falling character), or otherwise are significantly distracted, you must make another Climb check against the wall’s DR to avoid falling.

Climb Speed: A creature with a climb speed can move a distance equal to its climb speed with a successful Climb check. However, it does not move double its speed if it gets a critical success on a Climb check. In addition, it gains a +10 bonus to all Climb checks.

Stop Fall

It is possible, but very difficult, to make a Climb check to stop yourself from falling when near a wall. To catch yourself while falling, make a Climb check against a DR equal to the wall’s DR + 20.

Table 4.11: Climb DRs

Climb DR	Surface or Activity	Example
10	Surface with large hand and holds to stand on	Very rough rocks, ship's rigging
15	Surface with some hand and foot holds	Knotted rope, surface with pitons or carved holes, rough wall
15	Surface with only large hand holds	Pulling yourself up by your hands while dangling
20	Uneven surface with narrow hand and foot holds	Unknotted rope, unweathered natural rock, typical ruin wall, brick wall
20	Overhang or ceiling with only handholds	Tree limbs, butcher's ceiling with meat hooks
25	Rough surface with no holds	Weathered natural rock, well-made stone wall
30	Bracing between two smooth surfaces (chimney)	Parallel <i>walls of force</i>
35	Bracing in a corner between two smooth surfaces	<i>forcecage</i>
40	Smooth surface	Glass window, <i>wall of force</i>

Table 4.12: Climb DR Modifiers

DR Modifier ¹	Description
-10	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls
-5	Inclined surface (between 45 and 60 degrees)
-5	Climbing a corner where you can brace against perpendicular walls
+2	Surface is slightly slippery, such as damp stone
+5	Surface is very slippery, such as ice or oil-covered stone

¹ These modifiers are cumulative with modifiers of different kinds. Use any that apply (but not if one modifier is just a more extreme version of another).

Wallrun

As part of movement, you can make a Climb check to run along a wall rather than climbing it. The DR is 10 higher than normal for the wall, but this does not require free hands. Success means you move up to half your land speed horizontally, or up to a quarter of your land speed vertically. Failure means you fall. Critical failure means you are prone when you land. For every round you spend running on a wall, the DR increases by 10.

Wallrunning on a ceiling is impossible.

4.8 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. Common Craft skills are listed below, with additional description for some skills.

- Alchemy (Alchemist's fire, tanglefoot bags, potions)
- Bone
- Ceramics (Glass, pottery)
- Jewelry (gemcutting, amulets, rings)
- Leather
- Manuscripts (Books, official documents, scrolls)
- Metal
- Poison
- Stone
- Textiles (Cloth, fabric)
- Traps
- Wood

A Craft skill is specifically focused on physical objects. If nothing can be created by an endeavor, it probably falls under the heading of a Profession skill. Complex structures, such as buildings or siege engines, may require Knowledge (engineering) in addition to an appropriate Craft skill.

Craft is always treated as a class skill, regardless of your classes.

Create Item

You can use the Craft skill to create an item by expending time and material components. Creating an item often requires multiple consecutive Craft checks. Success on a check means you make progress on completing the item. If you make enough progress, you complete the item. Failure means you failed to make progress, but can try again without penalty. Critical failure means you botched the item, and negating all progress and ruining half of the material components. You can start again from scratch with your remaining components.

Each item takes a certain amount of working time to craft, as shown on Table 4.13: Crafting Time (page 53), and the expenditure of one quarter of the item's price in raw materials. In order to craft an item, you must make a Craft check against the item's Craft DR, as shown on Table 4.14: Craft DRs. If you succeed, you make progress on the item based on how long you spend crafting. For every 5 points by which you beat the Craft check, you accomplish twice as much work in the same amount of time. Once your total effective working time exceeds the time required to craft the item, you have finished the item.

All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check may be made with a penalty, or may be impossible, depending on the tools available and the item to be crafted. For example, crafting a bow with improvised wood-working tools would impose a -2 penalty, but cutting a diamond without specialized tools is impossible. Note that raw materials for some items, particularly alchemical items, may be hard to come by in some areas. A typical day's work consists of 8 hours of work.

To determine the time required to craft an item, consult the table below.

Appraise Item

You can make a Craft check to estimate the value of an item with 1 minute of careful study. The Craft skill used must be related to the item.

The DR depends on the rarity of the item. Common items, such as nonmagical equipment and utensils, are DR 10. Rare items, such

Table 4.13: Crafting Time

Item Price	Crafting Time
1gp or less	One hour
10gp or less	Eight hours
100gp or less	One week ¹
500gp or less	One month ¹
1000gp or less	Two months ¹

¹ Assuming 8 hours of work each day.

Table 4.14: Craft DRs

Item	Craft Skill	Craft DR
Acid	Alchemy ¹	15
Alchemist's fire, smokestick, or tindertwig	Alchemy	20
Antitoxin, sunrod, tanglefoot bag, or thunderstone	Alchemy	25
Armor or shield	Metal or wood	10 + AC bonus
Longbow or shortbow	Wood	15
Crossbow	Wood	15
Simple melee or thrown weapon	Metal or wood	12
Martial melee or thrown weapon	Metal or wood	15
Exotic melee or thrown weapon	Metal or wood	18
Mechanical trap	Traps	Varies ¹
Very simple item (wooden spoon)	Varies	5
Typical item (iron pot)	Varies	10
High-quality item (bell, average lock)	Varies	15
Complex or superior item (fine china, document with official seal)	Varies	20+

¹ Traps have their own rules for construction.

as valuable gems and magic items worth less than 100,000 gp, are DR 20. Extraordinarily rare items, such as unique gems and magic items worth at least 100,000 gp, are DR 30.

Success means you know the value of the item. Failure means you think the item is worth (d10+5)/10 x the item's actual value. (The d10 roll is made secretly, so you don't know how close you are.) Critical failure means you can't estimate the item's value at all.

After you appraise an item, you can't appraise it again with any skill until you gain a level.

Create Forgery

You can use the Craft skill to create false or defective versions of objects. For example, you may wish to forge official-looking documents with Craft (manuscripts), or you may need to make items in a rush to satisfy an employer. This functions like crafting the item from scratch, except that the Craft DR is 5 lower than normal, and you use one-half the item's price to determine the price of raw materials and the crafting time.

Forgeries which have a function, such as a weapon, are always defective in some way which makes them unsuitable for use. A forgery can be detected with the Identify Forgery uses of the Craft and Awareness skills.

Identify Forgery

As a standard action, you can make a Craft check to evaluate whether an item is a forgery. The DR to identify a forgery is equal to the Craft check used to make the item. Success means you correctly identify whether the item is a forgery or not. Failure means you are unsure. Failure by more than 10 means you randomly identify the item as genuine or forged. The check is made secretly, so you can't be sure how good the result is.

Repair Item

You can make a Craft check to repair a broken item. This functions like crafting the item from scratch, except that you use one-tenth of the item's price to determine the price of raw materials and the crafting time.

Other Tasks

You can use the Craft skill for various tasks related to the object of your craft. For example, you could use Craft (wood) to sabotage a wagon so it will break at a later time, or Craft (alchemy) to purify spoiled food or ingredients. The DRs of such tasks, and what can be accomplished, can vary widely. In general, the more difficult the task, and the more loosely it is related to the skill, the higher the DR.

4.9 Creature Handling (Per)

The Creature Handling skill represents your ability to handle creatures without being able to speak with them. With it, you can convince them to do what you want or train them to follow commands. This skill can only be used with creatures with an Intelligence of -5 or lower.

Animals are easier to handle than other kinds of creatures. The DRs listed are for animals; the DRs to handle other kinds of creatures are 5 higher.

Handling Creatures

You can use Creature Handling to control a creature's actions. Success means it does what you want on its next action. Failure means your action is wasted, and the creature does not listen to you. Exceptional failure may make the creature hostile, depending on the circumstances.

Pacify: As a standard action, you can make a Creature Handling check against a creature. Your check is opposed by its Mental defense. If you succeed, the creature does nothing for 5 rounds. You take a -10 penalty to accuracy on this attack against actively hostile creatures. If the creature is threatened or damaged, this effect is automatically broken. If you interfere with an action the creature is trained to perform while it is pacified, such as entering a room it is trained to guard, you must make another check against it. If you fail or do not attempt the check, the effect is automatically broken. You can attempt to pacify a creature as a swift action by taking a -10 penalty on the check.

Perform Trained Action: As a free action, you can make a DR 10 check to convince a creature to perform an action it is trained to perform. Generally, wild animals are not trained in any actions, so this is not effective on them.

Push: As a standard action, you can make a DR 25 check to convince a willing creature to perform an action it is not trained to perform, but which it is physically capable of performing. This also covers making a creature perform a forced march and similar activities. You can attempt to push a creature as a swift action by taking a -10 penalty on the check.

Training Creatures

You can use Creature Handling to train a creature. Success means the creature learns a trick or becomes domesticated. Failure means your time is wasted, and you must try again. Exceptional failure may indicate that the animal becomes unable to learn the trick, becomes hostile, or other consequences depending on the situation. Training a creature takes a week or more; this requires spending at least four hours each day with the creature. It is not generally possible to accelerate the process by spending more time each day; the creature must take time to learn the new behavior. If the training is interrupted for a week or more, the attempt automatically fails.

Teach a Trick: You can teach a creature a specific trick with one week of work and a successful Creature Handling check against the indicated DR. A creature can learn a number of tricks equal to its Intelligence + 10. Thus, a creature with an Intelligence of -9 can learn a single trick, while a creature with an Intelligence of -5 can learn five tricks. Possible tricks (and their associated DRs) include, but are not necessarily limited to, the following.

Attack (DR 20): The creature attacks apparent enemies. You may point to a particular creature that you wish the creature to attack, and it will comply if able. Normally, a creature will attack only humanoids, monstrous humanoids, giants, or other creatures. Teaching a creature to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

Come (DR 15): The creature comes to you, even if it normally would not do so.

Defend (DR 20): The creature defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the creature to defend a specific other character.

Down (DR 15): The creature breaks off from combat or otherwise backs down. A creature 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 (DR 15): The creature goes and gets something. If you do not point out a specific item, the creature fetches some random object.

Guard (DR 20): The creature stays in place and prevents others from approaching.

Heel (DR 15): The creature follows you closely, even to places where it normally wouldn't go.

Perform (DR 15): The creature performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.

Seek (DR 15): The creature moves into an area and looks around for anything that is obviously alive or animate.

Stay (DR 15): The creature 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 (DR 20): The creature tracks the scent presented to it. (This requires the creature to have the scent ability)

Work (DR 15): The creature pulls or pushes a medium or heavy load.

Rear a Wild Creature: To rear a creature means to raise a wild creature from infancy so that it becomes domesticated. The time required depends on the creature in question. The DR for this check is equal to 15 + the number of levels the creature has. You can rear as many as three creatures of the same kind at once without penalty. You can rear additional creatures, but you take a cumulative -2 penalty to checks you make to rear all of the animals. A successfully domesticated creature can be taught tricks at the same time it's being raised, or it can be taught as a domesticated creature later.

4.10 Devices (Int)

You can use the Devices skill to manipulate mechanical devices such as locks, traps, and other contraptions. With enough skill, you can even manipulate magical devices.

The DR of a Devices check depends on the device being manipulated. In addition, some actions are easier than others, and modify the DR accordingly. DRs are listed on Table 4.15: Devices DRs.

Table 4.15: Devices DRs

Device Type	Base DR
Simple device (wagon wheel, typical knot)	10
Average device (door hinge, complex knot)	15
Challenging device (typical lock or trap)	20
Difficult device (good lock)	25
Magic trap	25 + double spell level
Extraordinary device (masterwork lock, complex trap)	30

Special Circumstances:
You can attempt to leave no trace of your tampering while making a Devices check to activate or subvert a device. This increases the Devices DR by 5, but increases the Awareness DR to notice the tampering by 10.

Activate Device

As a standard action, you can make a Devices check to make a device perform a function it was designed to do, even if you lack the normal requirements. For example, you could tie a knot, apply a poison, lock or unlock a lock without its key, or activate a trap without using its normal triggering mechanism (hopefully without being in its line of fire).

Analyze Device

As a standard action, you can evaluate a device to understand how it functions. The DR is 10 lower than normal. Success grants you an insight into the device's mechanisms. For every 5 points by which you succeed, you glean additional information about the device, which can also help you estimate the device's true difficulty. Failure means you learn nothing about the device.

Break Device

As a standard action, you can make a Devices check to break a device. The DR is 5 lower than normal. This is generally not

subtle, such as jamming a lock or breaking a trap while triggering it in the process. It cannot change the state of a device, but you can prevent it from being used normally; a locked door will remain locked, but you can prevent it from being unlocked with its key. Failure means the device continues to function. Critical failure may cause you to think that you successfully broke the device, while in fact it functions normally.

Create Bindings

As a standard action, you can make a Devices check to tie a knot or create a binding, including binding a helpless foe. The DR to escape the binding is equal to your check result.

Subvert Device

As a standard action, you can make a Devices check to subvert the normal functionality of a device. The DR is 5 higher than normal. This could allow you to sabotage a hinge or lock so it breaks once it is used, disable a trap without triggering it, or disable a lock so it is perpetually closed or open. Failure means you were unsuccessful, and your action was wasted. Critical failure means you break the device immediately, think you sabotaged the device when you did not, or activate the trap, depending on the circumstances.

Once you have disabled a device, you can attempt to recover it for later use if you can carry it. This requires a separate Devices check to subvert the device. The DR is 5 higher than normal, as usual for a check to subvert a device.

4.11 Disguise (Int)

The Disguise skill represents your ability to create disguises to conceal the appearance of creatures or objects. This skill does not help you act appropriately while disguised; see Perform (acting) and Bluff.

Conceal Object

As a standard action, you can make a Disguise check to conceal an item on your person. The object must be at least two size categories smaller than you are. Your Disguise check is opposed by the Awareness check of anyone observing you. Success means they fail to notice the item. A creature directly interacting you to search for the object, such as by frisking you, gains a +5 bonus to its Awareness check.

Disguise Creature

You can make a Disguise check to change the appearance of a creature using makeup, costumes, and so forth. An observer can perceive the presence of a disguise with a Disguise or Awareness check to identify a disguise that is higher than your Disguise check. The effectiveness of a disguise depends in part on how much you're attempting to change the creature's appearance, as shown on the table below. The modifiers are cumulative; use any that apply.

Creating a disguise takes 1d4 x 10 minutes. You can take a -10 penalty to reduce the time to 1d4 minutes, or a -20 penalty to reduce the time to 1d4 rounds.

The Disguise check is made secretly, so that you can't be sure how good the result is. However, you can attempt to judge its effectiveness with an identify disguise check using either Disguise

or Awareness.

Characteristic	Disguise Check Modifier
Different gender	-2
Different race or subtype	-2
Different age category	-2 ¹
Different creature type	-5
Additional limb	-5 ²
Larger size category	-20 ³
Smaller size category	— ⁴

1 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.

2 Per limb.

3 Per step of difference between the original size category and the new size category. 4 Disguising yourself as a smaller size category is impossible.

Emulate Creature

You can make a Disguise check to make a creature look like another creature you have previously observed. This functions like a disguise creature check, but the result of your Disguise check can't exceed the result of a Awareness check you have made to observe the creature. People viewing the disguise who know what that person looks like get a +5 bonus on their checks to identify the disguise.

Identify Disguise [Passive]

As a free action, you can make a Disguise check to identify a disguise on another creature. The DR is equal to the Disguise check used to create the disguise. Success means you know that the creature is disguised. Critical success means you can also discern the creature's true appearance beneath the disguise. After making a check to identify a disguise on a particular creature, you cannot make another check to identify the same disguise on that creature for one hour.

4.12 Escape Artist (Dex)

The Escape Artist skill represents your ability to escape bindings and move through small areas by contorting your body.

Escape Bindings

As a standard action, you can make an Escape Artist check to escape bindings and restraints. The DRs of various restraints are given on the table below.

Restraint	Escape Artist DR
Ropes	Binder's grapple or Devices check
Net	20
Manacles	30
Masterwork manacles	35
Grappler	Grappler's grapple attack result
<i>Entangle</i> , <i>web</i> , or similar spells	Spellcaster's attack result

Squeeze

As a standard action, you can make an Escape Artist check to move one foot forward in a space too small to normally fit you. A

DR 20 check allows you to move in a space that can fit your head and shoulders, but which is too tight to allow normal crawling. A DR 30 check allows you to move in a space that can fit your head, but not your shoulders. Success means you make progress through the space, while failure means your action is wasted.

While using Escape Artist to squeeze into otherwise impossible spaces, you cannot take any physical actions other than squeezing until you escape. If you are squeezing in a space that can only fit your head and shoulders, the normal penalty to physical defenses for squeezing is doubled to -8. You are treated as *helpless* (*physical defenses are 10, vulnerable to coup de grace*) while squeezing in a space that cannot fit your shoulders.

If you take a -10 penalty to your Escape Artist check, you can squeeze as a move action, rather than as a standard action.

4.13 Heal (Int)

The Heal skill allows you to tend the wounds of others. In order to heal a creature, you must be able to see and touch it.

Accelerate Recovery

If you spend a minute tending to a character, you can make a DR 15 Heal check to accelerate its recovery. Success means it recovers a quarter of its hit points, as if it had rested for half an hour. For every 10 points by which you beat the DR, you double the effective rest time, to a maximum of two hours of rest at DR 45. A character can only be treated in this way once until it rests for at least half an hour.

To accelerate a creature's recovery, you need a few items and supplies (bandages, salves, and so on) that are easy to come by in civilized areas.

First Aid

As a standard action, you can make a DR 15 Heal check to stabilize a dying character. Success means the patient becomes stable.

Treat Poison or Disease

You can make a Heal check to treat poison or disease in a character. To resist the next attack by the poison or disease, it can use your Heal check or its Fortitude defense, whichever is higher. Treating a poison takes a standard action. Treating a disease takes five minutes of work.

Treat Wound

As a standard action, you can make a Heal check to treat some specific wounds, such as from a caltrop. Success usually means the wound is gone, as indicated by the effect's description.

4.14 Intimidate (Varies)

The Intimidate skill represents your ability to intimidate and coerce people into doing what you want.

Check Modifiers: You gain a bonus of up to +10 on Intimidate checks if the target thinks you or your group is stronger than it is, or that it is otherwise in some real danger from you. Likewise, you take a penalty of up to -10 if the target thinks you or your group is

weaker than it is, or that there is otherwise no chance that you could cause it harm.

Fear: All uses of the Intimidate skill are a Fear effect. Creatures immune to fear, such as mindless creatures, can't be intimidated.

Choosing an Attribute: Depending on how you are trying to intimidate creatures, you can use any attribute as a key attribute for Intimidate. For example, if you intimidate a creature by smashing a table and threatening to smash its head in, you can use Strength to make the Intimidate check. On the other hand, if you intimidate a creature by staring it down in a cold fury, you can use Willpower to make the Intimidate check.

Coercion

You can make an Intimidate check to convince a creature to do what you want. This functions like a Persuasion check to form an agreement with a group, except that you do not apply a relationship modifier. In addition, the DR is up to 10 lower if the group thinks your group is significantly stronger than them, or up to 10 higher if the group thinks your group is significantly weaker.

Demoralize

As a standard action, you can make an Intimidate check against a creature within Medium (100 ft.) range of you. The DR is equal to the target's Mental defense. If you succeed, the creature is *shaken* (20% failure near its fear) by you for 2 rounds.

4.15 Jump (Str)

The Jump skill represents your ability to jump. All Jump checks are made as part of movement, so they take no special action to perform. Distance moved with Jump checks is counted against your normal maximum movement in a round.

Several modifiers apply to all Jump checks, which are described below.

Running Start: If you move at least twenty feet before jumping, you have a running start. Jumping without a running start is difficult, and you take a -10 penalty to all Jump checks.

Land Speed: For every 5 feet by which your land speed is slower than 30 feet, you take a -4 penalty to Jump checks. If you jump with a running start, for every 5 feet by which your land speed exceeds 30 feet, you gain a +2 bonus to your Jump checks.

Hop Up

You can make a DR 10 Jump check while moving to jump up onto an object as tall as your waist, such as a table or small boulder. Doing so counts as 5 feet of movement. Success means you land on top of the object and can continue your movement. Failure indicates you stop your movement where you are. You do not need to get a running start to hop up.

Jump Down

You can make a DR 15 Jump check while moving to intentionally jump down from a height to reduce your falling damage. Success means you take damage as if you had dropped 10 fewer feet than you actually did. Failure means you take the normal falling damage.

Long Jump

As part of movement, you can make a Jump check to jump forward. When you make a long jump, choose a DR. If you have a running start, you jump forward by a number of feet equal to your check result, to a maximum of the DR you chose. At the midpoint of the jump, you achieve a height equal to a quarter of that distance. Critical failure means you fall prone after making the jump. If a failed jump would cause you to fall into a gap, you can make a DR 20 Climb check to catch the edge of the gap, provided you can reach it.

If you do not have a running start, jumping is more difficult (see Running Start, page 56).

High Jump

As part of movement, you can make an Jump check while moving to jump up. When you make a high jump, choose a DR. If you have a running start, you move forward by an amount to a quarter of your check result, to a maximum of a quarter of the DR. At the midpoint of the jump, you gain a height equal to that distance. Critical failure means you land prone after making the jump.

If you do not have a running start, jumping is more difficult (see Running Start, page 56).

If you jumped up to grab something, success means you reached the desired height. If you wish to pull yourself up, you can do so with a move action and a DR 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 DR is doubled if you do not get a running start of at least 20 feet.

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.) The maximum vertical reach for an individual creature is usually given by the 1 and 1/2 times the creature's height.

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
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	1/2 ft.

Rebounding Jump

While in midair, if you make contact with a solid object that can support your weight, you can jump off of that object. You are not considered to have a running start. In addition, you take a -10 penalty to the check (after the halving), because rebounding off of an object in midair is difficult. You must travel at least 10 feet between each rebounding jump.

4.16 Knowledge (Int)

Like the Craft, Profession, and Perform skills, Knowledge actually encompasses a number of separate 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)
- Engineering (architecture, buildings, bridges, fortifications, siege weapons)
- Dungeoneering (aberrations, caverns, oozes, spelunking, subterranean monsters)
- Geography (lands, terrain, climate, people, outdoor monsters)
- Local (humanoids, legends, inhabitants, laws, customs, history, nobility, royalty)
- Nature (animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin)
- Planes (the Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, outsiders, elementals, magic related to the planes, extraplanar monsters)
- Religion (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead)

You cannot retry Knowledge checks unless you are presented with significant new information about the subject that could jog your memory.

Identify Monster

You can make a Knowledge check reactively to identify a monster and recall its special powers or vulnerabilities. In general, the DR is equal to 10 + the monster's level. Success allows you to remember the monster's name and its most well-known features. For every 5 points by which you beat the DR, you remember an additional piece of useful information. Failure indicates you don't remember anything important about the monster. Failure by more than 10 means you remember incorrect information.

Answer Question/Recall Information

You can make a Knowledge check reactively to remember information related to your field of study. The DR varies depending on the difficulty of the question. Answering a simple or trivial question that most students would be familiar with is DR 10. Answering a challenging question which would be beyond the reach of most initiates is DR 20. Answering a deeply complex or obscure question which might require information known only by the most learned masters in the field would be DR 30 or higher.

Appraise Item

You can make a Knowledge check to estimate the value of an item with 1 minute of careful study. The Knowledge skill used must be related to the item.

The DR depends on the rarity of the item. Common items, such as nonmagical equipment and utensils, are DR 10. Rare items, such as valuable gems and magic items worth less than 100,000 gp, are DR 20. Extraordinarily rare items, such as unique gems and magic items worth at least 100,000 gp, are DR 30.

Success means you know the value of the item. Failure means you think the item is worth (d10+5)/10 x the item's actual value.

(The d10 roll is made secretly, so you don't know how close you are.) Critical failure means you can't estimate the item's value at all.

After you appraise an item, you can't appraise it again with any skill until you gain a level.

4.17 Linguistics (Int)

The Linguistics skill represents your mastery of other languages.

Learning Languages: For every two ranks in Linguistics that you have, you may learn a new common language, in addition to your starting languages. You don't make Linguistics checks to speak or understand languages. You either know a language or you don't. All characters with an Intelligence of +2 or higher are presumed to be literate, allowing them to read and write any language they speak. Each language has an alphabet, though sometimes several spoken languages share a single alphabet. Common languages are summarized on Table 4.16: Common Languages, below.

In place of two common languages, you may learn a rare language. Rare languages are more difficult to learn, and are usually only spoken by unusual creatures. Rare languages are summarized on Table 4.17: Rare Languages, below.

Table 4.16: Common Languages

Language	Typical Speakers	Alphabet
Common	Civilized creatures	Common
Draconic	Dragons, kobolds	Draconic
Dwarven	Dwarves	Dwarven
Elven	Elves	Elven
Giant	Ogres, giants	Dwarven
Gnome	Gnomes	Dwarven
Goblin	Goblins, hobgoblins	Dwarven
Gnoll	Gnolls	Common
Halfling	Halflings	Common
Orc	Orcs	Dwarven

Table 4.17: Rare Languages

Language	Typical Speakers	Alphabet
Abyssal	Demons, chaotic evil outsiders	Infernal
Aquan	Water-based creatures	Elemental
Auran	Air-based creatures	Elemental
Celestial	Good outsiders	Celestial
Druidic	Druids (only)	Druidic
Ignan	Fire-based creatures	Elemental
Infernal	Devils, lawful evil outsiders	Infernal
Sylvan	Dryads, faeries	Elven
Terran	Earth-based creatures	Elemental
Undercommon	Drow	Elven

Decipher Script

You can make a Linguistics check to decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base DR is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic, or very old writing. In addition, the DR increases by 5 if you do not know any languages that use the same alphabet as the writing being deciphered. Deci-

phering the equivalent of a single page of script takes 1 minute (ten consecutive full-round actions).

Success means you understand the general content of a piece of writing about one page long (or the equivalent). Failure means you fail to understand the writing. Critical failure means you draw a false conclusion about the text. The check to decipher the writing is made secretly, so that you can't tell whether the conclusion you draw is true or false.

Identify Language

You make a DR 15 Linguistics check to identify the language used in speech or writing, even if you can't understand the language.

4.18 Perform (Varies)

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.

- Acting (drama, impersonation, 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)

Choosing an Attribute: Depending on how you are trying to perform, you can use any attribute as a key attribute for Perform.

Performance Types: In general, there are three types of performances: instrumental performances, visual performances, and vocal performances.

Instrumental Performances: These performances require an instrument of some sort to create sound, which always requires at least one hand to manipulate the instrument. They affect all creatures who can hear the performance.

Visual Performances: These performances require some sort of motion, such as juggling. They affect all creatures who can see the performance.

Vocal Performances: These performances use your voice to create sound. These are simpler to create than instrumental performances, since they don't require an instrument. However, vocal performances are always in a particular language. They affect all creatures who can hear the performance and understand the language the performance is in.

Limitations while Performing: While you are performing, your actions are slightly limited. You cannot cast spells, use spell-like abilities, or take other actions requiring similar levels of focus and concentration. In addition, you take a -10 penalty to Perform checks for any other performances. This penalty stacks. For example, if you were playing a lyre, singing, and juggling balls with your feet, you could take a -10 penalty to your singing and a -20 penalty to your juggling. These limitations are in addition to any restrictions imposed by your method of performing, such as your hands being occupied playing an instrument.

You can otherwise act normally while performing, including attacking in combat, if doing so is physically possible.

Performance Time: In general, you can maintain a performance for a number of minutes equal to 5 + your Constitution. After that time, you must rest for 5 minutes before performing again.

Entertain

You can make a Perform check to provide entertainment or to show off your skills.

Earn Income

You can make a Perform check to practice your trade and make a decent living, earning about half your Perform check result in gold pieces per week of dedicated performance.

4.19 Persuasion (—)

You can use the Persuasion skill to convince people to do or think what you want. Depending on how it is used, it represents a combination of verbal acuity, tact, argumentative ability, grace, etiquette, and personal magnetism. Using a Persuasion check usually takes at least a minute of sustained conversation.

Persuasion checks are usually made against a group. For the purposes of a Persuasion check, a “group” consists of creatures who consider themselves to be allies. For example, in a king’s court, you cannot simply influence the king alone; his trusted advisors are also part of the same group. It is possible to influence one group without influencing another. For example, the king and his advisors may be unpersuaded, but the prince may find your arguments compelling. Groups can also consist of a single creature. The game master decides what the groups are.

The base DR for a Persuasion check against a group is equal to 10 + the highest level of any character in the group or the highest Sense Motive of any character in the group, whichever is higher.

Not all social interactions require Persuasion checks. Much of the time, being extraordinarily persuasive is unnecessary, and creatures can be convinced with normal, inartful conversation and good reasoning. Persuasion checks should only be used when your personal persuasiveness matters.

Compel Belief

As part of conversation, you can make a Persuasion check to cause creatures to believe something you say. If you are lying, you must also make a Bluff check to lie. Success means the group believes what you are saying is true. What they choose to do with that information is up to them, however. Failure means they do not believe you, but they do not react poorly; perhaps they simply want more verification. You may be able to try again, depending on their patience. Critical failure means the group reacts poorly, and you may have permanently damaged your credibility with them.

Your check is modified by how believable your argument is, as well as whether the group has strong feelings about the truth of your story.

Form Agreement

You can make a Persuasion check to convince a group to accept a deal you offer. This can be used to persuade the chamberlain to

Table 4.18: Believability Modifiers

Description	DR Modifier
Expected to be true (“Nothing interesting happened while I was on patrol”)	–5
Plausible (“The mayor is too busy to see you now.”)	+0
Unlikely (“The north gate is under attack!”)	+5
Extremely unlikely (“The mayor is secretly a vampire.”)	+10
Virtually impossible (“You are secretly a vampire.”)	+20
Demonstrably untrue (“You are a frog.”)	— ¹

¹ You cannot convince someone of something that is proven to be false.

Table 4.19: Motivation Modifiers

Description	DR Modifier
Target wants to believe (“That dress looks lovely on you.”)	–5
Target does not have strong feelings (“I’m busy.”)	+0
Target doesn’t want the story to be true (“Your brother is a murderer.”)	+5

let you see the king, to negotiate peace between feuding barbarian tribes, or to convince the ogre mages that have captured you that they should ransom you back to your friends instead of twisting your limbs off one by one.

Success means the group will fulfill their end of the deal. Of course, if you don’t fulfill your part, they are likely to react poorly. Failure means they did not accept the deal, but they may propose an alternate arrangement, or you can propose another deal without penalty. Critical failure means that there is virtually no chance to reach an agreement, and the group may become hostile or take other steps to end the conversation. They may have been insulted by how unfair the deal was, or you may have made a critical verbal misstep.

Your check is modified by your relationship with the group and how favorable the deal is.

Gather Information

An evening’s time, a few gold pieces for buying drinks and making friends, and a DR 10 Persuasion 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 DR for the check is 15 to 25, or even higher.

4.20 Profession (Varies)

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. Most commoners have some training in a Profession skill.

Profession is always treated as a class skill, regardless of your classes.

Relationship	Modifier
Intimate: Someone who with whom you have an implicit trust. Example: A lover or spouse.	-15
Friend: Someone with whom you have a regularly positive personal relationship. Example: A long-time buddy or a sibling.	-10
Ally: Someone on the same team, but with whom you have no personal relationship. Example: A cleric of the same religion or a knight serving the same king.	-5
Acquaintance (Positive): Someone you have met several times with no particularly negative experiences. Example: The blacksmith that buys your looted equipment regularly.	-2
Just Met: No relationship whatsoever. Example: A guard at a castle or a traveler on a road.	+0
Acquaintance (Negative): Someone you have met several times with no particularly positive experiences. Example: A town guard that has arrested you for drunkenness once or twice.	+2
Enemy: Someone on an opposed team, with whom you have no personal relationship. Example: A cleric of a philosophically-opposed religion or an orc bandit who is robbing you.	+5
Personal Foe: Someone with whom you have a regularly antagonistic personal relationship. Example: An evil warlord whom you are attempting to thwart, or a bounty hunter who is tracking you down for your crimes.	+10
Nemesis: Someone who has sworn to do you, personally, harm. Example: The brother of a man you murdered in cold blood.	+15

Choosing an Attribute: Depending on your profession, you can use any attribute as a key attribute for Profession.

Appraise Item

You can make a Profession check to estimate the value of an item with 1 minute of careful study. The Profession skill used must be related to the item. This check is always Intelligence-based, regardless of your profession.

The DR depends on the rarity of the item. Common items, such as nonmagical equipment and utensils, are DR 10. Rare items, such as valuable gems and magic items worth less than 100,000 gp, are DR 20. Extraordinarily rare items, such as unique gems and magic items worth at least 100,000 gp, are DR 30.

Success means you know the value of the item. Failure means you think the item is worth $(d10+5)/10 \times$ the item's actual value. (The d10 roll is made secretly, so you don't know how close you are.) Critical failure means you can't estimate the item's value at all.

After you appraise an item, you can't appraise it again with any skill until you gain a level.

Earn Income

You can make a Profession check to 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.

Perform Task

You can make a Profession check to perform some tasks related to your profession. This allows you to use Profession in place of other skills when it is appropriate. For example, a sailor could use Profession to tie common knots in place of Devices or Survival, or a farmer could use Profession to identify common animals and plants in place of Knowledge (nature). The DR when using Profession may be higher than it would be to use the normal skill for the task.

4.21 Ride (Dex)

The Ride skill allows you to ride horses and other mounts. Typical riding actions don't require checks. You can saddle, mount, ride, and dismount from a mount without a problem. However, some special actions require Ride checks. Some modifiers apply to all Ride checks, as described at Ride Modifiers, page 61.

Control Mount

When riding a willing creature in combat that is not trained for battle, you must a DR 20 Ride check as a move action to control it. Success means it obeys your commands that round. Failure means it remains still and refuses to obey your commands until you make a successful check to control it. Critical failure means the mount acts of its own volition.

Fall

If you fall off your mount, or if your mount is downed in battle, you take damage from the fall. Falling off of a typical Large creature, such as a horse, deals 1d6 bludgeoning damage, while falling from larger creatures deals damage appropriate to the distance fallen. As an immediate action while falling, you can make a DR 15 Ride check. Success means you reduce the effective height of the fall by 10 feet. Failure means you take damage normally.

Guide Mount

While riding a willing creature, you must make a DR 5 Ride check at the start of your turn to guide it with your knees. Success means it obeys your commands, and you can have both hands free to take other actions. Failure means you must use a hand to control the mount that round. Critical failure means the mount acts of its own volition. If you cannot use a hand to control the mount, you fall off the mount if it moves during your turn.

Leap

You can make a DR 15 Ride check to stay on your mount as it jumps. This check is made as part of your mount's movement. Success means that you stay on the mount. Failure means you fall off your mount as it starts to jump.

Spur Mount

You can make a DR 15 Ride check as a move action to get your mount to move faster. Success means it makes an Sprint check to move faster. Failure means your action was wasted.

Risk vs. Reward Judgement (Persuasion)	Modifier
Fantastic: The reward for accepting the deal is very worthwhile; the risk is either acceptable or extremely unlikely. The best-case scenario is a virtual guarantee. Example: An offer to pay a lot of gold for information that isn't important to the character.	-15
Good: The reward is good and the risk is minimal. The subject is very likely to profit from the deal. Example: An offer to pay someone twice their normal daily wage to spend their evening in a seedy tavern with a reputation for vicious brawls and later report on everyone they saw there.	-10
Favorable: The reward is appealing, but there's risk involved. If all goes according to plan, though, the deal will end up benefiting the subject. Example: A request for a mercenary to aid the party in battle against a weak goblin tribe in return for a cut of the money and first pick of the magic items.	-5
Even: The reward and risk more or less even out; or the deal involves neither reward nor risk. Example: A request for directions to a place that isn't a secret.	+0
Unfavorable: The reward is not enough compared to the risk involved. Even if all goes according to plan, chances are it will end badly for the subject. Example: A request to free a prisoner the target is guarding for a small amount of money.	+5
Bad: The reward is poor and the risk is high. The subject is very likely to get the raw end of the deal. Example: A request for a mercenary to aid the party in battle against an ancient red dragon for a small cut of any non-magical treasure.	+10
Horrible: There is no conceivable way that the proposed plan could end up with the subject ahead or the worst-case scenario is guaranteed to occur. Example: An offer to trade a rusty kitchen knife for a shiny new longsword.	+15

Stay in Saddle

If you take damage or your mount rears or bolts unexpectedly, you must make a DR 5 Ride check to stay in your saddle. This does not take an action. Success means you stay in your saddle. Failure means you fall off your mount.

Take Cover

You can make a DR 15 Ride check as a move action to drop low and take cover behind your mount. This requires the use of both your hands. Success means you gain the benefits of active cover. Failure means you can't get low enough and gain no benefit from the action. Critical failure means you fall off your mount. You can leave this cover and resume your normal position as a move action that does not require a Ride check.

Ride Modifiers

If a mount lacks a saddle and other riding gear, the DR to ride it increases by 5. If a mount takes a standard action other than movement, such as attacking, the DR to ride it that round increases by 5. If a mount is not trained as a mount, the DR to ride it increases by 10.

4.22 Sense Motive (Per)

The Sense Motive skill represents your ability to read body language and emotion.

Discern Enchantment [Passive]

As a swift action, you can try to tell whether a creature is affected by mind-controlling magic – including yourself. The DR to identify an Emotion effect such as *charm person* is 25, while the DR to identify a Compulsion effect such as *dominate person* is 15. Success means you recognize that the creature is affected by mind-affecting magic. Failure means you don't notice anything amiss.

This can only be used if the effect in question is actually affecting the creature's behavior at the time. For example, a person who has been given an unnatural aversion to cheese by the *aversion* spell would generally not be affected by the enchantment unless it was presented with cheese. Therefore, you could not discern

the enchantment on the creature simply by talking to it about the weather.

Identifying mind-controlling magic affecting you gives you no special ability to resist the magic, but it may help you mitigate its effects.

Discern Lies [Passive]

As a free action, you can make a Sense Motive check to notice when creatures lie to you. The DR is equal to the lying creature's Bluff check result. Success means you notice that the creature was lying. Failure means you do not.

Discern Secret Message

You can automatically identify hidden messages conveyed with the Bluff skill. Treat your Sense Motive modifier as your check result. The DR is equal to DR of the secret message. Success means you recognize that a hidden message is present, but not its contents. Critical success means you can understand the message. Failure means you don't notice the hidden message.

Focus Attention

You can make a Sense Motive check as a move action to focus on a particular creature. If you do, you can use your check result to discern enchantments, lies, and hidden messages from that creature. This applies to any actions it took or things it said during the last round, and to actions it takes or things it says for the next 5 rounds. If you focus on a different creature, you lose your focus on the first creature.

Social Assessment

You can make a DR 15 Sense Motive check to get a general assessment of a social situation. This does not take an action by itself, but you must observe the group for at least a minute. Success means you have an idea of behaviors that are expected or inappropriate, who outranks whom, or another piece of useful information. For every 5 points by which you beat the DR, you gain an additional insight into the social environment.

You can make a social assessment after only a single round of observation, but you take a -10 penalty on the check. If you don't

understand the language the group is using, you take a -10 penalty on the check. The information gained at a given DR may vary in usefulness depending on how obvious or subtle the group is.

4.23 Sleight of Hand (Dex)

The Sleight of Hand skill represents your ability to pick pockets, palm objects, and perform other feats of legerdemain.

All Sleight of Hand checks apply a special modifier based on the size of the action taken or object affected, as shown on Table 4.20: Sleight of Hand Modifiers.

Table 4.20: Sleight of Hand Modifiers

Size	Check Modifier
Fine	+8
Diminutive	+4
Tiny	+0
Small	-4
Medium	-8
Large	-12
Huge	-16
Gargantuan	-20
Colossal	-24

Conceal Action

You can make a Sleight of Hand check to conceal an action you take, preventing observers from noticing that you took the action. You can conceal any physical action that only requires the use of your hands and arms. Your check is opposed by the Awareness check of any observers. Success means your action is unnoticed. Failure means they are able to notice your action normally.

The space required to perform the action is the size of the action, and applies a bonus or penalty as noted above. For example, winking only requires moving your eye, so you gain a +8 bonus to conceal the action. Firing a longbow requires manipulating an object as large as you are, so you take a -8 penalty to conceal the action.

Observers that you touch as part of the action gain a +10 bonus to their Awareness check. If you strike them hard, as with an attack, the bonus increases to a +20 bonus.

If you successfully conceal a ranged attack, the attack is treated as if it were an attack from an invisible creature. The target may be unaware of the attack, making it helpless. If the target is hit, it can tell the direction the attack came from, but not that you made the attack.

Nonhumanoid creatures without hands and arms may conceal actions using different parts of their body. Large movements can never be concealed with this ability; see the Stealth skill.

Conceal Object

You can make a Sleight of Hand check as a standard action to conceal an item on your person. The object must be at least two size categories smaller than you are. Your Sleight of Hand check is opposed by the Awareness check of anyone observing you. Success means they fail to notice the item. A creature directly interacting you to search for the object, such as by frisking you, gains a +5 bonus to its Awareness check.

Pickpocket

You can make a Sleight of Hand check as a standard action to steal an object from another creature. The object must be loose and accessible, such as in a pocket. The DR depends on whether the creature notices your attempt using Awareness. If the creature’s Awareness check exceeds your Sleight of Hand check, the creature notices your attempt and the DR is equal to the creature’s Combat Maneuver Defense. Otherwise, the creature does not notice your attempt, and the DR is 20. Success means you successfully steal the object. Failure means you do not steal the object.

4.24 Spellcraft (Per)

The Spellcraft skill represents your ability to notice and understand spells and magical effects.

While sleeping, you take a -10 penalty to Spellcraft.

Passive and Active Attention

Like the Awareness skill, Spellcraft allows you to automatically notice spells and magical effects in your environment, even when you’re distracted or focusing on other tasks. At all times, you are considered to be “taking 0” on a Spellcraft check, allowing you to notice anything with a DR up to your Spellcraft modifier, including all applicable bonuses and penalties. You can only passively perform tasks which do not require a specific action to perform.

As a swift action, you can make a conscious effort to pay attention to spells and magical effects around you. This allows you to make Spellcraft checks to notice events, rather than simply using your modifier. This is mentally tiring to do over long periods of time: if (10 + twice the number of hours you have spent being actively attentive) exceeds your Mental defense, you become fatigued.

Notice Magic Auras

You can notice the presence of magic within 100 feet of you with a DR 15 Spellcraft check. Success means you notice that magic exists. Critical success means you know the number of magical auras, and the strength and direction to each aura. Critical success means you notice the location of each aura and their precise nature, including strength, school, and descriptors. Failure means you don’t notice any magic.

Aura strengths are described in Table 4.21: Aura Strengths. With practice, you can ignore auras that you are commonly surrounded by, such as magic items on you and your companions. In general, it takes a day of frequent exposure to become accustomed to an aura. Once you are accustomed to an aura, you can freely choose to notice or ignore it.

A magical aura can linger after its original source dissipates (in the case of a spell or spell-like ability) or is destroyed (in the case of a magic item). The strength of such an aura is “dim” (even weaker than a faint aura). Most auras linger for a number of minutes equal to the spellpower of the effect, but unusually powerful auras may linger for hours or days instead.

Identify Active Spell

You can make a Spellcraft check to identify an active spell based on its magical aura. You must spend a move action to focus on a

Table 4.21: Aura Strengths

Spell or Object	— Aura Power —			
	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th–6th	7th–9th	10th+ (deity-level)
Magic item (spellpower)	6th or lower	7th–12th	13th–20th	21st+ (artifact)

particular aura you have identified. The DR to identify a spell is equal to 15 + the spell level of the spell. If the effect has obvious visual or other cues to its true nature, the DR is lowered by 5. Success means you know the spell that produced the effect. Failure means you do not know the spell.

If a spell emulates another spell, such as *shadow evocation*, success allows you to identify the spell being emulated. Critical success allows you to also identify the original spell.

Identify Spellcasting

You can identify spells being cast within 100 feet of you. The DR is equal to 15 + the spell level of the spell. Success means you know what spell is being cast.

Identify Potion

You can make a DR 25 Spellcraft check to identify a potion. This takes a minute of careful evaluation. Success means you know what spell the potion contains.

Identify Written Spell

You can make a Spellcraft check as a standard action to identify a scroll or similar piece of magical writing. The DR is equal to 20 + the spell level of the spell. Success means you know what spell is written.

Teleport Trace

You can make a DR 20 Spellcraft check as a move action to learn information about a teleportation that happened recently. You must have noticed the magic aura left by the teleportation effect. Success means you identify the direction of the teleportation. Critical success means you also identify the distance. Failure means you learn no information about the teleportation. The DR of this check increases by 5 for every minute that has passed since the teleportation happened.

4.25 Sprint (Str)

The Sprint skill represents your ability to move more quickly and take running-related actions.

Sprint

As part of movement, you can make an Sprint check to move faster. For every 10 points by which you beat DR 0, you double your speed during that action: 2x speed at DR 10, 3x speed at DR 20, and so on.

You can sprint for a number of rounds equal to your Constitution (minimum 1). After that time, you must rest for 5 minutes before you can sprint again. You can sprint in any movement mode that you have a speed for.

Wallrun

As part of movement, you can make a Sprint check to run along a wall rather than climbing. The DR is 10 higher than normal for the wall (see Climb, page 51, for typical wall DRs), but this does not require free hands. Success means you move up to half your land speed horizontally, or up to a quarter of your land speed vertically. Failure means you fall. Critical failure means you are prone when you land. For every round you spend running on a wall, the DR increases by 10.

Wallrunning on a ceiling is impossible.

4.26 Stealth (Dex)

The Stealth skill represents your ability to escape detection while moving or hiding. All Stealth checks are made as part of movement or other actions, so they require no special action to perform. If you have been noticed by a creature, you automatically fail all Stealth checks against that creature until you can escape its notice, such as by disappearing out of sight.

Blend In

You can make a Stealth check to blend in with a crowd. Your Stealth check is opposed by the Awareness checks of anyone looking for you. Success means you remain unobserved. Failure means the person looking for you found you.

If you act differently from the crowd you are trying to blend in with, anyone observing you gets a +5 bonus to find you. You may need to make Awareness or Sense Motive checks to figure out how to act, depending on the situation. If you are extremely dissimilar from the crowd, such as a naked person in church or a human among halflings, anyone observing you may gain a +10 or greater bonus to find you.

Hide [Passive]

As a move action, or as part of movement, you can make a Stealth check to hide so people can't see you. Your Stealth check is opposed by the Awareness checks of any observers. Success means that you can't be seen, heard, or detected in any way, effectively making you invisible. Failure means that the observer notices you. The more senses the observer notices you with, the more they learn about your location, as appropriate to the sense.

If you do not have passive cover or concealment from a creature (see Cover, page 223 and Concealment, page 224), your Stealth check is automatically treated as a 0 against sight-based Awareness checks that creature makes, regardless of your modifiers. For this purpose, do not consider any cover that would be hidden as a result of a successful check, such as a shield you hold in front of you.

If you move at up to half your speed during your turn, you take a -5 penalty to Stealth checks. If you move at up to your full speed

during your turn, you take a -10 penalty to Stealth checks. It's practically impossible (-20 penalty) to remain unobserved while attacking, sprinting, or charging.

A creature larger or smaller than Medium gains an bonus or penalty on Stealth checks to hide depending on its size category: Fine +16, Diminutive +12, Tiny +8, Small +4, Large -4, Huge -8, Gargantuan -12, Colossal -16.

4.27 Survival (Per)

The Survival skill represents your ability to take care of yourself and others in the wilderness, as well as your mastery of various survival-related tasks.

Navigate Wilderness

You can make a Survival check while moving overland to avoid natural hazards and getting lost. The DR depends on the terrain, as shown on Table 4.22: Terrain DRs. Success means that you and any group you lead can move without any trouble. Failure means you may encounter a natural hazard, depending on the terrain. Critical failure means you become lost.

You can notice that you are lost the next time that you succeed on a check to navigate in the wilderness. Rediscovering your location requires backtracking for 1d6 hours and another Survival check against the same DR.

This check is made once every 8 hours you spend travelling overland. If you move at half speed, you gain a +5 bonus on the check.

Sustenance

You can make a Survival check to move overland at half speed while hunting and foraging. The DR depends on the terrain, as shown on Table 4.22: Terrain DRs. Success means that you can feed yourself, and require no additional food or water. For every 2 points by which you succeed, you can provide food and water to an additional person.

This check is made once every 8 hours you spend travelling overland. If you move at one-quarter speed, you gain a +5 bonus on the check.

Table 4.22: Terrain DRs

Terrain	Navigation DR	Sustenance DR
Desert	20	30
Forest	15	15
Jungle	15	10
Mountains	15	20
Hills	10	20
Plains	10	20
Swamp	20	25

Predict Weather

You can make a DR 15 Survival check to predict the weather. This requires a minute of observation. Success means you know what the weather will be like up to 24 hours in advance. For every 5 points by which you succeed, you can predict the weather one additional day in advance.

Track

If you have the Track feat, you can use Survival to follow tracks.

Use Rope

You can make a Survival check as a standard action to tie knots. Success means you tie the knot successfully. Failure means your action is wasted, but you can try again. Tying a typical knot is DR 10. Tying a special knot, such as one that slips, slides slowly, or loosens with a tug is DR 15. Knots can also be tied with the Devices skill.

You can also make a Survival check in place of a ranged attack to set a grappling hook. You take a -2 penalty per 10 feet.

4.28 Swim (Str)

The Swim skill represents your ability to swim.

Swimming

You can make a Swim check to move through water. The DR depends on the turbulence of the water, as shown on Table 4.23: Swim DRs. Success means you move forward by up to one-half your speed (as a full-round action) or at one-quarter your speed (as a move action). Critical success means you move twice as fast. Failure means you make no progress through the water. Critical failure means you make no progress and sink five feet underwater.

Table 4.23: Swim DRs

Water	Swim DR
Calm water	10
Rough water	15
Stormy water	20

Swimming Underwater

You can swim underwater just like you can above water. 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 5 + your Constitution. After that period of time, you must make a DR 10 Constitution check every round to continue holding your breath. Each round, the DR for the check increases by 5. If you fail, you begin to drown.

Swim Speed

A creature with a swim speed can move a distance equal to its swim speed with a successful Swim check. In addition, it gains a +10 bonus to any Swim checks it makes.

4.29 Tumble (Dex)

The Tumble skill represents your ability to roll and tumble. All Tumble checks are made as part of movement, so they require no special action to perform.

Tumbling

You can tumble past opponents in combat to reduce your odds of being hit. You can tumble as part of normal movement. If you do, you move at half speed and make a Tumble check. You may use your check result in place of your Armor defense and Reflex defense against physical melee attacks by creatures that did not threaten you at the start of the round. If your Tumble check is at least 25, you can also move through spaces occupied by enemies.

If you accept a –10 penalty, you can move at full speed while tumbling. If you accept a –20 penalty, you can tumble while sprinting or charging.

Agile Charge

You can make a DR 20 Tumble check while **charging** to make a single turn of up to 90 degrees in the middle of the movement. Failure means you can't change direction, though you can continue your movement or stop. Critical failure means you stop where you tried to change direction and fall prone.

Mitigate Fall

As you hit the ground after a fall, you can make an Tumble check to reduce falling damage. A DR 15 check allows you to treat a fall as if it were 10 feet shorter. For every 10 by which you beat that DR, you can reduce the falling damage by 10 additional feet.

Rapid Stand

You can make a DR 20 Tumble check to stand up as a swift action. Success means you regain your feet. Failure means you must spend a move action to stand up. You cannot attempt this check unless you can spend a move action to stand up.

Tumble Modifiers

Obstructed or otherwise treacherous surfaces, such as natural cavern floors or undergrowth, are tough to tumble through. The DR for any Tumble check in such a square (except checks to mitigate falling damage) is modified as indicated below.

Table 4.24: Tumble Modifiers

Surface Is	DR Modifier
Lightly obstructed (scree, light rubble, shallow bog, light undergrowth)	+2
Lightly slippery (wet floor)	+2
Sloped or angled	+2
Slightly mobile (rope bridge)	+2
Severely obstructed (dense rubble, dense undergrowth)	+5
Severely slippery (ice sheet, oiled floor)	+5
Very mobile (slack rope)	+5

Chapter 5

Feats

Feats are special abilities that every character has. Feats can be used to specialize your character particular area, to grant your character new abilities, or to change the way your character does certain things.

5.1 Gaining Feats

Your character gains a feat every odd level: 1st, 3rd, 5th, and so on. Classes can sometimes grant bonus feats as well, which are in addition to these feats which every character gets.

Prerequisites

Some feats have prerequisites. Your character must have the indicated attribute score, ability, feat, skill, combat prowess, 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.

5.2 Types Of Feats

Some feats are general, meaning that no special rules govern them as a group. Others belong to particular categories. The categories are given below:

- Bloodline feats allow a character to tap into latent magical abilities in their blood.
- Item creation feats allow spellcasters to create magic items of various kinds.
- Magic feats affect the way a character casts spells or uses magic.
- Metamagic feats let spellcasters cast spells with greater effect, albeit as if the spells were a higher level than they actually are.
- Performance feats allow a character to create magical effects through skilled performances.
- Skill feats affect a character's mastery of his or her skills.
- Spellgift feats grant a non-spellcasting character a limited ability to use spells.
- Combat feats affect a character's prowess in combat.
- Combat maneuver feats are combat feats which grant a character particular talent with specific maneuvers.
- Combat strike feats allow a character to impose special effects when they strike a foe.
- Combat style feats change the way a character fights. A character can only use one style at a time.

Bloodline Feats

Some characters have traces of monstrous blood running in their veins. Most of those will never understand the full potential of their unusual heritage. Bloodline feats allow characters to explore those possibilities by gaining abilities related to their ancestry. Each bloodline feat belongs to a specific type of monster, such as "dragon". Some bloodline feats have stronger effects if you have more feats from that heritage.

Class Feats

Class feats improve a character's class abilities, or grant new special abilities related to a class.

Item Creation Feats

An item creation feat lets a spellcaster create magic items.

Metamagic Feats

Metamagic feats change properties of spells you cast. Spells modified by a metamagic feat are treated as being higher level than normal. They require higher level spell slots to cast, and cannot be cast unless you have access to normal spells of the spell's modified level. All effects dependent on spell level are calculated according to the spell's modified level. Metamagic feats cannot be used to enhance spell-like abilities, magic item abilities, or other effects which are not spells.

Combining Metamagic Feats: You can apply multiple metamagic feats to a single spell. Changes to the spell's 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.

Performance Feats

Performance feats allow a character to use the Perform skill to create magical effects. All Performance feats are also Skill feats.

Each performance has an effect when it is used. Most performances continue their effects if you continue performing.

All performance feats are **Auditory**, **Speech**, or **Visual** effects, depending on the nature of the performance used to activate the feat.

You can use any combination of performance feats you possess a number of times per day equal to twice the number of performance feats you have. If you fail the Perform check, the use of the ability is wasted.

5.3 Feat Tables

Racial Feats

Racial feats improve a character's racial abilities or grant new abilities unique to the character's race.

Skill Feats

Skill feats improve a character's skills or grant them new abilities related to the skills they already have.

Spellgift Feats

Spellgift feats grant limited spell-like abilities. They may represent the fruits of eldritch pacts, unusual heritage, the exposure to powerful magic, or a particular expression of innate magical ability. You can use any combination of spell-like abilities gained from spellgift feats a number of times per day equal to the number of spellgift feats you possess. The number of spellgift feats you have, plus the levels you have in spellcasting classes, cannot exceed your Willpower.

If your Willpower is lowered below this value, or you gain additional levels in spellcasting classes, you are treated as not possessing the spellgift feats you do not qualify for, as normal for feat prerequisites. You lose access to the spellgift feats in order by when you acquired them, starting with the most recent feat.

Combat Feats

Combat feats affect a character's combat abilities. Many combat feats require a minimum combat prowess to acquire.

Combat Maneuver Feats

Combat maneuver feats are combat feats which specifically deal with maneuvers – pushing opponents around, grappling them, tripping them, or other unusual attacks. Any feat designated as a combat maneuver feat is also considered a combat feat.

Style Feats

Style feats grant a character the ability to fight or cast spells in a particular style, granting them bonuses while in that style. A character can only be in one style at once. Initiating a style or changing to a different style is a swift action, but a style can be stopped as a free action.

Most style feats have requirements. If a style requires specific equipment, such as a melee weapon, you must meet the requirements to activate the style. If you fail to meet a style's requirements during a round, you leave the style at the end of the round.

Strike Feats

Strike feats grant a character the ability to make unusual physical attacks. Most strike feats replace a certain number of **strikes** you would normally make. Usually, this means strike feats are used as part of a standard attack action. Some strike feats instead require a specific action to use.

General Feats

General Feats	Prerequisites	Benefit	Feat Types	Page
Attribute Training	—	Gain +1 to an attribute	—	78
Arcane Spellgift	2nd level, Wil 1	Gain arcane spell as spell-like ability	Spellgift	78
Diehard	Con 10	Halve penalties from critical damage	—	81
Divine Spellgift	2nd level, Wil 1	Gain divine spell as spell-like ability	Spellgift	81
Fearless	Wil 10	Immune to fear effects	—	83
Fortune's Friend	Legend point	Use legend points to be lucky	—	84
Iron Will	Int 3 or Wil 3	+2 to Mental defense	—	86
Lifebound	Con 10	Immune to hostile Life and Death effects	—	90
Lightning Reflexes	Dex 3 or Per 3	+2 to Reflex defense	—	90
Natural Spellgift	2nd level, Wil 1	Gain natural spell as spell-like ability	Spellgift	91
Perfect Health	Con 3	Immune to disease, later poison	—	92
Pierce Delusions	Per 5	Immune to Delusion effects	—	92
Stubborn	Wil 5	Immune to Compulsion effects	—	95
Swift	—	Increase speed by 5 feet	Mobility	95
Toughness	Con 3 or Str 3	+2 to Fortitude defense	—	96
Bloodline Feats	Prerequisites	Benefit	Feat Types	Page
Celestial Heritage	Nonevil alignment	Gain retributive aura	Bloodline, Celestial	79
Celestial Blessing	Celestial Heritage	Gain ability to bless allies	Bloodline, Celestial	79
Celestial Body	Celestial Heritage	Gain physical damage reduction	Bloodline, Celestial	79
Celestial Smiting	Celestial Heritage	Smite evil more often, more accurately	Bloodline, Celestial	79
Celestial Soul	Any three celestial bloodline feats	Gain spell resistance against evil	Bloodline, Celestial	79
Celestial Wings	Any three celestial bloodline feats	Gain wings to slow falls, glide, eventually fly	Bloodline, Celestial	79
Draconic Heritage	—	Resist damage from chosen dragon's energy type	Bloodline, Draconic	81
Draconic Breath	Con 3, any three dragon bloodline feats	Gain dragon's breath weapon	Bloodline, Draconic	81
Draconic Might	Any three dragon bloodline feats	Gain +1 to physical attribute	Bloodline, Draconic	82
Draconic Mind	Any three dragon bloodline feats	Gain +1 to mental attribute	Bloodline, Draconic	82
Draconic Scales	Draconic Heritage	Gain natural armor	Bloodline, Draconic	82
Draconic Senses	Draconic Heritage	Gain low-light vision, possibly darkvision	Bloodline, Draconic	82
Draconic Spellpower	Draconic Heritage	Gain bonus to spellpower	Bloodline, Draconic	82
Draconic Voice	Draconic Heritage	Gain bonus to Intimidate and Persuasion checks	Bloodline, Draconic	82
Draconic Weapons	Draconic Heritage	Gain bite attack, possibly claws	Bloodline, Draconic	82
Draconic Wings	Any three dragon bloodline feats	Gain wings to slow falls, glide, eventually fly	Bloodline, Draconic	82
Fae Heritage	—	Gain minor spell-like abilities	Bloodline	83
Class Feats	Prerequisites	Benefit	Feat Types	Page
Accelerated Rage	Rage, barbarian 6	+30 foot speed while raging	Rage	78

Athletic Rage	Rage, barbarian 2	Gain bonus to athletic skills while raging	Rage	78
Arcane Resilience	Sorcerer 5	Gain damage reduction against arcane spells	—	78
Battlemaster	Int 5, fighter 10	Grant ally a combat feat	Combat	78
Battlemaster, Empowered	Int 10, fighter 16	Grant ally two combat feats	Combat	79
Battletrance	Rage, barbarian 2	Enter trance instead of angry rage	Rage	79
Chaotic Mind	Paladin of chaos 3	Alignment and lies cannot be detected	—	80
Charming Wild Speech	Wild speech, druid 7	Charm target with wild speech	—	80
Dominating Wild Speech	Charming Wild Speech, druid 15	Dominate target with wild speech	—	81
Critical Rage	Rage, barbarian 10	Increased critical range while raging	Rage	80
Destructive Rage	Rage, barbarian 6	Ignore hardness while raging	Rage	81
Divine Health	Paladin 3	Immune to poison and disease	—	81
Elemental Speech	Wild speech, druid 9	Speak with an element	—	82
Endless Rage	Rage, barbarian 18	Rage lasts as long as you take damage	Rage	82
Extra Ability	Class ability with limited uses	Gain additional uses of class ability	—	83
Fearsome Rage	Rage, barbarian 6	Attacks make foes shaken while raging	Rage	83
Frenzy	Rage, barbarian 6	Enter frenzy instead of angry rage	Rage	84
Furious Style	Rage, barbarian 6	Change combat styles while raging	Rage	84
Insightful Fighter	Adaptive style	Use Perception for adaptive style (and battlemaster)	—	86
Invulnerable Rage	Rage, barbarian 10	Improve damage reduction while raging	Rage	86
Insightful Rogue	Combat trick	Use Perception for combat tricks	—	86
Legendary Versatility	5 levels in two classes	Treat multiple classes as base classes	—	90
Ki Focus	Manifest <i>ki</i> , monk 8	<i>Ki</i> manifestation lasts longer	—	87
Ki Specialization	Ki Focus, monk 12	<i>Ki</i> manifestation lasts all day	—	87
Ki Training	Manifest <i>ki</i>	Learn additional <i>ki</i> manifestation	—	87
Mindless Rage	Rage, barbarian 10	Immune to Mind effects while raging	Rage	90
Overpowering Rage	Rage, barbarian 6	Gain combat maneuver bonus while raging	Rage	91
Overwhelming Rage	Rage, barbarian 6	Increase overwhelm penalties while raging	Rage	91
Patient Rage	Rage, barbarian 2	Don't take damage for not attacking while raging	Rage	91
Plant Speech	Wild speech, druid 5	Speak with plants	—	92
Rapid Adaptation	Adaptive combat, Int 5, fighter 8	Change combat feats more quickly	—	93
Instant Adaptation	Rapid Adaptation, Int 10, fighter 18	Change combat feats instantly	—	86
Resist Maneuver	Fighter	+5 to resist chosen maneuver	—	93
Savage Rage	Rage, barbarian 2	Fight better unarmed while raging	Rage	93
Shield Discipline	Armor discipline	Apply armor discipline with shields		
Spellbreaker Rage	Rage, barbarian 10	Gain spell resistance while raging	Rage	95

Spellwarped Ritualist	Spellwarped	Gain ability to perform rituals using spellwarped powers	—	95
Unbending Resolve	Paladin 5	Immune to compulsion and delusion effects	—	97
Taunting Rage	Rage, barbarian 10	Attacks taunt foes while raging	Rage	96
Terrain Lore	Terrain lore, ranger 7	Gain additional terrain lore	—	96
Vermin Speech	Wild speech, druid 3	Speak with vermin	—	97
Wary Rage	Rage, barbarian 2	Reduce defense penalty while raging	Rage	98
Willful Rage	Rage, barbarian 2	Gain Mental defense bonus while raging	Rage	99
Wild Substitution	Wild magic, sorcerer 7	Miscasting removes access to lower level spells	—	98
Wild Suppression	Wild magic, sorcerer 3	Suppress spell instead of miscasting it	—	98
Versatility	Levels in two different classes	Increase effective class level with abilities	—	97
Item Creation Feats	Prerequisites	Benefit	Feat Types	Page
Imbue Magic	1st level spells or Craft (any) 5 ranks	Create magic items	Item Creation	85
Imbuement Admixture	2nd level spells, 6th	Combine multiple spells to create items	Item Creation	85
Versatile Crafter	Craft (any) 10 ranks	Craft items from many schools of magic	Item Creation	97
Magic Feats	Prerequisites	Benefit	Feat Types	Page
Abjurant Shield	2nd level Shielding spell	+1 to physical defenses	—	78
Augment Summoning	Summoning spell, 2nd level spells	+2 to spellpower with Summoning spells	—	78
Bardic Spellpower	Arcane spellcasting ability	Fighter and rogue levels improve some spells	—	78
Battlecaster	Proficiency with light armor	Reduce arcane spell failure by 10%	—	78
Combat Casting	—	+3 bonus to Concentration checks to cast spells	—	80
Commanding Presence	1st level Compulsion spell	+2 to Intimidate and Persuasion, later +4	—	79
Counterspell	Spellcraft 10 ranks, 2nd level spells	Counter spells cast by foe	—	80
Improved Counterspell	Counterspell	Counter spells more easily	—	85
Mass Counterspell	Spellcraft 15 ranks, 4th level spells, Counterspell	Counter spells cast by multiple foes	—	90
Craftcaster	Craft (any) 10 ranks, 2nd level spells	Increase spellpower when creating, transforming objects	—	80
Delusive Guise	1st level Delusion spell	+2 to Bluff and Disguise, later +4	—	81
Dispel Mastery	3rd level Antimagic spell	Dispel more effectively	—	81
Enhanced Senses	1st level Awareness spell	+2 to Awareness and Sense Motive, later +4	—	82
Explosive Miscast	4th level spells	Miscast explosions are larger, target foes	—	83
Fire Mastery	3rd level Fire spell	Fire spells can ignite foes	—	83
Foresight	3rd level Divination spell	Cannot be caught unaware	—	84
Frigid Forge	2nd level Cold spell	Form ice into weapons and armor	—	84
Magical Synthesis	Levels in two magical classes	Increase spellcasting ability in two magical classes at once	—	90

Mass Transporter	5th level Conjunction (Translocation) spell	Transport many creatures at once	—	90
Personal Magic	—	Personalized magic grants various benefits	—	92
Resilient Magic	3rd level Antimagic spell	Spells persist after being dispelled, later cannot be dispelled	—	93
Retargeting Miscast	3rd level spells	Roll twice for miscast targets	—	93
Ritual Caster	Int 3	Gain ability to perform rituals	—	93
Spell Focus ¹	2nd level spells	Cheaper augment or metamagic with one school of magic	—	94
Spell Specialization	4th level spells, Spell Focus	+2 spellpower with specific school of magic, -2 with other types.	—	94
Somatic Strike	Combat prowess 8, 4th level spells	Make strike in place of somatic components	—	94
Summoning Mastery	Summoning spell, 4th level spells	Maintain one Summoning spell indefinitely with no effort	—	95
Sympathetic Resistance	2nd level Abjuration spell	Casting damaging spells grants brief damage reduction	—	95
Unfettered Knowledge	2nd level Knowledge spell	+2 to all Knowledge checks, later +4	—	97
Vital Flow	4th level Positive spell	Automatically heal every round	—	98
Wardwalker	3rd level Abjuration (Warding) spell	Wards you encounter trigger one round late	—	98
Wired	1st level Electricity spell	Increase speed by 5 feet, later 10 feet	—	99
Magic Style Feats	Prerequisites	Benefit	Feat Types Page	
Blood Magic	4th level Vivimancy spell	Gain spellpower bonus after taking damage	Style	93
Brutal Magic	4th level spells	Gain spellpower bonus after making physical strike	Style	79
Creative Magic	4th level spells	Gain spellpower bonus with spells not cast recently	Style	80
Devastating Magic	8th level spells	Spells trigger critical successes more easily	Style	81
Flameborne Magic	4th level Fire spell	Gain spellpower bonus when fire is near	Style	84
Peaceful Magic	4th level Abjuration spell	Gain spellpower bonus after not taking damage	Style	91
Unliving Conduit	4th level Vivimancy spell	Gain spellpower bonus when undead are near	Style	97
Metamagic Feats	Prerequisites	Benefit (Level Adjustment)	Feat Types	Page
Distant Spell	2nd level spells	Double spell's range (+1)	—	83
Energetic Substitution	2nd level spells	Change spell's energy type (+1)	—	82
Imbued Spellstrike	2nd level spells	Combine spell with weapon strike (+1)	—	85
Persistent Spellstrike	3rd level spells, Imbued Spellstrike	Imbue weapon with spell's power up to 5 minutes (+2)	—	92
Quicken Spell	3rd level spells	Cast spell as swift action, but lose next action (+2)	—	92
Reach Spell	2nd level spells	Cast touch spell at Close range (+1)	—	93
Shape Spell	3rd level spells	Exclude areas within spell's area (+2)	—	94
Silent Spell	2nd level spells	Cast spell without verbal components (+1)	—	94
Still Spell	2nd level spells	Cast spell without somatic components (+1)	—	95

Sustained Spell	2nd level spells	Maintain concentration as swift action (+1)	—	95
Performance Feats	Prerequisites	Benefit	Feat Types	Page
Dual Performance	Perform 15 ranks, any three Performance feats	Sustain two performances at once	Skill	83
Fascinating Performance	Perform 5 ranks	Fascinate creatures	Skill	83
Suggestive Performance	Perform 13 ranks, Fascinating Performance	Suggest action to fascinated creatures	Skill	95
Inspire Competence	Perform 5 ranks	Grant allies offensive legend point	Skill	86
Inspire Courage	Perform 9 ranks	Grant allies temporary hit points, immunity to fear	Skill	86
Inspire Resilience	Perform 13 ranks	Grant allies damage reduction, defensive legend point	Skill	86
Inspire Mastery	Perform 17 ranks	Grant allies legend points every round	Skill	86
Inspire Serenity	Perform 13 ranks	Dispel magical effects on ally	Skill	86
Mocking Performance	Perform 5 ranks	Impair foes with mockery	Skill	90
Rapid Performance	Perform 15 ranks, any three Performance feats	Perform as a swift action	Skill	93
Recover Performance	Perform 11 ranks, any other Performance feat	Reroll failed performance attempt	Skill	93
Spellwoven Performance	Perform 9 ranks, any other Performance feat	Cast some spells while performing	Skill	95
Terrifying Performance	Perform 15 ranks	Invoke fear in foes	Skill	96
Racial Feats	Prerequisites	Benefit	Feat Types	Page
Dwarven Resilience	Dwarf	+2 to defenses against spells	—	82
Giantfighter	Dwarf, gnome, or halfling	+2 to physical defenses against Large or larger creatures	Combat	84
Racial Acclimation	Have a race other than your original race	Lose penalties for being in new body	—	93
Stonecunning	Dwarf	Gain a sixth sense about stonework	—	95
Skill Feats	Prerequisites	Benefit	Feat Types	Page
Fungal Poisoner	Survival 5 ranks	Use Survival to find and use fungal poisons	—	84
Hide in Plain Sight	Stealth 20 ranks	Hide while being observed	—	84
Ledgewalker	Acrobatics 5 ranks	Balance easily on narrow surfaces	—	87
Legendary Awareness	Awareness 15 ranks	Gain extrasensory perception	—	87
Legendary Balance	Acrobatics 15 ranks	Balance on impossible surfaces	—	87
Legendary Climber	Climb 15 ranks	Gain climb speed, climb on impossible surfaces	—	87
Legendary Craftsman	Craft 15 ranks	Craft items with fewer material components	—	87
Legendary Devicesmith	Devices 15 ranks	Disable active spell effects	—	87
Legendary Disguise	Disguise 15 ranks	Alter magical auras with disguise	—	88
Legendary Escapist	Escape Artist 15 ranks	Escape from magical effects	—	88
Legendary Handler	Creature Handling 15 ranks	Train and command creatures faster	—	88
Legendary Healer	Heal 15 ranks	Heal damage three times per day	—	88

Legendary Intimidation	Intimidate 15 ranks	Panic intimidated foes	—	88
Legendary Knowledge	Knowledge (any) 15 ranks	+2 against creatures you identify	—	88
Legendary Leaper	Jump 15 ranks	Always treated as having running start	—	88
Legendary Legerdemain	Sleight of Hand 15 ranks	Hide objects in pocket dimension	—	88
Legendary Liar	Bluff 15 ranks	Lies appear to alter reality	—	88
Legendary Linguist	Linguistics 15 ranks	Speak all languages	—	88
Legendary Persuasion	Persuasion 15 ranks	Compel listener to obey	—	89
Legendary Profession	Profession (any) 15 ranks	Become famous for mastery of your profession	—	89
Legendary Rider	Ride 15 ranks	Ride unwilling creatures	—	89
Legendary Sense Motive	Sense Motive 15 ranks	Read creature's mind	—	89
Legendary Spellcraft	Spellcraft 15 ranks	Gain +2 against spells you identify	—	89
Legendary Sprinter	Sprint 15 ranks	You can sprint for much longer	—	89
Legendary Stealth	Stealth 15 ranks	Hide in plain sight	—	89
Legendary Survival	Survival 15 ranks	Ignore harmful terrain and unerringly find your way	—	90
Legendary Tumbler	Acrobatics 15 ranks	Tumble through enemies without provoking	—	90
Open Minded	—	Gain two skill points	—	91
Poison Expert	Int 3, Craft (poison) 10 ranks	Apply poisons more effectively	—	92
Ranged Legerdemain	2nd level Telekinesis spell	Use Disable Device or Sleight of Hand at range	—	93
Scale the Beast	Climb 10 ranks	Climb on massive creatures	—	94
Skill Focus ¹	Any skill 5 ranks	Roll twice for checks with selected skill	—	94
Skill Specialization ¹	Any skill 10 ranks, Skill Focus with skill	+5 to skill	—	94
Trapfinder	Awareness 5 ranks	Find traps faster	—	96
Trap Sense	Awareness 10 ranks	Automatically detect traps	—	96
Track	Survival 5 ranks	Use Survival skill to track	—	96
Untrackable	Survival 15 ranks	Become impossible to track	—	97
Veteran's Experience	Combat prowess 8	Identify monsters without Knowledge	—	97
Wallpuncher	Strength 5, Climb 10	Punch walls to create handholds	—	98

Combat Feat Table

Some combat feats require a specific number of physical attacks. Only physical attacks that come from having a high **combat prowess** count towards these prerequisites. The table of combat feats is organized according to the combat prowess each feat requires.

Combat Feats	Prerequisites	Benefit	Feat Types	Page
Armor Familiarity	Proficiency with armor	Reduce penalties from wearing armor	Equipment	78
Armor Proficiency	Proficiency with lighter armor	Become proficient with type of armor	Equipment	78

Cleave	Str 3	Extra melee strike after dropping target	Power	80
Close-Quarters Fighting	Dex 3	No penalty for squeezing or attacking while grappling	Finesse	80
Exotic Weapon Proficiency	—	Become proficient with exotic weapons	Equipment	83
Far Shot	Str 3	Increase range increment	Power	83
Mighty Blows	Str 3	+1 to physical damage	Power	90
Mounted Archery	Ride training	Reduce penalty for ranged accuracy while mounted	Mounted, Precision	91
Mounted Defense	Ride training	Negate hits on mount with Ride check	Defense, Mounted	91
Mounted Trample	Ride 10 ranks	Target cannot avoid mounted overrun	Maneuver, Mounted	91
Quick Draw	—	Draw weapon as swift action	Reaction	92
Shield Proficiency	—	Become proficient with shields	Equipment	94
Shield Expertise	Shield Proficiency	+1 bonus to physical defenses while using a shield	Defense	94
Tactical Analysis	Int 3	Identify foe's strengths and weaknesses	Awareness	95
Two-Weapon Fighting	Dex 3	Gain +2 bonus when fighting with two weapons	Finesse	97
Two-Weapon Defense	Two-Weapon Fighting	Gain +1 to defenses when fighting with two weapons	Defense, Finesse	97
Unarmed Proficiency	—	Proficient with unarmed attacks	—	97
Deflect Arrows	Dex 3, Unarmed Proficiency	Deflect ranged attacks with your bare hands	Finesse, Reaction	81
Weapon Proficiency ¹	—	Gain proficiency with weapon group	Equipment	98
Weapon Finesse	Dex 3	+1 damage with light weapons	Finesse	98
Weapon Focus	Proficiency with weapon group	Special ability with weapon group	Equipment	98
Combat Feats	Prerequisites (Prowess 4)	Benefit	Feat Types	Page
Combat Mobility	Dex 5	Move through foe	Defense, Mobility	80
Gang Up	—	Increase overwhelm penalties foes suffer	—	84
Heavy Hitter	Str 5	+2 damage with heavy weapons	Power	84
Improved Dirty Trick	—	+2 to dirty trick accuracy; dirty tricks last longer	Finesse, Maneuver	85
Improved Disarm	—	+2 to disarm accuracy; knock foe's weapon away after disarming	Finesse, Maneuver	85
Improved Feint	—	+2 to feint accuracy; feint lasts longer	Finesse, Maneuver	85
Improved Grapple	—	+2 to grapple accuracy; not defenseless while grappling	Maneuver, Power	85
Improved Overrun	—	+2 to overrun accuracy; target can't avoid	Maneuver, Power	85
Improved Shove	—	+2 to shove accuracy; move target away from you	Maneuver, Power	85
Improved Trip	—	+2 to trip accuracy; free strike against tripped foe	Finesse, Maneuver	85
Mounted Charge	Ride 10 ranks	Gain bonus damage with mounted charge	Mounted, Power	91
Tactical Prediction	Int 5	Predict foe's next action	Awareness	96

Unarmed Might	Unarmed Proficiency, Str 5	Unarmed attacks deal more damage	—	97
Combat Feats	Prerequisites (Prowess 8)	Benefit	Feat Types	Page
Armor Piercing Strike	Per 5	Attack targets Reflex defense	Precision, Strike	78
Calculated Strike	Int 5	Attack can deal critical damage	Precision, Strike	79
Countering Strike	Int 5	Bonus damage if you are attacked	Reaction, Strike	79
Chargebreaker	Dex 5	Bonus damage if target approached you	Reaction, Strike	80
Driving Assault	Str 5	Attack shoves creature	Power, Maneuver, Strike	82
Focused Strike	—	Trade strikes for accuracy	Precision, Strike	84
Infuriating Strike	—	Melee attack taunts foe	Strike	86
Intimidating Strike	Intimidate 10 ranks	Melee attack intimidates foe	Strike	86
Knockdown	Str 5	Shove foe and knock prone	Maneuver, Power, Strike	87
Manyslot	Dex 5	Shoot two projectiles simultaneously	Finesse	90
Pierce Wings	Per 5	Ranged attack removes foe's ability to fly	Precision, Strike	92
Two-Weapon Rend	Str 5, Two-Weapon Fighting	Gain bonus damage when fighting with two weapons	Power	97
Unarmed Dodge	Unarmed Proficiency, Dex 5	+1 physical defenses while unarmed	—	97
Wall Slam	Str 5	Slam opponent into wall to deal bonus damage	Maneuver, Power, Strike	98
Whirlwind Strike	Dex 5	One melee strike against each threatened opponent	Strike	99
Combat Feats	Prerequisites (Prowess 12)	Benefit	Feat Types	Page
Disorienting Strike	—	Attack disorients foe	Power, Strike	81
Killing Blow	Int 10	Attack instantly kills foe without hit points	Precision, Strike	87
Hydra Strike	Str 5, Dex 5, Con 5	Attack all defenses for bonus damage	—	85
Legendary Strike	Any three Strike feats	+2 to hit with strikes	—	89
Legendary Combat Awareness	Per 10, any three Awareness feats	Immune to being overwhelmed	Awareness	87
Legendary Defense	Any three Defense feats	+2 to all defenses	Defense	88
Legendary Finesse	Dex 10, any three Finesse feats	Roll maximum damage again	Finesse	88
Legendary Maneuver Master	Any three Maneuver feats	Deal damage with very successful maneuvers	Maneuver	88
Legendary Mobility	Dex 10, any three Mobility feats	Move through enemies	Mobility	89
Legendary Mounted Warrior	Any three Mounted feats	Share damage with mount	Mounted	89
Legendary Power	Str 10, any three Power feats	Wield weapons as if they were less encumbering	Power	89
Legendary Precision	Per 10, any three Precision feats	Very accurate hits deal maximum damage	Precision	89
Legendary Reaction	Dex 10, any three Reaction feats	Extra immediate actions	Combat, Reaction	89
Legendary Unarmed Warrior	Unarmed Dodge, Unarmed Might, Unarmed Proficiency	Unarmed attacks are incredibly strong	—	90

Patient Strike	Int 10	Bonus damage if you are not attacked	Reaction, Strike	91
Penetrating Strike	—	Attack removes foe's damage reduction	Strike	91
Staggering Strike	—	Attack staggers foe	Strike	94
Combat Feats	Prerequisites (Prowess 18)	Benefit	Feat Types	Page
Executioner	Any three Reaction feats	Gain free strikes against foes near death	Reaction	83
Hurricane Strike	Dex 15, Whirlwind Strike	Two melee strikes against all threatened foes	Strike	85
Immobilizing Strike	—	Melee attack immobilizes foe	Strike	85
Predictive Strike	Int 15	Bonus damage if foe takes predicted action	Reaction, Strike	92

1. You can gain this feat multiple times. Each time you do, it has a different effect.

Combat Style Feat Table

Style Feats	Prerequisites	Benefit	Feat Types	Page
Blind-Fight	Perception 3	Fight better when unable to see	Awareness, Style	79
Defensive Fighting	—	Gain bonus to physical defenses	Defense, Style	81
Distracting Foe	—	Threatened foes suffer Concentration penalties	Reaction, Style	81
Eye of the Storm	Per 5	Reduce overwhelm penalties	Awareness, Defense, Style	83
Guardian	—	Adjacent allies suffer reduced overwhelm penalties	Defense, Style	84
Overpowering Assault	Str 3	Trade defense for maneuver bonus	Power, Style	91
Overwhelming Fire	Dex 3	Overwhelm foes with ranged weapons	Style	91
Parry	Dex 3	Ready yourself to parry incoming blows	Defense, Reaction, Style	91
Shielded Parry	Shield proficiency, Parry	Add shield bonus to parry attempts	Defense, Reaction	94
Riposte	Parry	Foes are defenseless if you parry very well	Reaction	93
Point Blank Shot	—	+2 bonus to ranged accuracy within half range increment	Precision, Style	92
Style Feats	Prerequisites (Prowess 4)	Benefit	Feat Types	Page
Covering Fire	—	Impair struck foes	Precision, Style	80
Deadly Aim	Per 5	Trade accuracy for ranged damage	Precision	80
Power Attack	Str 5	Trade accuracy for melee damage	Power	92
Precise Shot	Per 5	Ignore less than perfect cover and concealment	Precision, Style	92
Predictive Defense	Int 5	Use Intelligence for defenses	Awareness, Defense, Style	92
Reckless Attack	—	Trade ability to defend yourself for damage	Power, Style	93
Style Feats	Prerequisites (Prowess 8)	Benefit	Feat Types	Page
Heartseeker	—	Increase critical range	Precision, Style	84
Inescapable	—	Enemies you are blocking cannot move	Reaction, Style	85
Spring Attack	Dex 5, Combat Mobility	Move before and after attacks	Mobility, Style	95
Threatening Fire	Dex 5, Overwhelming Fire	Threaten adjacent creatures with a ranged weapon	Reaction, Style	96

Style Feats	Prerequisites (Prowess 12)	Benefit	Feat Types	Page
Legendary Style	Any three Style feats	Use two styles at once	—	89
Style Feats	Prerequisites (Prowess 16)	Benefit	Feat Types	Page
Counterstorm	Per 15	Gain bonuses against foes that miss you	Awareness, Reaction, Style	80

5.4 Feat Descriptions

Here is the format for feat descriptions.

Feat Name [Type of Feat]

Prerequisite: A minimum attribute score, another feat or feats, a minimum combat prowess, 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, characters cannot gain the same feat twice.

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.

Abjurant Shield [Magic]

Prerequisite: 2nd level or higher **Shielding** spell known.

Benefit: You gain a +1 bonus to physical defenses.

Accelerated Rage [Class, Rage]

Prerequisite: Rage ability, barbarian level 6.

Benefit: When you enter a rage, you can use this feat. If you do, during the rage you gain a +30 foot bonus to speed in all your movement modes, up to a maximum of double your original speed in that mode.

Special: You can only gain the benefit of one Rage feat at a time.

Arcane Resilience [Class]

Prerequisite: Sorcerer level 5.

Benefit: You gain damage reduction against arcane spells equal to your sorcerer level or Constitution, whichever is higher. This damage reduction applies against your arcane spells, including miscast effects.

Arcane Spellgift [Spellgift]

Prerequisites: 2nd level, Willpower 1.

Benefit: You have inherent magic in your body, granting you arcane power. When you gain this feat, you choose a non-restricted arcane spell. The spell’s level must be no greater than half your total levels in classes that cannot cast spells. In addition, its level cannot exceed your Willpower. You can spend a spellgift point to use that spell as a spell-like ability.

Your spellpower with spellgifts is equal to your Willpower or your level, whichever is higher. You have a pool with a number of spellgift points equal to twice the number of spellgift feats you possess.

Special: You may take this feat multiple times. Each time, you choose a new spell to gain as a spell-like ability. All spellgift feats you have use the same pool of spellgift points. The number of spellgift feats you have cannot exceed your Willpower.

Armor Familiarity [Combat]

Prerequisite: Proficiency with light armor.

Benefit: You reduce your **encumbrance penalty** by 2 and your arcane spell failure by 5% while wearing body armor. This only affects penalties from body armor you wear, not shields.

Armor Piercing Strike [Combat, Precision]

Prerequisite: Per 5, combat prowess 8.

Benefit: In place of two strikes, you can make a physical attack. If you beat the target’s Reflex defense, you deal damage normally. If you also beat its Armor defense, you deal double damage.

Armor Proficiency [Combat]

Choose a category of body armor: light, medium, or heavy.

Prerequisite: Proficiency with all lighter types of body armor.

Benefit: You gain proficiency with your chosen armor type.

Normal: A character who is wearing armor with which she is not proficient applies its **encumbrance penalty** to accuracy with physical attacks. The character also suffers double the normal arcane spell failure chance for wearing the armor.

Athletic Rage [Class, Rage]

Prerequisite: Rage ability, barbarian level 2.

Benefit: When you enter a rage, you can use this feat. If you do, during the rage you add your rage bonus to your Climb, Jump, Sprint, and Swim checks.

Special: You can only gain the benefit of one Rage feat at a time.

Attribute Training [General]

Benefit: You increase one of your attributes by 1, up to a maximum value equal to your level. Other bonuses, such as racial bonuses, increase the attribute beyond your level.

Special: This feat can be taken multiple times. Its effects stack.

Augment Summoning [Magic]

Prerequisite: **Summoning** spell known, 2nd level spells.

Benefit: You gain a +2 bonus to spellpower with Summoning spells.

Bardic Spellpower [Magic]

Prerequisite: Any arcane spell known.

Benefit: You can treat your fighter and rogue levels as magical classes when determining your spellpower with enchantment and illusion arcane spells.

Battlecaster [Magic]

Prerequisite: Proficiency with light armor.

Benefit: You reduce your chance of arcane spell failure from wearing armor by 10%.

Battlemaster [Class, Combat]

Prerequisite: Intelligence 5, fighter level 10.

Benefit: As a swift action, you may grant the use of one of your combat feats to a willing creature within Medium (100 ft.) range of you who can see and hear you. The target must meet combat prowess prerequisites for the granted feat, but it can ignore all other prerequisites. The effect lasts as long as you spend a swift action to maintain it, to a maximum number of rounds equal to your Intelligence. After using this ability, you cannot use it again for 5

minutes.

Battlemaster, Empowered [Class, Combat]

Prerequisite: Intelligence 10, fighter level 16.

Benefit: When using your battlemaster ability, you can grant two feats instead of one.

Battletrance [Class]

Prerequisite: Rage ability, barbarian level 2.

Benefit: When you use your rage ability, you can use this feat. If you do, in place of the normal benefits and drawbacks from raging, you can use your Perception to determine your damage with light weapons. In addition, you add your rage bonus to your Fortitude and Mental defenses. If you do not spend a swift round each round to sustain the rage, it ends at the end of the round.

Special: You can only gain the benefit of one Rage feat at a time.

Blind-Fight [Awareness, Combat, Style]

Prerequisite: Perception 3.

Benefit: While you are in this style, whenever you miss a melee attack because of a miss chance from because of being unable to see your opponent, you can reroll your miss chance one time to see if you actually hit.

If your Perception is 10, you gain blindsense into adjacent squares, allowing you to automatically pinpoint the location of invisible or concealed creatures.

If your Perception is 20, you gain blindsight into adjacent squares, allowing you to see invisible or concealed creatures perfectly.

Normal: You have a 50% chance to miss opponents you can't see, and you are *defenseless* (*-5 defense vs. melee*) against them.

Brutal Magic [Magic, Style]

Prerequisites: 4th level spells.

Benefit: At the end of each round, if you dealt damage with a **strike** that round, you gain a +2 bonus to spellpower during the next round. This bonus increases by +1 when you gain access to 6th and 8th level spells.

Calculated Strike [Combat, Precision, Strike]

Prerequisite: Intelligence 5, combat prowess 8.

Benefit: In place of two strikes, you can make a physical attack. If you hit, you deal damage normally. If your attack result also beats the target's Fortitude defense, any damage it takes this round in excess of its hit points is dealt as critical damage.

Commanding Presence [Magic]

Prerequisite: 1st level or higher **Compulsion** spell known.

Benefit: You gain a +2 bonus to Intimidate and Persuasion checks. If you know a Compulsion spell of 5th level or higher, this bonus increases to +4.

Countering Strike [Reaction, Strike]

Prerequisites: Intelligence 5, combat prowess 8.

Benefit: In place of two strikes, you can make a physical attack. If you hit, you deal damage normally. If the target makes a physical attack against you during the current phase, this attack deals triple damage.

Celestial Blessing [Bloodline, Celestial]

Prerequisites: Nonevil alignment, Celestial Heritage.

Benefit: As a standard action, you can spend a celestial point to bless an ally, as the *bless* spell. If your celestial power is at least 10, this ability functions as *mass bless* instead.

Celestial Body [Bloodline, Celestial]

Prerequisites: Nonevil alignment, Celestial Heritage.

Benefit: As a standard action, you can spend a celestial point to imbue your body with celestial resilience for a Short (*Focus + 5 rounds*) duration. You gain damage reduction against physical damage equal to your celestial power. This damage reduction allows you to ignore the first points of damage you take each round. Evil-aligned attacks ignore this damage reduction and negate it for 1 round. If you have five or more celestial feats, this ability becomes permanent.

Celestial Heritage [Bloodline, Celestial]

Prerequisite: Nonevil alignment.

Benefit: You have the blood of a celestial creature in your veins, granting you celestial power. Your celestial power is equal to your Willpower, or your level + the number of celestial bloodline feats you possess, whichever is higher. You have a pool with a number of celestial points equal to the number of celestial bloodline feats you possess.

As a standard action, you can spend a celestial point to surround yourself in an aura of good for a Short (*Focus + 5 rounds*) duration. During that time, whenever an evil creature within Close (*30 ft.*) range of you attacks you, make an attack against its Mental defense. Your accuracy is equal to your celestial power. Success means the attacking creature takes 1d8 divine damage per two celestial power.

If you have five or more celestial bloodline feats, this ability becomes permanent.

Celestial Smiting [Bloodline, Celestial]

Prerequisites: Nonevil alignment, Celestial Heritage.

Benefit: As a swift action, you can spend a celestial point to make your next physical attack a smite. If your smite targets an evil creature, you gain a bonus to accuracy equal to the number of celestial bloodline feats you possess, and a damage bonus equal to your celestial power.

Celestial Soul [Bloodline, Celestial]

Prerequisites: Nonevil alignment, any three celestial feats.

Benefit: You gain spell resistance against evil spells and spells cast by evil creatures. Your spell resistance is equal to 10 + your celestial power.

Celestial Spell Conduit [Bloodline, Celestial]

Prerequisites: Nonevil alignment, Celestial Heritage.

Benefit: Whenever you cast a spell, you can heal an ally within Close (*30 ft.*) range for 1d6 hit points per level of the spell cast. If you have five or more celestial bloodline feats, this healing increases to 1d8 hit points per level of the spell cast.

Celestial Wings [Bloodline, Celestial]

Prerequisite: Any three celestial bloodline feats.

Benefit: You gain feathery wings that sprout from your back. These allow you to slow your fall so you fall no more than 60 feet per round, preventing you from taking falling damage.

If you are 6th level, you can use the wings to glide at a rate equal to your base land speed. While gliding, you move forward each round at a rate equal to your base land speed, and you descend at a rate of 10 feet per round.

If you are 12th level, you gain a fly speed equal to your land speed with average maneuverability. See Flying, page 222, for more details. You can only fly for a number of rounds equal to 3 + half your Willpower. After that limit is reached, you must rest for 5 minutes before flying again.

If you are 18th level, you can fly for a number of minutes equal to 3 + half your Willpower before resting.

Chaotic Mind [Class]

Prerequisite: Paladin level 3, Chaos devoted alignment.

Benefit: You are unaffected by effects which detect truth, lies, or alignment. Such effects never detect you, just as if you were not there at all.

Chargebreaker [Combat, Reaction, Strike]

Prerequisite: Dex 5, combat prowess 8.

Benefit: In place of two strikes, you can make a physical attack. If you hit, you deal damage normally. If the target moved towards you during the current round, this attack deals triple damage.

Charming Wild Speech [Class]

Prerequisite: Wild speech ability, druid level 7

Benefit: As a standard action, you can make a Nature power vs. Mental attack against one creature or object you are communicating with using your wild speech ability. This consumes a use of your wild speech ability. Success means the target is *charmed* (*deluded into liking its charmer*) for the duration of the conversation, and for 1 hour thereafter. Failure has no effect.

This ability is not a Mind effect, and can affect anything that the druid can use her wild speech to converse with. The attack automatically succeeds against non-intelligent objects.

Cleave [Combat, Power]

Prerequisite: Str 3.

Benefit: If you make a melee **strike** that knocks a creature unconscious or kills it, you can immediately make an extra melee strike against another creature you threaten. The extra strike must be made with the same weapon, and uses the same accuracy, but it is otherwise treated as being a different attack. You cannot move before making this extra strike. There is no limit to the number of times you can use this feat per round.

Close-Quarters Fighting [Combat, Finesse]

Prerequisite: Dex 3.

Benefit: You reduce your penalties for **squeezing** by 2. In addition, you reduce your penalty for attacking with non-light weapons in a grapple by 2.

Combat Casting [Magic]

Benefit: You gain a +3 bonus to Concentration checks made to cast spells or use spell-like abilities.

Combat Mobility [Combat, Mobility]

Prerequisite: Dex 5, combat prowess 4.

Benefit: At the start of each phase, you may choose a creature

you can see. You can move through that creature's space this phase, treating it as difficult terrain.

Special: If you have the Legendary Mobility feat, you do not treat that creature's space as difficult terrain.

Covering Fire [Combat, Style]

Prerequisites: Combat prowess 4.

Benefit: While in this style, if you hit a creature with a physical ranged attack, it is *impaired* (20% failure) with physical attacks for 1 round.

Style Requirement: Wield a ranged weapon.

Counterspell [Magic]

Prerequisites: 2nd level spells, Spellcraft 10 ranks.

Benefit: As a standard action, you can attempt to counterspell a creature within Medium (100 ft.) range of you. If that creature casts a spell during the same phase, you can make a Spellcraft check to identify the spell as normal (see Spellcraft, page 62).

After attempting to identify the spell, you may cast any spell you know as a counterspell. That spell's normal effect does not occur. Instead, if you cast the same spell as your target, the target miscasts its spell. If you cast a different spell, but one from the same spell school and of the same spell level or higher, you and your target make opposed spellpower checks. If you win, the target miscasts its spell. If you fail the spellpower check, if your spell is of a different spell school, or if your spell is lower level, the target's spell takes effect normally.

Special: Metamagic feats and similar spell augmentations are ignored for the purpose of countering spells. The *dispel magic* spell can be used to counter any spell, even higher level spells.

Counterstorm [Awareness, Combat, Reaction, Style]

Prerequisites: Perception 15, combat prowess 18.

Benefit: Whenever a foe misses you with a melee attack, you gain a cumulative +2 bonus to accuracy and damage on your next melee attack against that creature. If this bonus is not used within 1 round, it is lost.

Style Requirement: Wield a melee weapon.

Craftcaster [Magic]

Prerequisites: Craft (any) 10 ranks, 2nd level spell known.

Benefit: When casting spells which create or transform a physical substance that you are trained to craft, you gain a +2 bonus to your spellpower.

Creative Magic [Magic, Style]

Prerequisite: 4th level spell known.

Benefit: You gain a +2 bonus to spellpower with all spells that you have not cast within the past 5 rounds. This bonus increases by +1 when you gain access to 6th and 8th level spells.

Critical Rage [Class, Rage]

Prerequisite: Rage ability, barbarian level 10.

Benefit: When you enter a rage, you can use this feat. If you do, during the rage you increase your critical range by 1.

Special: You can only gain the benefit of one Rage feat at a time.

Deadly Aim [Combat, Precision, Style]

Prerequisites: Perception 5, combat prowess 4.

Benefit: You gain a +2 bonus to physical ranged damage rolls. In exchange, you take a –2 penalty to physical ranged accuracy. This bonus increases by +1 for each strike you can make per round beyond the first.

Defensive Fighting [Combat, Defense, Style]

Benefit: While in this style, you gain a +2 bonus to your physical defenses. In exchange, you take a –2 penalty to your physical accuracy. If your Intelligence is at least 5, you take no penalty to accuracy.

Style Requirement: Wield a melee weapon. You must make a melee attack or take the total defense action each round.

Deflect Arrows [Combat, Finesse, Reaction]

Prerequisites: Dex 3, Unarmed Proficiency.

Benefit: 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 have a free hand and be aware of the attack. You can deflect a number of attacks equal to the number of strikes you can make.

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.

If your Dexterity is at least 10, you can catch the weapon instead of deflecting it. As an immediate action, you can throw a caught weapon back at the original attacker.

Delusive Guise [Magic]

Prerequisite: 1st level or higher **Delusion** spell known.

Benefit: You gain a +2 bonus to Bluff and Disguise checks. If you know a Delusion spell of 5th level or higher, this bonus increases to +4.

Destructive Rage [Class, Rage]

Prerequisite: Rage ability, barbarian level 6.

Benefit: When you enter a rage, you can use this feat. If you do, during the rage your physical attacks ignore an amount of hardness equal to your Strength.

Special: You can only gain the benefit of one Rage feat at a time.

Devastating Magic [Magic, Style]

Prerequisite: 8th level spells.

Benefit: Your spells always inflict their critical success effects if they succeed by any amount, rather than if they succeed by 10. This has no effect on creatures whose level exceeds your spellpower.

Diehard [General]

Prerequisite: Con 10.

Benefit: You halve the penalties you take from having critical damage (see Critical Damage, page 10).

Dispel Mastery [Magic]

Prerequisite: 3rd level or higher **Antimagic** spell known.

Benefit: You gain a +4 bonus to spellpower when dispelling effects and countering spells with *dispel magic* and similar spells.

Disorienting Strike [Combat, Strike]

Prerequisite: Three strikes.

Benefit: In place of three strikes, you can make a physical attack. If you hit, you deal damage normally. If your attack result also beats the foe's Mental defense, it is **disoriented** (*moves randomly*) for 5 rounds.

Distracting Foe [Combat, Reaction, Style]

Benefit: While in this style, foes you threaten take a –4 penalty to Concentration checks. This penalty increases by 2 for each strike you can make per round beyond the first.

Style Requirement: Wield a melee weapon. You must make a melee attack each round.

Divine Health [Class]

Prerequisite: Paladin level 3.

Benefit: You are immune to poison and disease.

Divine Spellgift [Spellgift]

Prerequisites: 2nd level, Wil 1.

Benefit: You have inherent magic in your body, granting you divine power. When you gain this feat, you choose a divine spell. The spell's level must be no greater than half your total levels in classes that cannot cast spells. In addition, its level cannot exceed your Willpower. You can spend a spellgift point to use that spell as a spell-like ability.

Your spellpower with spellgifts is equal to your Willpower or your level, whichever is higher. You have a pool with a number of spellgift points equal to twice the number of spellgift feats you possess.

Special: You may take this feat multiple times. Each time, you choose a new spell to gain as a spell-like ability. All spellgift feats you have use the same pool of spellgift points. The number of spellgift feats you have cannot exceed your Willpower.

Dominating Wild Speech [Class]

Prerequisite: Wild speech ability, Charming Wild Speech, druid level 15

Benefit: When you use your Charming Wild Speech ability, if the attack succeeds, you can choose for the target to be **dominated** (*compelled to obey its dominator*) instead of charmed.

Draconic Breath [Bloodline, Dragon]

Prerequisites: Con 3, any three dragon bloodline feats.

Benefit: You gain a breath weapon based on the type of dragon you chose for the Draconic Heritage feat. The shape of the breath weapon is given on Table 5.4: Dragon Types: either a Large (50 ft.), 5 ft. wide line or a Medium (20 ft.) cone. At 11th level, the size increases to a 100 ft. long, 10 ft. wide line or a Large (50 ft.) cone.

When you use your breath weapon, you make a Reflex attack to deal damage to everything in the area. It deals 1d8 damage per two levels. A failed attack deals half damage. Your accuracy is equal to your level or your Constitution, whichever is higher. After using your breath weapon, you must wait 1d4 rounds before you can use it again.

Draconic Heritage [Bloodline, Dragon]

Benefit: You have the blood of a dragon in your veins. When you take this feat, choose a type of dragon. You gain damage reduction against the damage type that dragon's breath weapon deals. The value of the damage reduction is equal to 5 x the number of dragon

bloodline feats that you have. A list of dragons and their associated damage type is given below.

Table 5.4: Dragon Types

Dragon	Energy Type	Breath Weapon
Black	Acid	Line
Blue	Electricity	Line
Brass	Fire	Line
Bronze	Electricity	Line
Copper	Acid	Line
Gold	Fire	Cone
Green	Acid	Cone
Red	Fire	Cone
Silver	Cold	Cone
White	Cold	Cone

Draconic Might [Bloodline, Dragon]

Prerequisite: Any three dragon bloodline feats.

Benefit: Choose a physical attribute: Strength, Dexterity, or Constitution. You gain a +1 bonus to that attribute.

Draconic Mind [Bloodline, Dragon]

Prerequisite: Any three dragon bloodline feats.

Benefit: Choose a mental attribute: Intelligence, Perception, or Willpower. You gain a +1 bonus to that attribute.

Draconic Scales [Bloodline, Dragon]

Prerequisite: Draconic Heritage.

Benefit: You gain a +1 bonus to your Armor defense.

Draconic Senses [Bloodline, Dragon]

Prerequisite: Draconic Heritage.

Benefit: You gain low-light vision, allowing you to treat sources of light as if they had double their normal illumination range. If you already have low-light vision, you double the benefit, allowing you to quadruple the illumination range of light sources. If you have three or more dragon bloodline feats, you gain darkvision with a 50 foot range, or the range of your darkvision increases by 50 feet.

Draconic Spellpower [Bloodline, Dragon]

Prerequisite: Draconic Heritage.

Benefit: You gain a +1 bonus to spellpower with all spells and spell-like abilities. If you have five or more dragon bloodline feats, this bonus increases to +2. This bonus does not stack with the bonus from the Spell Specialization feat.

Draconic Voice [Bloodline, Dragon]

Prerequisite: Draconic Heritage.

Benefit: You gain a +2 bonus to Intimidate and Persuasion checks. If you have three or more dragon bloodline feats, this bonus increases to +4.

Draconic Weapons [Bloodline, Dragon]

Prerequisite: Draconic Heritage.

Benefit: You gain a bite natural attack that deals 1d8 damage for a Medium creature. If you have three or more dragon bloodline feats, you also gain a claw natural attack for each hand that deals

1d6 damage for a Medium creatures.

Draconic Wings [Bloodline, Dragon]

Prerequisite: Any three dragon bloodline feats.

Benefit: You gain leathery wings that sprout from your back. These allow you to slow your fall so you fall no more than 60 feet per round, preventing you from taking falling damage.

If you are 6th level, you can use the wings to glide at a rate equal to your base land speed. While gliding, you move forward each round at a rate equal to your base land speed, and you descend at a rate of 10 feet per round.

If you are 12th level, you gain a fly speed equal to your land speed with average maneuverability. See Flying, page 222, for more details. You can only fly for up to 5 rounds. After that limit is reached, you must rest for 5 minutes before flying again.

If you are 18th level, you can fly for up to 5 minutes before resting.

Driving Assault [Combat, Maneuver, Power, Strike]

Prerequisites: Str 5, combat prowess 8.

Benefit: In place of two strikes, you can make a single melee attack. If hit, you deal damage normally, and you can make an immediate shove attack against the struck foe. You gain a bonus on the shove attack equal to the damage dealt.

Dwarven Resilience [Racial]

Prerequisite: Dwarf.

Benefit: You gain a +2 bonus to defenses against poisons, spells, and spell-like effects.

Elemental Speech [Class]

Prerequisite: Wild speech ability, druid level 9.

Benefit: You can use your wild speech ability to communicate with one element of the natural world: air, earth, fire or water. You choose which element when you gain this feat. A element'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.

Special: This feat can be taken multiple times. Each time, you choose a different element.

Endless Rage [Class, Rage]

Prerequisite: Rage ability, barbarian level 18.

Benefit: When you enter a rage, you can use this feat. If you do, the rage becomes almost endless. At the end of each round, if you took damage and did not receive healing or gain temporary hit points, that round does not count against the duration of your rage.

Special: You can only gain the benefit of one Rage feat at a time.

Energetic Substitution [Metamagic]

Prerequisite: 2nd level spell known.

Benefit: When casting a substituted spell, you can choose what kind of energy damage it deals: acid, cold, fire, or electricity. This can only be applied to spells that originally dealt acid, cold, fire, or electricity damage. A substituted spell uses up a spell slot one level higher than the spell's actual level.

Enhanced Senses [Magic]

Prerequisite: 1st level or higher **Awareness** spell known.

Benefit: You gain a +2 bonus to Awareness and Sense Motive checks. If you know a Divination spell of 5th level or higher, this bonus increases to +4.

Executioner [Combat, Reaction]

Prerequisites: Four strikes, any three Reaction feats.

Benefit: At the end of every round, you can make a free melee **strike** against all creatures you threaten that have no hit points remaining.

Distant Spell [Metamagic]

Prerequisite: 2nd level spell known.

Benefit: A distant spell has its range doubled. This metamagic can only be applied to spells with a range of Close (*30 ft.*), Medium (*100 ft.*), Long (*300 ft.*), or Extreme (*1,000 ft.*). A distant spell uses up a spell slot one level higher than the spell's actual level.

Dual Performance [Performance, Skill]

Prerequisites: Perform 15 ranks, any three Performance feats.

Benefit: You can use two Performance feats as part of the same performance. You can activate them both as part of the same action (if they require the same action to activate), and sustain both feats with a single performance.

Eye of the Storm [Awareness, Combat, Defense, Style]

Prerequisite: Perception 5, combat prowess 4.

Benefit: You reduce your overwhelm penalties by 1. This penalty reduction increases to 2 at Perception 10, and to 3 at Perception 20. If your overwhelm penalty is reduced to 0, you are not considered to be overwhelmed.

Prerequisite: Wield a melee weapon.

Exotic Weapon Proficiency [Combat]

You understand how to use exotic weapons in combat.

Benefit: You are proficient with exotic weapons from weapon groups that you are otherwise proficient with. This allows you to defend yourself normally with melee weapons, and to attack with exotic ranged weapons without penalty.

Normal: You are not normally proficient with exotic weapons. You cannot defend yourself with melee weapons you are not proficient with, and you take a -4 penalty to accuracy with ranged weapons you are not proficient with.

Explosive Miscast [Magic]

Prerequisite: 4th level spells.

Benefit: The area affected by your explosive miscasts increases to an Small (*10 ft.*) radius burst, centered on you. In addition, your explosive miscasts do not affect your allies other than you.

Extra Ability [Class]

Choose a class ability with limited uses.

Prerequisite: The chosen class ability.

Benefit: You gain additional uses of your chosen class ability. The number of uses you gain depends on the class ability chosen, as shown on Table 5.5: Extra Ability Uses.

Fae Heritage [Bloodline]

Benefit: You have the blood of a fae creature in your veins,

Table 5.5: Extra Ability Uses

Class	Ability	Effect
Barbarian	Rage	+1 use per day
Cleric	Devotion	+2 devotion points
Druid	Wild speech	+2 uses per day
Fighter	Combat discipline	+2 uses per day
Monk	Manifest <i>ki</i>	+2 uses per day
Paladin	Divine invocation	+2 uses per day
Ranger	Wild speech	+2 uses per day

granting you fae power. As a standard action, you can spend a fae point to create sound or light, as the *create sound* or *dancing light* spells. Your spellpower with this spell-like ability is equal to your fae power.

Your fae power is equal to your Willpower, or your level + the number of fae bloodline feats you possess, whichever is higher. You have a pool with a number of fae points equal to the number of fae bloodline feats you possess.

In addition, you may use your fae power to determine your spellpower with spellgifts.

Far Shot [Combat, Power]

Prerequisite: Str 3.

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.

Fascinating Performance [Performance, Skill]

Prerequisite: Perform 5 ranks.

Benefit: As a standard action, you can make a DR 8 Perform check to fascinate another creature within Medium (*100 ft.*) range of you. For every 5 points by which your Perform check succeeds, you can affect an additional target. If your check result beats a target's Mental defense, it is *fascinated* (*unable to act unless threatened*) by you as long as you sustain the performance. Otherwise, it is unaffected. This is a **Compulsion, Mind** effect.

Special: You can use any combination of performance feats you possess a number of times per day equal to twice the number of performance feats you have. If you fail the Perform check, the use of the ability is wasted.

Fearless [General]

Prerequisite: Willpower 10.

Benefit: You are immune to fear effects.

Fearsome Rage [Class, Rage]

Prerequisite: Rage ability, barbarian level 10.

Benefit: When you enter a rage, you can use this feat. If you do, during the rage your attacks can inflict fear on your foes. Once per round, when you hit with a melee strike, you may cause the target to be *shaken* (*20% failure near its fear*) by you for 2 rounds.

Special: You can only gain the benefit of one Rage feat at a time.

Fire Mastery [Magic]

Prerequisite: 3rd level or higher **Fire** spell known.

Benefit: Whenever you get a critical success with a Fire spell, the target of the spell is *ignited* (*1d6 damage/round, 20% failure,*

Dex DR 15 to extinguish) for 5 rounds.

Flameborne Magic [Magic, Style]

Prerequisite: 4th level or higher **Fire** spell known.

Benefit: As long as you are within Medium (100 ft.) range of an active fire of at least Medium size, you gain a +2 bonus to spellpower with Fire spells. If the source is at least Large size, this bonus applies to all spells you cast. This bonus increases by +1 when you gain access to 6th and 8th level spells.

Focused Strike [Combat, Precision, Strike]

Prerequisite: Two strikes.

Benefit: In place of two strikes, you can make a physical attack with a +5 bonus to accuracy. If you hit, you deal damage normally. You may trade additional strikes to make this attack. For each strike you trade, you gain an additional +5 bonus to accuracy.

Foresight [Magic]

Prerequisite: 3rd level or higher Divination spell.

Benefit: You receive instant, intuitive warnings of incoming attacks, even attacks you can't see or detect. As a result, you are normally never **unaware** (*critically threatened on every attack*). Some creatures immune to Divination spells may still catch you unaware.

Fortune's Friend [General]

Prerequisite: One general **legend point**.

Benefit: You can spend a legend point to cause a fortunate turn of events for you or your allies. The effects of this ability can vary, and are determined by the game master. The event is always beneficial for you, and you can suggest possible lucky events. In general, the power and scope of the event should not exceed that of a spell or ritual with a level equal to half your level. Some examples of events this ability could cause are given below.

1. A cart carrying gold overturns, distracting an angry mob so your party can escape.
2. A guard accidentally drops the keys to the vault he is guarding.
3. A conversation you are overhearing happens to include exactly the juicy gossip you are looking for.

You can only use legend points gained from your character level for this ability. Bonus legend points from any other source cannot be used.

Frenzy [Class, Rage]

Prerequisite: Rage ability, barbarian level 6.

Benefit: When you enter a rage, you can use this feat. If you do, you take no penalty to physical defenses while raging, but you take double damage for not attacking during a round.

Special: You can only gain the benefit of one Rage feat at a time.

Frigid Forge [Magic]

Prerequisite: 2nd level or higher Cold spell known.

Benefit: You can use ice as a crafting material in place of bone, ceramics, metal, or stone. Items created in this way follow the normal rules for crafting items (see Craft, page 52), with three exceptions. First, these items melt if they leave your possession after approximately one hour, depending on the ambient temperature. Second, creating items in this way requires water or ice in place of the normal equipment and materials (such as a forge). Third, you

gain a bonus on the Craft check equal to your spellpower with Cold spells.

If water enhanced with the *enhance component* ritual is used, the item created will have an enhancement bonus.

Furious Style [Class, Rage]

Prerequisite: Rage ability, barbarian level 6.

Benefit: When you enter a rage, you can use this feat. If you do, during the rage you can initiate or change combat styles as part of the swift action you use to sustain your rage.

Special: You can only gain the benefit of one Rage feat at a time.

Fungal Poisoner [

Prerequisite:]

Survival 5 ranks.

Benefit: You can use Survival to find and use fungus-based poisons. If you spend an hour harvesting fungi, you can make a Survival check to create fungal poisons (see Creating Poisons, page 112). You can harvest fungi in almost all areas with plant life. In addition, you can use Survival in place of Craft (poison) for the purposes of feats and abilities. If you do, those feats and abilities only affect fungal poisons.

Gang Up [Combat]

Prerequisite: Combat prowess 4.

Benefit: You count as one additional creature for the purpose of determining overwhelm penalties. This does not allow you to overwhelm a creature by yourself.

Giantfighter [Combat, Racial]

Prerequisites: Dwarf, gnome, or halfling.

Benefit: You gain a +2 bonus to physical defenses against creatures of size Large or larger.

Guardian [Combat, Defense, Style]

Benefit: Allies adjacent to you reduce their overwhelm penalties by 2. If this effect reduces an ally's overwhelm penalty to 0, the ally is not considered to be overwhelmed. This penalty reduction increases by +1 for each strike you can make per round beyond the first.

Style Requirement: Wield a melee weapon. You must make a melee attack each round.

Heartseeker [Combat, Style]

Prerequisite: Combat prowess 8.

Benefit: While in this style, you increase your critical range with any weapon you wield by 1.

Style Requirement: Wield a weapon.

Heavy Hitter [Combat, Power]

Prerequisite: Strength 5, combat prowess 4.

Benefit: You gain a +2 bonus to damage with heavy melee weapons.

Hide in Plain Sight [Skill]

Prerequisite: Stealth 20 ranks.

Benefit: You can use the Stealth skill to hide even while being observed, taking a -5 penalty to the Stealth check. You still need

cover or concealment to hide.

Hurricane Strike [Combat, Strike]

Prerequisites: Dex 15, Whirlwind Strike, combat prowess 18.

Benefit: As a full-round action, you can make two melee strikes against each foe you threaten. You cannot use Strike feats with these strikes. If your Dexterity is at least 20, you can use this feat as a standard action.

Hydra Strike [Combat, Strike]

Prerequisite: Three strikes, Strength 5, Dexterity 5, Constitution 5.

Benefit: In place of three strikes, you can make a physical attack. If you hit, you deal damage normally. You deal double damage for each additional defense you beat (Maneuver, Reflex, Fortitude, and Mental), up to a maximum of five times your normal damage. After you use this strike, you cannot use it again for 2 rounds.

Imbue Magic [Item Creation]

Prerequisite: 1st level spells or Craft (any) 5 ranks.

Benefit: You can imbue items with magic using your spells or crafting ability. Imbuing an item with magic takes time and material components, as described in Magic Item Creation, page 261.

When you take this feat, you choose one school of magic for every 5 ranks that you have in each Craft skill. You can craft items from those schools. If you later gain additional Craft ranks, you gain new schools appropriately.

You can also mend a broken magic item if it is one that you could make. Doing so costs a tenth of the raw materials and a quarter of the time it would take to craft that item in the first place. You cannot mend a destroyed magic item.

Imbued Spellstrike [Metamagic]

Prerequisite: 2nd level spell known.

Benefit: As part of casting an imbued spellstrike spell, you can make a single attack with a weapon in your hand. If the attack hits, and you maintain concentration on the spell, the spell takes effect. The spell must target the struck creature, but otherwise functions as if it has been cast normally. The imbue fades away without effect at the end of the next round if you have not struck a foe.

Only spells which affect a single target and have a casting time no shorter than 1 standard action can be channeled in this way. An imbued spellstrike uses up a spell slot one level higher than the spell's actual level.

Imbuement Admixture [Item Creation]

Prerequisite: 3rd level spells.

Benefit: You can blend two spells together to create magic items. This allows you to meet item crafting prerequisites that you could not meet with a single spell.

Immobilizing Strike [Combat, Strike]

Prerequisite: Four strikes.

Benefit: In place of four strikes, you can make a single melee attack. If you hit, you deal damage normally. If your attack result also beats the foe's Fortitude defense, it is *immobilized* (*Unable to leave its location*) for 5 rounds.

Improved Counterspell [Magic]

Prerequisites: Spellcraft 10 ranks, Counterspell.

Benefit: When counterspelling, you may attempt to counter spells of any school, regardless of which spell you cast. In addition, your spells are treated as being one higher level than normal for the purpose of determining what spells they can counter.

Improved Dirty Trick [Combat, Maneuver]

Prerequisite: Combat prowess 4.

Benefit: When you perform a dirty trick on a creature successfully, the creature is *impaired* (20% failure) for 1d4 rounds. You also gain a +2 bonus to accuracy on dirty trick attacks.

Improved Disarm [Combat, Finesse]

Prerequisite: Combat prowess 4.

Benefit: When you disarm a creature, you can make the disarmed item land up to 15 feet away in a random direction. You also gain a +2 bonus to accuracy on disarm attacks.

Improved Feint [Combat, Finesse]

Prerequisite: Combat prowess 4.

Benefit: When you feint against a creature, if you beat its Armor defense by 5 or more, you deal damage with your weapon normally. You also gain a +2 bonus to accuracy on feint attacks.

Improved Grapple [Combat, Maneuver]

Prerequisite: Combat prowess 4.

Benefit: Grappling does not make you *defenseless* (-5 defense vs. *melee*) against other creatures. You also gain a +2 bonus to accuracy on grapple attacks. This does not prevent you from being defenseless if you have no hands free to defend yourself with.

Normal: While grappling, you are defenseless against all creatures except the ones you are grappling.

Improved Overrun [Combat, Maneuver]

Prerequisite: Combat prowess 4.

Benefit: When you attempt to overrun a foe, the creature may not choose to avoid you unless you let it. You also gain a +2 bonus to accuracy on overrun attacks.

Normal: Without this feat, the target of an overrun can choose to avoid you or to block you.

Improved Shove [Combat, Maneuver]

Prerequisite: Combat prowess 4.

Benefit: When you shove a creature, you can move it outside of your reach. You also gain a +2 bonus to accuracy on shove attacks.

Improved Trip [Combat, Maneuver]

Prerequisite: Combat prowess 4.

Benefit: When you successfully trip a foe, you get a free melee attack against it. This attack is made as the creature is being tripped, so it does not have penalties for being prone. You also gain a +2 bonus to accuracy on trip attacks.

Inescapable [Combat, Style]

Prerequisite: Combat prowess 8.

Benefit: While in this style, all squares you threaten cost four times the normal movement cost to move out of.

Style Requirement: Wield a melee weapon. You must make a

melee attack each round.

Infuriating Strike [Combat, Strike]

Prerequisite: Combat prowess 8.

Benefit: In place of two strikes, you can make a single physical attack. If you hit, you deal damage normally, and the target is *taunted* (*unable to flee*) by you for 5 rounds.

Insightful Fighter [Class]

Prerequisite: Adaptive style ability.

Benefit: You can use Perception in place of Intelligence for your adaptive style feat pool. You can also use Perception in place of Intelligence for the battlemaster ability, if you have that ability.

Insightful Rogue [Class]

Prerequisite: Combat trick ability.

Benefit: You can use Perception in place of Intelligence for combat tricks that depend on Intelligence, and for your accuracy with combat tricks.

Inspire Competence [Performance, Skill]

Prerequisite: Perform 5 ranks.

Benefit: As a standard action, you can make a DR 8 Perform check to inspire competence in another willing creature within Medium (*100 ft.*) range of you. For every 5 points by which your Perform check succeeds, you can affect an additional target. Each target gains a bonus offensive **legend point** which it can spend as long as you sustain the performance. If a target's legend point has not been used when you end the performance, the legend point is wasted. This is a **Mind** effect.

Special: You can use any combination of performance feats you possess a number of times per day equal to twice the number of performance feats you have. If you fail the Perform check, the use of the ability is wasted.

Inspire Courage [Performance, Skill]

Prerequisite: Perform 9 ranks.

Benefit: As a standard action, you can make a DR 16 Perform check to inspire courage in another willing creature within Medium (*100 ft.*) range of you. For every 5 points by which your Perform check succeeds, you can affect an additional target. Each target gains temporary hit points equal to twice your Perform ranks. This is a **Mind** effect.

Special: You can use any combination of performance feats you possess a number of times per day equal to twice the number of performance feats you have. If you fail the Perform check, the use of the ability is wasted.

Inspire Mastery [Performance, Skill]

Prerequisite: Perform 17 ranks, any three other Performance feats.

Benefit: As a standard action, you can make a DR 32 Perform check to inspire mastery in another willing creature within Medium (*100 ft.*) range of you. For every 5 points by which your Perform check succeeds, you can affect an additional target. As long as you sustain the performance, at the start of each round, each target gains a bonus general **legend point** which it can spend during that round. If a target's legend point has not yet been used when the round ends, the legend point is wasted. This is a **Mind** effect.

Special: You can use any combination of performance feats you possess a number of times per day equal to twice the number of performance feats you have. If you fail the Perform check, the use of the ability is wasted.

Inspire Resilience [Performance, Skill]

Prerequisite: Perform 13 ranks.

Benefit: As a standard action, you can make a DR 24 Perform check to inspire resilience in another willing creature within Medium (*100 ft.*) range of you. For every 5 points by which your Perform check succeeds, you can affect an additional target. Each target gains damage reduction against all damage equal to your Perform ranks. In addition, it gains a bonus defensive **legend point** which it can spend as long as you sustain the performance. If a target's legend point has not been used when you end the performance, the legend point is wasted. This is a **Mind** effect.

Special: You can use any combination of performance feats you possess a number of times per day equal to twice the number of performance feats you have. If you fail the Perform check, the use of the ability is wasted.

Inspire Serenity [Performance, Skill]

Prerequisite: Perform 13 ranks.

Benefit: As a standard action, you can make a DR 24 Perform check to clear the mind of a willing creature within Medium (*100 ft.*) range of you. For every 5 points by which your Perform check succeeds, you can affect an additional target. Each target is immune to all hostile Mind effects as long as you sustain the performance. This is a **Mind** effect.

Special: You can use any combination of performance feats you possess a number of times per day equal to twice the number of performance feats you have. If you fail the Perform check, the use of the ability is wasted.

Instant Adaptation [Class]

Prerequisite: Adaptive combat ability, Rapid Adaptation, Intelligence 10, fighter level 18.

Benefit: As a swift action, you can exchange a single adaptive combat feat from your adaptive feat pool.

Intimidating Strike [Combat, Strike]

Prerequisites: Two strikes, Intimidate 10 ranks.

Benefit: In place of two strikes, you can make a single physical attack. If you hit, you deal damage normally, and you can make an Intimidate check against the target to make it *shaken* (*20% failure near its fear*) for 5 rounds. You gain a bonus on the check equal to the damage dealt.

Invulnerable Rage [Class, Rage]

Prerequisite: Rage ability, barbarian level 10.

Benefit: When you enter a rage, you can use this feat. If you do, during the rage your barbarian damage reduction is doubled and applies to all damage, not just physical damage.

Special: You can only gain the benefit of one Rage feat at a time.

Iron Will [General]

Prerequisite: Intelligence 3 or Willpower 3.

Benefit: You gain a +2 bonus to your Mental defense. This bonus can increase your hit points (see Hit Points, page 9).

Special: This feat can be taken multiple times. Its effects stack. You may take this feat a maximum number of times equal to half your Intelligence or half your Willpower, whichever is higher.

Ki Focus [Class]

Prerequisite: Manifest *ki* ability, monk level 8.

Benefit: Choose one *ki* manifestation that you know. The manifestation must normally last until the end of the round, and the minimum monk level required to learn the manifestation cannot exceed half your monk level. When you activate it, you can spend two *ki* points instead of one. If you do, the ability instead lasts for 5 rounds.

Special: This feat can be taken multiple times. Each time, you choose a different *ki* manifestation you know.

Ki Specialization [Class]

Prerequisite: Ki Focus, Manifest *ki* ability, monk level 12.

Benefit: Choose a *ki* manifestation that you chose with the Ki Focus feat. When you activate it, you can spend three *ki* points instead of one. If you do, the ability instead lasts for 12 hours.

While you have the manifestation active, your maximum *ki* points are reduced by 1. You can dismiss the manifestation to restore your *ki* points.

Ki Training [Class]

Prerequisite: Manifest *ki* ability.

Benefit: You can learn an additional *ki* manifestation. You must meet all prerequisites for the ability, as normal.

Special: This feat can be taken multiple times. Each time, you choose a different *ki* manifestation to learn.

Killing Blow [Combat, Precision, Strike]

Prerequisites: Intelligence 10, combat prowess 12.

Benefit: In place of three strikes, you can make a single physical attack. If you hit, you deal damage normally. If the target took damage from this strike and has no hit points remaining at the end of the current phase, it dies.

Knockdown [Combat, Maneuver, Power, Strike]

Prerequisite: Strength 5, combat prowess 8.

Benefit: In place of two strikes, you can attempt to shove an opponent. If you succeed, it is knocked prone at the end of its movement, and you can make an extra melee attack against it if you still threaten it. The free attack gains the normal benefit for striking a prone target (−4 to physical defenses).

Ledgewalker [Skill]

Prerequisite: Acrobatics 5 ranks.

Benefit: Using Acrobatics to move along narrow surfaces does not reduce your speed.

Normal: You move at half speed while balancing on precarious surfaces.

Legendary Awareness [Skill]

Prerequisite: Awareness 15 ranks.

Benefit: You gain one of the following senses: blindsense (20 ft.), darkvision (50 ft.), scent, or tremorsense (20 ft.). If you choose

a sense you already possess, its range doubles.

Legendary Balance [Skill]

Prerequisite: Acrobatics 15 ranks.

Benefit: You can balance on surfaces that cannot support your weight. The DR is 30 for liquids such as water, 40 for dense gases and raw energy, and 50 for ordinary air. While balancing in this way, you must take a move action each round to continue moving; you cannot remain in the same place in consecutive rounds, or you will fall. The DR increases by 2 for each consecutive round that you spend balancing in this way. You gain a +4 bonus on this check per size category smaller than Medium, or a −4 penalty per size category larger than Medium.

Legendary Climber [Skill]

Prerequisite: Climb 15 ranks.

Benefit: You gain a **climb speed** equal to your land speed. This grants several benefits.

- A successful Climb check allows you to move a distance equal to your climb speed.
- You gain a +10 bonus to Climb checks.

In addition, you can now climb surfaces that are perfectly smooth. The DR is 30 for perfectly smooth vertical surfaces, and 40 to climb on a perfectly smooth ceiling. You can also wallrun on ceilings.

Legendary Combat Awareness [Awareness, Combat]

Prerequisites: Perception 10, combat prowess 12, any three Awareness feats.

Benefit: You reduce your overwhelm penalties by 4. If your overwhelm penalty is reduced to 0, you are not considered to be overwhelmed.

Legendary Constitution [General]

Prerequisites: 11th level, Constitution 6.

Benefit: You gain a +5 bonus to Constitution-based checks. In addition, you treat your Constitution as being 5 higher for the purpose of feats of endurance such as holding your breath or sprinting.

Legendary Craftsman [Skill]

Prerequisite: Craft (any) 15 ranks.

Benefit: You can craft items with whatever materials you have on hand. When making an item, if your Craft check is 30 or higher, you use half the costly material components to make the item, replacing them with other, less expensive components. For every 10 points by which the check exceeds 30, you halve the required material components again. This only applies once per item; use the highest result achieved while making that item.

This feat does not affect the material components required to craft magical items.

Legendary Devicesmith [Skill]

Prerequisite: Devices 15 ranks.

Benefit: You can disable spell effects on objects or areas as if they were merely complex devices. You can make a Devices check against an active spell effect within your reach. The DR to dispel the effect is equal to 20 + the spell's spellpower, and the result must be at least 30. Success means the spell is dispelled.

You must be aware of a spell to disable it, either through the

Spellcraft skill or because the effect is noticeable. You cannot disable spell effects on creatures.

Legendary Dexterity [General]

Prerequisites: 11th level, Dexterity 6.

Benefit: You gain a +5 bonus to Dexterity-based checks, as well as to initiative.

Legendary Disguise [Skill]

Prerequisite: Disguise 15 ranks.

Benefit: Your disguises can change the magic on a creature. When you make a Disguise check, if the result is 30 or higher, you can decide how that creature and any items on the creature appear when examined by divination spells. For example, you could cause all of its equipment to appear nonmagical, or you could cause it to have a strong aura of good when examined with *detect good*. You cannot create an aura of overwhelming strength with this skill.

Anyone using divination magic on the creature must make a spellpower check with a DR equal to your Disguise check in order to perceive the truth. Regardless of the result of the check, the caster is not aware that the check was made.

Legendary Defense [Combat, Defense]

Prerequisites: Combat prowess 12, any three Defense feats.

Benefit: You gain a +2 bonus to physical defenses.

Legendary Escapist [Skill]

Prerequisite: Escape Artist 15 ranks.

Benefit: You can attempt to escape from magic itself, slipping hostile spells off of your body so they dissipate harmlessly. As a standard action, you can make an Escape Artist check to throw off magical effects on you. The DR to dispel the effect is equal to 20 + the effect's spellpower, and the result must be at least 30. Success means the spell is dispelled.

You must be aware of a spell to disable it, either through the Spellcraft skill or because the effect is noticeable. You can only dispel spell effects which target you directly, not area effects which include you. If a spell targets multiple creatures, you can only remove its effects on you.

Legendary Finesse [Combat, Finesse]

Prerequisites: Dexterity 10, combat prowess 12, any three Finesse feats.

Benefit: Whenever you miss with a **strike**, the target still takes half damage from your attack. This is not considered hitting with the attack for the purpose of effects which trigger on hitting a creature.

Legendary Handler [Skill]

Prerequisite: Creature Handling 15 ranks.

Benefit: You can pacify and push creatures as a swift action. It takes no action for you to make a creature perform a trick it is trained in.

In addition, when training a creature, if your check result is 30 or higher, you can train it in only a hour. The creature remembers the trick just as if you had spent the full amount of time training it.

Legendary Healer [Skill]

Prerequisite: Heal 15 ranks.

Benefit: As a standard action, you can make a Heal check on a

creature you touch to heal wounds. The target heals hit points equal to your check result. For every five hit points you would restore, you can instead cure one point of critical damage.

You can use this ability three times per day.

Legendary Intelligence [General]

Prerequisites: 11th level, Intelligence 6.

Benefit: You gain a +5 bonus to Intelligence-based checks. In addition, you can memorize any information perfectly to recall later.

Legendary Intimidation [Skill]

Prerequisite: Intimidate 15 ranks.

Benefit: When you demoralize an opponent, if your check result exceeds 30, the creature is **panicked** (*flees or cowers from its fear*) instead of being shaken.

You can use this ability three times per day.

Legendary Knowledge [Skill]

Prerequisite: Knowledge (any) 15 ranks.

Benefit: You gain a +2 bonus on accuracy, checks, and defenses against non-humanoid creatures you identify with a successful Knowledge check.

Legendary Leaper [Skill]

Prerequisite: Jump 15 ranks.

Benefit: You are always treated as having a running start when jumping.

Legendary Legerdemain [Skill]

Prerequisite: Sleight of Hand 15 ranks.

Benefit: When you make a Sleight of Hand check to conceal or pickpocket an object, if the result is 30 or higher, you can hide the object into a pocket dimension. You can retrieve the item later as a move action. You may only have up to three items hidden in this way, none of which can be larger than one size category smaller than you.

Legendary Liar [Skill]

Prerequisite: Bluff 15 ranks.

Benefit: When you make a Bluff check, if the result is 30 or higher, you may treat it as an attack against the Mental defense of one creature that understands you. If your attack succeeds against that creature, its sight, smell, hearing, and sense of temperature are altered so it perceives the world as you described it, as *major image*. This cannot remove things that do exist, but it can create new sensations where none existed.

You can use this ability three times per day.

Legendary Linguist [Skill]

Prerequisite: Linguistics 15 ranks.

Benefit: You can speak, read, and understand all languages. This does not allow you to speak with creatures that lack a language. Certain extremely obscure languages may be beyond your knowledge.

Legendary Maneuver Master [Combat]

Prerequisites: Combat prowess 12, any three Maneuver feats.

Benefit: If you succeed at a combat maneuver attack, if your attack result also beats the target's Armor defense, you deal normal damage with the weapon used to perform the maneuver in addition

to gaining the successful effects of the maneuver. If the maneuver was performed without a weapon, you deal damage equivalent to an unarmed attack.

Legendary Mobility [Combat, Mobility]

Prerequisites: Dexterity 10, combat prowess 12, any three Mobility feats.

Benefit: You can move through spaces occupied by your foes. You treat spaces occupied by foes as difficult terrain.

Legendary Mounted Warrior [Combat, Mounted]

Prerequisites: Combat prowess 12, any three Mounted feats, Ride 10 ranks.

Benefit: When you take damage, you may choose to have your mount suffer half the damage instead of you (rounded down). Likewise, when your mount takes damage, you may choose to suffer half of that damage instead of your mount (rounded down).

Legendary Persuasion [Skill]

Prerequisite: Persuasion 15 ranks.

Benefit: When you make a Persuasion check, if the result is 30 or higher, you may treat it as an attack against the Mental defense of one creature that understands you. If your attack succeeds against that creature, it is compelled to obey you, as *suggestion*.

You can use this ability three times per day.

Legendary Power [Combat, Power]

Prerequisites: Strength 10, combat prowess 12, any three Power feats.

Benefit: You can use weapons as if they were one category less encumbering than they actually are. The weapon encumbrance categories are light, medium, and heavy. For example, you can use a greatsword as a medium weapon, allowing you to wield it in one hand without suffering any penalties.

In addition, you increase your damage dice with unarmed attacks and natural weapons by one size category.

Legendary Precision [Combat, Precision]

Prerequisites: Perception 10, combat prowess 12, any three Precision feats.

Benefit: When you make a physical attack, if you hit by 5 or more, you deal maximum damage with your weapon.

Legendary Profession [Skill]

Prerequisite: Profession (any) 15 ranks.

Benefit: You are well-known for being an unparalleled master of your chosen profession.

Legendary Reaction [Combat, Reaction]

Prerequisites: Dexterity 10, combat prowess 12, any three Reaction feats.

Benefit: The first immediate action you take each round does not count against your actions that round. This allows you to use two immediate actions in the same round, or to use both an immediate action and a swift action. However, you still cannot use two immediate actions in response to the same triggering action.

Legendary Rider [Skill]

Prerequisite: Ride 15 ranks.

Benefit: You can attempt to ride unwilling creature. You can only ride creatures of your size category or up to two size categories larger. To ride an unwilling creature, you must beat its Maneuver defense with a Ride check.

Riding a creature is like grappling the creature, with the following changes.

- You share space with the creature you ride, just like riding a normal mount. If your mount breaks the grapple, you move to an adjacent unoccupied square of your choice. If there are no adjacent unoccupied squares, you in the same space as your mount, squeezing as necessary.
- You make Ride checks instead of grapple attacks to remain in the grapple and take actions in the grapple.
- You cannot pin the creature.

Legendary Sense Motive [Skill]

Prerequisite: Sense Motive 15 ranks.

Benefit: When you make a Sense Motive check, if the result is 30 or higher, you may treat it as an attack against the Mental defense of one creature that you can see. If your attack succeeds against that creature, you read its mind, as *read mind*.

You can use this ability three times per day.

Legendary Spellcraft [Skill]

Prerequisite: Spellcraft 15 ranks.

Benefit: You gain a +2 bonus on accuracy, checks, and defenses against spells and magical effects you identify with a successful Spellcraft check.

Legendary Sprinter [Skill]

Prerequisite: Sprint 15 ranks.

Benefit: You can sprint for a number of minutes equal to 5 + your Constitution. After you finish sprinting, you are *fatigued* (*move at half speed, unable to sprint or charge*) for 1 round per minute of sprinting.

Legendary Stealth [Skill]

Prerequisite: Stealth 15 ranks.

Benefit: When you make a Stealth check to hide, if the result is 30 or higher, you can hide even from a creature of your choice that is observing you. You must still have passive cover or concealment from that creature. For every 5 points by which your check result exceeds 30, you can hide from an additional creature that is observing you.

Legendary Strength [General]

Prerequisites: 11th level, Strength 6.

Benefit: You gain a +5 bonus to Strength-based checks. In addition, you treat your Strength as being 5 higher for the purpose of determining your carrying and lifting capacity.

Legendary Strike [Combat]

Prerequisites: Combat prowess 12, any three Strike feats.

Benefit: You gain a +2 bonus to accuracy with strikes.

Legendary Style [Combat]

Prerequisites: Combat prowess 12, any three Style feats.

Benefit: You may have two combat styles active at once. Both styles can be initiated or changed as part of the same swift action.

You may sustain this ability for a number of rounds each day equal to the number of Style feats you have.

Legendary Survival [Skill]

Prerequisite: Survival 15 ranks.

Benefit: You ignore difficult terrain and harmful natural terrain of any kind, and are immune to harmful planar effects.

In addition, as a standard action, you can find your way to any location, as *find the path*. You may use this ability once per day.

Legendary Swimmer [Skill]

Prerequisite: Swim 15 ranks.

Benefit: You gain a **swim speed** equal to your land speed. This grants several benefits.

- A successful Swim check allows you to move a distance equal to your swim speed.
- You gain a +10 bonus to Swim checks.

When swimming, if your check result is 30 or higher, you do not suffer any penalties to physical melee attacks, checks, or physical defenses for being underwater for that round. You still suffer the normal penalty with underwater ranged attacks.

Legendary Tumbler [Skill]

Prerequisite: Acrobatics 15 ranks.

Benefit: When tumbling, if your check result is 30 or higher, you can move through squares occupied by foes or threatened by blocking foes without penalty.

Legendary Unarmed Warrior [Combat]

Prerequisite: Combat prowess 12, Unarmed Dodge, Unarmed Might, Unarmed Proficiency

Benefit: Your unarmed attacks deal damage as if you were four size categories larger than normal (1d10 for a Medium creature, or 1d8 for a small creature). This does not stack with the benefits of Unarmed Might.

Legendary Versatility [Class]

Prerequisite: At least 5 levels in two different classes, one of which must be your base class.

Benefit: You treat all classes you have at least 5 levels in as base classes. This allows you to gain the base class abilities of multiple classes.

Lifebound [General]

Prerequisite: Constitution 10.

Benefit: You become immune to hostile **Life** and **Death** effects.

Lightning Reflexes [General]

Prerequisite: Dexterity 3 or Perception 3.

Benefit: You gain a +2 bonus to your Reflex defense.

Special: This feat can be taken multiple times. Its effects stack. You may take this feat a maximum number of times equal to half your Dexterity or half your Perception, whichever is higher.

Magical Synthesis [Magic]

Choose two magical classes you possess.

Prerequisites: Levels in two magical classes.

Benefit: When gaining levels in either of your chosen classes, you increase your spellcasting ability with the other class as if your

class was nonmagical. See Spellcasters and Multiclassing, page 45.

Manyshot [Combat, Finesse]

Prerequisites: Dex 5, combat prowess 8.

Benefit: When you attack with a projectile weapon, you may fire two projectiles at once. If you do, you gain a +2 accuracy bonus, and you make a dual attack (see Dual Attacking, page 226). Taking advantage of this style requires loading two projectiles at once, which may be difficult if you reload slowly.

Mass Counterspell [Magic]

Prerequisites: Spellcraft 15 ranks, 4th level spells, Counterspell.

Benefit: When you use the Counterspell feat, you may counter up to five creatures within Medium (100 ft.) range of you. You may still cast only one spell, but it is used to counter the spells cast by all of your targets.

Mass Transporter [Magic]

Prerequisite: 5th level or higher **Teleportation** spell known.

Benefit: When casting Conjuration (Translocation) spells and rituals which affect multiple creatures, you can affect a number of creatures equal to your spellpower.

Mighty Blows [Combat, Power]

Prerequisites: Str 3.

Benefit: You gain a +1 bonus to physical damage rolls.

Special: This feat can be taken multiple times. Its effects stack. You may take this feat a maximum number of times equal to half your Strength.

Mindless Rage [Class, Rage]

Prerequisite: Rage ability, barbarian level 10.

Benefit: When you enter a rage, you can use this feat. If you do, during the rage you are immune to **Mind** spells and effects.

Special: You can only gain the benefit of one Rage feat at a time.

Miscast Immunity [Magic]

Prerequisite: 8th level spells.

Benefit: You become immune to the effects of miscast spells. They are unable to target you, damage you, or affect you in any way. If this would make a spell impossible to miscast, such as if you are the only valid target of a retargeting miscast, the miscast has no effect. You may still choose to be affected by miscast effects, if desired.

Mocking Performance [Performance, Skill]

Prerequisite: Perform 5 ranks.

Benefit: As a standard action, you can make a DR 8 Perform check to mock a creature within Medium (100 ft.) range of you. For every 5 points by which your Perform check succeeds, you can affect an additional target. If your check result beats a target's Mental defense, it is **impaired** (20% failure) with attacks and checks as long as you sustain the performance. Otherwise, it is unaffected. This is a **Mind** effect.

Special: You can use any combination of performance feats you possess a number of times per day equal to twice the number of performance feats you have. If you fail the Perform check, the use

of the ability is wasted.

Mounted Archery [Combat, Mounted]

Prerequisite: Training in the Ride skill.

Benefit: The penalty you take when using a ranged weapon while mounted is decreased by 4: -0 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is sprinting.

Mounted Charge [Combat, Mounted]

Prerequisite: Ride 10 ranks.

Benefit: When you charge a creature with your mount, your weapon's damage die size increases by one per size category that your mount is larger than you (minimum one die size increase). For example, a Medium human charging on a Large horse would increase his weapon's damage die by one size.

Mounted Defense [Combat, Defense, Mounted]

Prerequisite: Training in Ride.

Benefit: Once per round when your mount is hit in combat, you may attempt a Ride check as an immediate action to negate the hit. Your check result is used in place of the mount's physical defenses, if it is higher. If that would make the attack fail, the attack fails.

Mounted Trample [Combat, Mounted, Maneuver]

Prerequisite: Ride 10 ranks.

Benefit: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one attack with an appropriate natural weapon (hoof, claw, or other leg-based attack) against any target you knock down, gaining the normal +4 bonus to accuracy against prone targets.

Natural Spellgift [Spellgift]

Prerequisites: 2nd level, Wil 1.

Benefit: You have inherent magic in your body, granting you natural power. When you gain this feat, you choose a nature spell. The spell's level must be no greater than half your total levels in classes that cannot cast spells. In addition, its level cannot exceed your Willpower. You can spend a spellgift point to use that spell as a spell-like ability.

Your spellpower with spellgifts is equal to your Willpower or your level, whichever is higher. You have a pool with a number of spellgift points equal to twice the number of spellgift feats you possess.

Special: You may take this feat multiple times. Each time, you choose a new spell to gain as a spell-like ability. You may use any combination of the spells a number of times per day equal to the number of spellgift feats you have. The number of spellgift feats you have cannot exceed your Willpower.

Open Minded [Skill]

Benefit: You gain two skill points. You may spend these skill points immediately.

Overpowering Assault [Combat, Power, Style]

Prerequisite: Str 3.

Benefit: While in this style, you gain a +2 bonus to accuracy with maneuvers. This bonus increases by +1 for each strike you can make per round beyond the first.

Style Requirement: You must make a melee attack each round.

Overpowering Rage [Class, Rage]

Prerequisite: Rage ability, barbarian level 6.

Benefit: When you enter a rage, you can use this feat. If you do, during the rage you add your rage bonus to your Maneuver defense and your accuracy with combat maneuvers.

Special: You can only gain the benefit of one Rage feat at a time.

Overwhelming Fire [Combat, Style]

Prerequisite: Dex 3.

Benefit: While in this style, you contribute to overwhelm penalties against all creatures within a single range increment of you. You do not contribute to overwhelm penalties against creatures with cover from you. For each strike you can make per round beyond the first, you threaten creatures an additional range increment away.

Style Requirement: Wield a ranged weapon. You must make a physical ranged attack each round.

Overwhelming Rage [Class, Rage]

Prerequisite: Rage ability, barbarian level 6.

Benefit: When you enter a rage, you can use this feat. If you do, during the rage overwhelmed foes you threaten increase their overwhelm penalties by 1.

Special: You can only gain the benefit of one Rage feat at a time.

Parry [Combat, Defense, Reaction, Style]

Prerequisite: Dexterity 3.

Benefit: While in this style, whenever a physical melee attack is made against you that you are aware of, you may make an attack roll to attempt to parry the attack. You may use your attack result in place of any or all physical defenses against the parried attack. You can make a maximum number of parry attempts per round equal to the number of attacks you can make.

In exchange, you take a -2 penalty to accuracy with physical attacks.

Style Requirement: Wield a melee weapon. You must make a melee attack or take the total defense action each round.

Patient Rage [Class, Rage]

Prerequisite: Rage ability, barbarian level 2.

Benefit: When you enter a rage, you can use this feat. If you do, during the rage not attacking does not cause you to take damage at the end of each round.

Special: You can only gain the benefit of one Rage feat at a time.

Patient Strike [Reaction, Strike]

Prerequisite: Intelligence 10, combat prowess 12.

Benefit: In place of three strikes, you can make a physical attack. If you hit, you deal damage normally. If the target does not attack you during the current phase, this attack deals quadruple damage.

Peaceful Magic [Magic, Style]

Prerequisite: 4th level or higher **Abjuration** spell known.

Benefit: If you have not taken damage within the past 5 rounds, you gain a +2 bonus to spellpower. This bonus increases by +1 when you gain access to 6th and 8th level spells.

Penetrating Strike [Combat, Strike]

Prerequisite: Three strikes.

Benefit: In place of three strikes, you can make a physical attack. If you hit, you deal damage normally. If your attack result also beats the foe's Fortitude defense, it loses any damage reduction it has for 5 rounds.

Personal Magic [Magic]

Benefit: You have created or discovered a unique style of magic, with subtle differences from the magic most people have studied. This has several benefits, which are described below.

- You gain a +2 bonus to Concentration checks to cast spells and rituals.
- The DR to identify your spells and rituals with Spellcraft is increased by 10 (see Spellcraft, page 62).
- The cost for scribing rituals in your ritual book is halved, but the time required is doubled. This does not alter the cost to perform rituals.

Perfect Health [General]

Prerequisite: Constitution 3.

Benefit: You become immune to disease, except supernatural diseases such as mummy rot. If your Constitution is 10, you are also immune to poison and supernatural diseases.

Persistent Spellstrike [Metamagic]

Prerequisites: 3rd level spell known, Imbued Spellstrike.

Benefit: This metamagic functions like Imbued Spellstrike, except that the imbuelement lasts for 5 minutes if you have not struck a foe. If the weapon leaves your hands or if you cast another spell, the imbuelement fades away without effect.

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

Pierce Delusions [

Prerequisite:]

Perception 5.

Benefit: You are immune to hostile **Delusion** effects.

Pierce Wings [Combat, Precision, Strike]

Prerequisite: Perception 5, combat prowess 8.

Benefit: In place of two strikes, you can make a physical ranged attack. If you hit, you deal damage normally. If your attack result also beats the target's Fortitude defense, it loses its ability to fly for 5 rounds. This only affects creatures who use wings or other physical means to fly, and has no effect on creatures with magical or supernatural flight.

Plant Speech [Class]

Prerequisite: Wild speech ability, druid level 5.

Benefit: You can use your wild speech ability to communicate with plants, in addition to animals. 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.

Predictive Strike [Reaction, Strike]

Prerequisite: Intelligence 15, combat prowess 18.

Benefit: In place of four strikes, you can make a physical attack. You also predict the type of action the foe will take during the

current phase:

- Physically attack
- Move
- Cast a spell
- None of the above

If you hit, you deal damage normally. If the foe takes the type of action you predicted, your attack deals quintuple damage. If the foe takes an action that fits into multiple action types, use all that apply.

Point Blank Shot [Combat, Precision, Style]

Benefit: While in this style, you gain a +2 bonus to accuracy with physical ranged attacks when attacking targets within half of your range increment.

Style Requirement: Wield a ranged weapon.

Poison Expert [Skill]

Prerequisites: Intelligence 3, Craft (poison) 10 ranks.

Benefit: Whenever you use poisons, you can use your level or your Intelligence, whichever is higher, in place of the poison's normal potency. In addition, you cannot accidentally poison yourself while applying poison to an object.

Power Attack [Combat, Power, Style]

Prerequisites: Str 5, combat prowess 4.

Benefit: You gain a +2 bonus to physical melee damage rolls. In exchange, you take a -2 penalty to accuracy with physical melee attacks. This bonus increases by +1 for each strike you can make per round beyond the first.

Precise Shot [Combat, Precision, Style]

Prerequisites: Perception 5, combat prowess 4.

Benefit: While in this style, your ranged attacks ignore cover and concealment, except total cover and total concealment. In addition, when you shoot or throw ranged weapons at a grappling opponent, you automatically strike at the opponent you have chosen.

Style Requirement: Wield a ranged weapon.

Predictive Defense [Awareness, Combat, Defense, Style]

Prerequisites: Intelligence 5, combat prowess 4.

Benefit: You can use your Intelligence to determine your Armor and Maneuver defenses in place of your Dexterity or Constitution.

Style Requirement: Wield a melee weapon. You must make a physical attack or take the total defense action each round.

Quick Draw [Combat]

Benefit: You can draw light weapons as a free action and medium weapons as a swift action. You can draw heavy weapons and hidden weapons of any type (see the Sleight of Hand skill) as a move action. This allows you to throw light weapons at your full normal rate of attacks (much like a character with a bow).

If your **combat prowess** is at least 8, you can draw light and medium weapons as an immediate action, and heavy and hidden weapons as a swift action.

Normal: Without this feat, you may draw light weapons as a swift action, medium and heavy weapons as a move action, and hidden weapons as a standard action.

Quicken Spell [Metamagic]

Prerequisite: 3rd level spell known.

Benefit: Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. However, casting a quickened spell is mentally exhausting. In the round after you cast it, you cannot act during the action phase.

You may cast only one quickened spell per round. A spell whose casting time is more than 1 standard action cannot be quickened. A quickened spell uses up a spell slot two levels higher than the spell's actual level.

Racial Acclimation [Racial]

Prerequisite: Have a race other than your original race, such as by *reincarnating*.

Benefit: You no longer suffer any penalties for being in a race other than your original race. For example, this would remove the negative level for being *reincarnated*.

Special: This feat can be retrained using normal retraining rules if you return to your original race.

Ranged Legerdemain [Skill]

Prerequisite: 2nd level or higher *Telekinesis* spell known.

Benefit: By expending a *Telekinesis* spell of 2nd level or higher, you can use the Disable Device or Sleight of Hand skills at Close (30 ft.) range for a number of minutes equal to half the level of the spell slot.

Rapid Adaptation [Class]

Prerequisite: Adaptive combat ability, Intelligence 5, fighter level 8.

Benefit: You only need to spend 1 minute in training to change your adaptive combat feats.

Rapid Healing [General]

Prerequisite: Constitution 3.

Benefit: You naturally heal four times faster than normal. This means you require only two hours of rest to heal half your hit points. This stacks with the benefits of accelerating recovery with the Heal skill (see Accelerate Recovery, page 56).

Rapid Performance [Performance, Skill]

Prerequisites: Perform 15 ranks, any three Performance feats.

Benefit: You can use Performance feats as a swift action by taking a -10 penalty on the Perform check to activate the feat.

Reach Spell [Metamagic]

Prerequisite: 2nd level spell known.

Benefit: When casting a reach spell, you can use a spell with a range of touch on a target within Close (30 ft.) range. You must succeed on a Spellpower vs. Reflex attack to touch the target. A reach spell uses up a spell slot one level higher than the spell's actual level.

Reckless Attack [Combat, Power, Style]

Prerequisite: Combat prowess 4.

Benefit: While in this style, you are *defenseless* (-5 *defense vs. melee*). In exchange, you gain a +2 bonus to damage with melee attacks.

Style Requirement: Wield a melee weapon.

Recover Performance [Performance, Skill]

Prerequisites: Perform 11 ranks, any other Performance feat.

Benefit: If you fail the Perform check to use a Performance feat, you can reroll the Perform check as an immediate action.

Resilient Magic [Magic]

Prerequisite: 3rd level or higher Antimagic spell known.

Benefit: Your spells persist for up to 5 rounds after being dispelled if they still have time remaining in their duration. If you know an Antimagic spell of 7th level or higher, your spells cannot be dispelled by any means short of the *disjoin magic* spell, or other effects of similar power.

Resist Maneuver [Class, Fighter]

Prerequisite: Fighter.

Benefit: Choose a combat maneuver. You gain a +5 bonus to Maneuver Defense against that maneuver.

Retargeting Miscast [Magic]

Prerequisite: 3rd level spells.

Benefit: When you target a random creature with a spell's miscast effect, you may roll twice to determine which creature is affected. You choose which result is used.

Retributive Counterspell [Magic]

Prerequisite: 4th level spell known.

Benefit: As part of the action to counter a spell, you may expend an Abjuration (Negation) spell of 4th level or higher. If you do, the counterspelled spell is turned back on the caster as if it were affected by the *spell turning* spell. If it cannot be affected by *spell turning*, such as if it is a spell that only affects the caster, it is simply countered as normal.

Blood Magic [Magic, Style]

Prerequisite: 4th level Vivimancy spell known.

Benefit: At the end of each round, if you took at least as much lethal damage as your spellpower during that round, you gain a +2 bonus to spellpower during the next round. In addition, as a swift action, you can deal yourself life damage equal to your spellpower. This bonus increases by +1 when you gain access to 6th and 8th level spells.

Riposte [Combat, Reaction]

Prerequisites: Dexterity 3, Parry.

Benefit: When you successfully parry an attack from a foe you threaten, if your parry attempt exceeds your opponent's attack roll by 10 or more, your foe is *defenseless* (-5 *defense vs. melee*) against you for 1 round.

Ritual Caster [Magic]

Prerequisite: Intelligence 3.

Benefit: You can learn and perform rituals as if you were an arcane caster with a spellpower equal to your level. The maximum level of ritual that you can learn or perform is equal to half your level or your Intelligence, whichever is lower.

Savage Rage [Class, Rage]

Prerequisite: Rage ability, barbarian level 2.

Benefit: When you enter a rage, you can use this feat. If you do, during the rage benefit you gain the unarmed warrior monk ability (see Unarmed Warrior, page 28), increasing your power with unarmed attacks.

Special: You can only gain the benefit of one Rage feat at a time.

Scale the Beast [Skill]

Prerequisite: Climb 10 ranks.

Benefit: As a standard action, you can make a Climb check against the Maneuver defense of a creature adjacent to you. The creature must be three or more size categories larger than you. You gain a +4 bonus to the check for every size category by which it exceeds your own. If you succeed, you can climb the creature as if it were a solid object with a Climb DR equal to its Maneuver defense. The creature takes a -4 penalty to accuracy on physical attacks against you, but is not otherwise encumbered by your presence unless it cannot support your weight. It can attempt to remove you by attacking you, or with an appropriate maneuver, such as grappling or shoving.

Shape Spell [Metamagic]

Prerequisite: 3rd level spell known.

Benefit: When casting a shaped spell, you can exclude any number of 5-foot cubes within the spell's area. This allows you to prevent the spell from affecting your allies, while still allowing it to affect your enemies. The area affected by the spell must be contiguous.

Only area spells can be shaped. A shaped spell uses a spell slot two levels higher than the spell's original level.

Shield Discipline [Class, Defense, Combat]

Prerequisite: Armor discipline ability.

Benefit: You apply the benefits of your armor discipline ability while using shields, as well as while wearing armor. If you reduce the encumbrance category of body armor you wear, you also reduce the encumbrance category of shields you use by the same amount. Reducing a shield's encumbrance category causes tower shields to be treated as heavy shields (and no longer impose a -2 penalty to accuracy), heavy shields to be treated as light shields, and both light shields and bucklers to be treated as being unarmored (allowing you to freely use other items in that hand). As normal, if you use your shield hand for something other than defending yourself with your shield, you do not gain your shield's bonus to physical defenses that round.

Shield Expertise [Defense, Combat]

Prerequisite: Shield Proficiency.

Benefit: You gain a +1 bonus to physical defenses while using a shield.

Shield Proficiency [Combat]

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 apply the shield's encumbrance penalty to accuracy with physical attacks.

Special: Barbarians, clerics, druids, fighters, paladins, rangers, and spellwarped autogmatically have Shield Proficiency as a bonus

feat. They need not select it.

Shielded Parry [Combat, Defense, Reaction]

Prerequisites: Dexterity 3, shield proficiency, Parry.

Benefit: When readying yourself to parry incoming blows and using a shield, you may add your shield's defense bonus to your attack roll made to parry.

Staggering Strike [Combat, Strike]

Prerequisite: Three strikes.

Benefit: In place of two strikes, you can make a physical attack. If you hit, you deal damage normally. If your attack result also beats the foe's Fortitude defense, it is *staggered* (*unable to act in movement phase*) for 5 rounds.

Silent Spell [Metamagic]

Prerequisite: 2nd level spell known.

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.

Skill Focus [Skill]

Choose a skill.

Prerequisite: 5 ranks in the chosen skill.

Benefit: Whenever you make a check with the chosen skill, you may roll twice and take the higher result.

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.

Skill Specialization [Skill]

Choose a skill.

Prerequisite: 10 ranks in the chosen skill, Skill Focus in the chosen skill.

Benefit: You gain a +5 bonus to 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.

Somatic Strike [Magic]

Prerequisite: Combat prowess 8, 4th level spell known.

Benefit: When you cast spells, you can make a single strike with a melee weapon in place of the somatic components for the spell. The spell is otherwise cast as normal, regardless of whether the strike hits or misses. This cannot be used in combination with other abilities that let you attack as part of casting a spell, such as Imbued Spellstrike.

Spell Focus [Magic]

Choose a school of magic.

Prerequisite: 2nd level spells.

Benefit: Whenever you cast a from the chosen school of magic, you can reduce the cost to apply one augment or metamagic feat to the spell by one spell level.

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 Specialization [Magic]

Choose a school of magic.

Prerequisites: 4th level spells, Spell Focus in the chosen school.

Benefit: You gain a +2 bonus to your spellpower when casting spells and using spell-like abilities from the chosen school of magic. In exchange, you take a –2 penalty to spellpower with all other spells and spell-like abilities.

Spellbreaker Rage [Class, Rage]

Prerequisite: Rage ability, barbarian level 10.

Benefit: When you enter a rage, you can use this feat. If you do, during the rage you gain **spell resistance** equal to 10 + your Constitution or barbarian level.

Special: You can only gain the benefit of one Rage feat at a time.

Spellwarped Ritualist [Magic]

Benefit: You can learn and perform rituals as if you were an arcane caster with a spellpower equal to your spellwarped spellpower. The maximum level of ritual that you can learn or perform is equal to half your spellwarped level or half your spellwarped key attribute, whichever is lower.

In addition, you gain a special ability based on which type of spellwarped you are.

Alteration: —

Pyromancy: You can use any combustible item as a ritual component. It can replace an amount of normal ritual components equal to the value of the item. It cannot replace special ritual components.

Telekinesis: You can perform rituals from up to 30 feet away from the ritual components.

Temporal: You perform rituals twice as quickly.

Spellwoven Performance [Performance, Skill]

Prerequisites: Perform 9 ranks, any other Performance feat.

Benefit: You can cast Enchantment and Illusion spells while sustaining a performance. The Spellcraft DR to identify those spells as they are cast increases by 10, as the performance disguises the magic.

Spring Attack [Combat]

Prerequisites: Dex 5, Mobility, combat prowess 8.

Benefit: As a standard action, you can move up to your speed and make a standard attack. You must move at least 5 feet after each strike you make before you can make another strike. You can only use this style while **unencumbered** (*not carrying a heavy load or wearing medium or heavy armor*).

Still Spell [Metamagic]

Prerequisite: 2nd level spell known.

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.

Stonecunning [Racial]

Prerequisite: Dwarf.

Benefit: You gain a +2 bonus to Craft and Awareness checks related to stone or metal. In addition, if you come within 10 feet of unusual stonework, you can make a Awareness check to notice it as if you were actively searching. Finally, you can also intuit depth, sensing your approximate depth underground as naturally as a human can sense which way is up.

Stubborn [General]

Prerequisite: Willpower 5.

Benefit: You are immune to hostile **Compulsion** effects.

Suggestive Performance [Performance, Skill]

Prerequisites: Perform 13 ranks, Fascinating Performance.

Benefit: As a standard action, you can make a DR 24 Perform check to suggest an course of action to a creature within Medium (100 ft.) range of you. For every 5 points by which your Perform check succeeds, you can suggest the same course of action an additional target. Each target must be already **fascinated** (*unable to act unless threatened*) by you using the Fascinating Performance feat. If your check result beats a target's Mental defense, it thinks your suggestion is a good idea and will try to follow it as long as you sustain the performance. Otherwise, it is unaffected, though it remains fascinated. This is a **Delusion, Mind, Speech** effect.

Using this ability is considered continuing your performance for the Fascinating Performance feat, and does not free creatures you have fascinated from that effect.

Special: You can use any combination of performance feats you possess a number of times per day equal to twice the number of performance feats you have. If you fail the Perform check, the use of the ability is wasted.

Summoning Mastery [Magic]

Prerequisite: **Summoning** spell known, 4nd level spells.

Benefit: As you cast a Summoning spell, you can attune to it, allowing you to maintain focus on it indefinitely without expending effort. This allows you to control the summoned creatures without spending an action, and can extend the duration indefinitely if the spell has Short (*Focus + 5 rounds*) duration. However, you can only exercise this control as long as all summoned creatures remain within Long (300 ft.) range of you, ignoring intervening obstacles. If this distance is exceeded, or if you become unconscious, you lose your attunement to the spell.

You can only attune to one spell in this way at once. If you attune to another Summoning spell, the attunement to the previous spell is broken.

Sustained Spell [Metamagic]

Prerequisite: 2nd level spell known.

Benefit: You can maintain focus on a sustained spell as a swift action instead of as a standard action. If you cast any other spell, you lose the ability to sustain the spell. A sustained spell uses up a spell slot one level higher than the spell's actual level.

Swift [General, Mobility]

Benefit: You increase your land speed by 5 feet.

Sympathetic Resistance [Magic]

Prerequisite: 2nd level or higher Abjuration spell.

Benefit: Whenever you cast a spell of at least 1st level that deals damage with a non-physical type, you gain damage reduction equal to your spellpower against damage of that type for 1 round. If a spell deals multiple types of damage, you gain damage reduction that applies against all of those types.

Tactical Analysis [Combat]

Prerequisite: Intelligence 3.

Benefit: You can attempt to identify the strengths and weaknesses

of creatures based on your combat experience. As a swift action, you can make a special check with a bonus equal to your combat prowess or your Intelligence (whichever is higher) + 2 per round you have seen the creature fight. The DR is equal to 10 + the creature's level. If you succeed, you learn about the monster's combat abilities as if you had made a successful Knowledge check.

Tactical Prediction [Combat]

Prerequisites: Intelligence 5, combat prowess 4.

Benefit: You can attempt to predict what your opponent will do. As a swift action, you can make a special check with a bonus equal to your combat prowess or your Intelligence (whichever is higher) + 2 per round you have seen the creature fight. The DR is equal to 15 + the creature's level. If you succeed, you learn in general terms what the creature is planning to do during the next phase. Of course, it can change its plans, particularly if it hears you tell your allies what it will do.

Taunting Rage [Class, Rage]

Prerequisite: Rage ability, barbarian level 10.

Benefit: When you enter a rage, you can use this feat. If you do, during the rage you can taunt your foes. Whenever you hit a creature with a melee strike, it is **taunted** (*unable to flee*) by you for 2 rounds.

Special: You can only gain the benefit of one Rage feat at a time.

Terrain Lore [Class]

Prerequisite: Terrain lore ability, ranger 7.

Benefit: You gain an additional terrain lore ability that you qualify for.

Terrifying Performance [Performance, Skill]

Prerequisite: Perform 15 ranks.

Benefit: As a standard action, you can make a DR 20 Perform check to terrify a creature within Medium (100 ft.) range of you. For every 5 points by which your Perform check succeeds, you can affect an additional target. If your check result beats a target's Mental defense, it is **frightened** (*flees if close to its fear*) by you as long as you sustain the performance. Otherwise, it is **shaken** (20% *failure near its fear*) by you. This is a **Fear, Mind** effect.

Threatening Fire [Combat, Reaction, Style]

Prerequisites: Dexterity 5, Overwhelming Fire, combat prowess 8.

Benefit: While in this style, you threaten creatures within your natural reach as if you were wielding a melee weapon, allowing you to contribute to overwhelm penalties and block the movement of other creatures. (A Medium creature would threaten adjacent creatures). In addition, you do not take a -4 penalty for using ranged weapons against adjacent creatures. However, you still cannot use your ranged weapon to defend yourself, which can cause you to be **defenseless** (-5 *defense vs. melee*).

Style Requirement: Wield a ranged weapon. You must make a physical ranged attack each round.

Trapfinder [Skill]

Prerequisite: Awareness 5 ranks.

Benefit: As a full-round action, you can move up to 10 feet while searching every square within 10 feet of you for traps with

the Awareness skill (see Awareness, page 49). If you detect a trap partway through your movement, you may immediately stop moving.

Toughness [General]

Prerequisite: Constitution 3 or Strength 3.

Benefit: You gain a +2 bonus to your Fortitude defense. This bonus can increase your hit points (see Hit Points, page 9).

Special: This feat can be taken multiple times. Its effects stack. You may take this feat a maximum number of times equal to half your Strength or half your Constitution, whichever is higher.

Track [Skill]

Prerequisite: Survival 5 ranks.

Benefit: You can use the Survival skill to find or follow tracks. Following tracks requires a successful Survival check. The DR of the check depends on how easy the tracks are to notice, as shown on Table 5.6: Track DRs and Table 5.7: Track Modifiers. You must make another Survival check after following the trail for 1 mile, or if it becomes especially difficult to follow. While tracking, 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 DR depends on the surface and the prevailing conditions, as given on the table below:

Table 5.6: Track DRs

Surface	Description	Survival DR
Very soft ground	Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.	5
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	10
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)	15
Hard ground	Any surface that doesn't hold footprints at all, such as bare rock or a streambed	20

If you fail a Survival check to track, 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 DR for the task is 10 or lower. Alternatively, you can use the Awareness skill to find a footprint or similar sign of a creature's passage using the DRs given above, but you can't use Awareness to follow tracks, even if someone else has already found them.

Trap Sense [Skill]

Prerequisite: Awareness 10 ranks.

Benefit: Whenever you come within 10 feet of a trap, you receive an immediate Awareness check to notice the trap. This check should be made secretly, so you do not know whether you failed to notice a

Table 5.7: Track Modifiers

Condition	DR Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked: ¹	
Fine	+16
Diminutive	+12
Tiny	+8
Small	+4
Medium	+0
Large	-4
Huge	-8
Gargantuan	-12
Colossal	-16
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: ²	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

¹ For a group of mixed sizes, apply only the modifier for the largest size category.

² Apply only the largest modifier from this category.

trap.

Two-Weapon Defense [Combat]

Prerequisites: Dex 3, Two-Weapon Fighting.

Benefit: When wielding a weapon in both hands, you gain a +1 bonus to physical defenses.

Two-Weapon Fighting [Combat]

You can fight with a weapon in each hand more effectively.

Prerequisite: Dex 3.

Benefit: When wielding a weapon in both hands, you gain a +2 bonus to accuracy when dual attacking with those weapons (see Dual Attacking, page 226).

Two-Weapon Rend [Combat, Power]

Prerequisites: Str 5, Mighty Blows, Two-Weapon Fighting, combat prowess 8.

Benefit: When fighting with two weapons at once, you gain a +1 bonus to physical damage. This bonus increases to +2 at Strength 10, and to +3 at Strength 20.

Unarmed Dodge [Combat, Defense]

Prerequisite: Combat prowess 8, Unarmed Proficiency, Dexterity 5.

Benefit: You gain a +1 bonus to physical defenses (Armor, Maneuver, Reflex) while both your hands are free.

Unarmed Might [Combat, Power]

Prerequisites: Combat prowess 4, Unarmed Proficiency, Strength 5.

Benefit: Your unarmed attacks deal damage as if you were two size categories larger than normal (1d6 for a Medium creature, or

1d4 for a small creature).

Unarmed Proficiency [Combat]

Benefit: You gain proficiency with your unarmed attack. This grants you a +4 bonus to accuracy with the weapon and allows you to defend yourself with it, just as if you were using another melee weapon you are proficient with.

In addition, your unarmed attacks can deal lethal or nonlethal damage as you choose.

Normal: You are not proficient with your unarmed attack, and it deals nonlethal damage. See Unarmed Combat, page 11.

Unbending Resolve [Class]

Prerequisite: Paladin level 5.

Benefit: You are immune to **Compulsion** and **Delusion** effects.

Unfettered Knowledge [Magic]

Prerequisite: 2nd level or higher **Knowledge** spell known.

Benefit: You gain a +2 bonus to all Knowledge checks. If you know a Knowledge spell of 6th level or higher, this bonus increases to +4.

Unliving Conduit [Magic, Style]

Prerequisite: 4th level or higher **Vivimancy** spell known.

Benefit: As long as you are within Close (30 ft.) range of an undead creature (other than yourself), you gain a +2 bonus to spellpower with Vivimancy spells. If the undead creature is under your control, this bonus applies to all spells you cast. This bonus increases by +1 when you gain access to 6th and 8th level spells.

Untrackable [Skill]

Prerequisite: Survival 15 ranks.

Benefit: You can choose to leave no trace of your passage as you move. If you do, tracking you is impossible by any means. This does not prevent effects that reveal your current location, such as the *discern location* spell, from functioning.

Vermin Speech [Class]

Prerequisite: Wild speech ability, druid level 3.

Benefit: You can use your wild speech ability to communicate with vermin, in addition to animals.

Versatility [Class]

Prerequisite: Levels in two different classes.

Benefit: For the purpose of abilities based on your class level, you treat your class level as being equal to your total level. This can increase the power of abilities you already have, but it does not affect the rate at which you gain new abilities.

Versatile Crafter [Item Creation]

Prerequisite: Craft (any) 10 ranks.

Benefit: You learn how to make items from any school of magic, including universal spells. See the Craft skill, page 52, for details.

Normal: You learn how to make items from one school for every five ranks you have in each Craft skill.

Veteran's Experience [Skill]

Prerequisite: Combat prowess 8.

Benefit: You can use your battlefield experience in place of learned knowledge to identify monsters. When attempting to identify a monster, you may use your combat prowess in place of your skill modifier with the relevant Knowledge skill.

Vital Flow [Magic]

Prerequisite: 4th level or higher **Positive** spell known.

Benefit: You gain **fast healing** equal to the level of your highest level Positive spell known. If you know a Positive spell of 8th level or higher, this fast healing increases to be equal to your spellpower with Positive spells.

Wallpuncher [Skill]

Prerequisites: Strength 5, Climb 10.

Benefit: You can punch holes in walls as you climb. If you do, you create handholds, making the wall easier to climb (see Climb, page 51). This does not slow your climbing, but you must have both hands free to climb in this way. This ability works on any wall with **hardness** no greater than your Strength.

Wall Slam [Combat, Maneuver, Power, Strike]

Prerequisites: Strength 5, combat prowess 8.

Benefit: As a standard action, you can attempt to shove an opponent into a solid obstacle. If you succeed, the creature takes 1d6 bludgeoning damage per Strength.

Wardwalker [Magic]

Prerequisite: 3rd level or higher **Warding** spell known.

Benefit: When you trigger a Warding spell, it does not take effect until one round after you triggered it. This can give you time to escape the spell's effects.

Wary Rage [Class, Rage]

Prerequisite: Rage ability, barbarian level 2.

Benefit: When you enter a rage, you can use this feat. If you do, during the rage you only suffer a -1 penalty to physical defenses for raging (instead of the normal -2).

Special: You can only gain the benefit of one Rage feat at a time.

Weapon Focus [Combat]

Choose one weapon group.

Prerequisite: Proficiency with selected weapon group.

Benefit: You gain a special ability based on the weapon group chosen. These special abilities only function when you are making attacks with weapons from your chosen weapon group.

- **Armor weapons:** When you perform a shield bash, you still benefit from the shield's defense bonus. In addition, armor spikes no longer impose a penalty to your physical defenses.
- **Axes:** You gain a +2 bonus to accuracy against creatures not wearing medium or heavy armor.
- **Blades, heavy:** You gain a +2 bonus to accuracy against creatures not wearing medium or heavy armor.
- **Blades, light:** If you draw a light blade and attack with it in the same round, you gain a +2 bonus to accuracy. The creature you attack is unaffected by this ability for the rest of the encounter.
- **Blunt weapons:** When you deal damage to a creature, it takes a -2 penalty to Mental defense for 1 round. This penalty is not cumulative with itself.
- **Bows:** You can ignore cover (but not total cover) provided by

creatures and objects that are at least ten feet away from both you and your target.

- **Crossbows:** The time required for you to reload crossbows is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow).
- **Flexible weapons:** You gain a +2 bonus to accuracy against creatures using a shield.
- **Headed weapons:** You gain a +2 bonus to accuracy against creatures wearing medium or heavy armor.
- **Monk weapons:** You gain a +2 bonus to accuracy against creatures using manufactured weapons (but not unarmed strikes or natural weapons).
- **Polearms:** You can switch grips to short haft or stop short hafting a polearm as a swift action, and you take no penalty while short hafting it.
- **Spears:** If a creature charges you, you gain a +5 bonus to accuracy against it until the end of the round.
- **Thrown weapons:** You can defend yourself with a thrown weapon as you throw it, preventing you from being **defenseless** (-5 *defense vs. melee*) (see Thrown Weapons in Melee, page 104).

Special: You cannot choose simple weapons when you take this feat.

Weapon Finesse [Combat, Finesse]

Prerequisites: Dexterity 3

Benefit: You gain a +1 bonus to physical damage with light weapons.

Special: This feat can be taken multiple times. Its effects stack. You may take this feat a maximum number of times equal to half your Dexterity.

Weapon Proficiency [Combat]

Choose one weapon group.

Benefit: You are proficient with weapons from your chosen weapon group. This allows you to defend yourself normally with melee weapons, and to attack with exotic ranged weapons without penalty.

Normal: You cannot defend yourself with melee weapons you are not proficient with, and you take a -4 penalty to accuracy with ranged weapons you are not proficient with.

Special: You can gain Weapon Proficiency multiple times. Each time you take the feat, it applies to a new weapon group. You cannot choose simple weapons.

Wild Substitution [Class, Magic]

Prerequisite: Wild magic ability, sorcerer level 7.

Benefit: When you fail a wild magic roll, you may treat the spell as if it were one level lower (to a minimum of 1st level) for the purpose of determining which spell level you lose the ability to cast. If you are already unable to cast that level of spells, you must treat the spell as if it were its normal level.

Wild Suppression [Class, Magic]

Prerequisite: Wild magic ability, sorcerer level 3.

Benefit: When you fail a wild magic roll, you may choose to suppress the magical energy released. If you do, neither the spell nor its miscast effect occurs. In addition, the time required to regain

the ability to cast spells of the same level as the suppressed spell is halved.

Willful Rage [Class, Rage]

Prerequisite: Rage ability, barbarian level 2.

Benefit: When you enter a rage, you can use this feat. If you do, during the rage you add your rage bonus to your Mental defense.

Special: You can only gain the benefit of one Rage feat at a time.

Wired [Magic]

Prerequisite: 1st level or higher Electricity spell known.

Benefit: You increase your speed with all forms of movement by 5 feet. If you know an Electricity spell of 5th level or higher, this bonus increases to +10 feet.

Whirlwind Strike [Combat, Strike]

Prerequisites: Dex 5, combat prowess 8.

Benefit: As a full-round action, you can make a single melee strike against each opponent you threaten. If your Dexterity is at least 10, you can use this feat as a standard action.

5.5 Other Feat Rules

Bonus Feats

Some abilities grant a character bonus feats. Unless otherwise specified, the character must still meet any prerequisites for the feat. If the character does not meet the prerequisites at the time the bonus feat is granted, the character does not gain the feat. If the character later meets the prerequisites, the character immediately gains the benefit of the bonus feat.

If a character gains a feat as a bonus feat that he or she has already acquired through other means, the character may select instead any other feat for which she qualifies.

Retraining Feats

At every even level, your character can choose to retrain an old feat in exchange for a new feat. You can only retrain feats for other feats you could have acquired at the time you took the original feat. Thus, you cannot retrain feats gained through class abilities which give you a specific feat, since there were no other feats you could have taken. For example, a 6th level fighter can retrain his 2nd level fighter bonus feat for any other combat feat that he qualified for at his 2nd fighter level.

Chapter 6

Description

6.1 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 selfishness and a willingness to hurt or kill 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 a 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.

6.2 Vital 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: Random Starting Ages.

Alternatively, refer to Table 6.1: Random Starting Ages and roll dice to determine how old your character is.

With age, a character’s physical attribute scores decrease and

Table 6.1: Random Starting Ages

Race	Adulthood	Barbarian Rogue Sorcerer Spell-warped	Fighter Paladin Ranger	Cleric Druid Monk 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

his or her mental attribute scores increase (see Table 6.2: Aging Effects). The effects of each aging step are cumulative. However, none of a character's attribute 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 6.2: 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 who 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 6.2: Aging Effects

Race	Middle Age ¹	Old ²	Venerable ³	Maximum Age
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

1 At middle age, -1 to Str, Dex, and Con; +1 to Int, Per, and Wil.

2 At old age, -2 to Str, Dex, and Con; +1 to Int, Per, and Wil.

3 At venerable age, -3 to Str, Dex, and Con; +1 to Int, Per, and Wil.

Table 6.3: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight 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	5' 0"	+2d10	150 lb.	x (2d6) lb.
Half-orc, female	4' 8"	+2d10	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.

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.

Chapter 7

Equipment

You begin with 100 gold pieces, and you decide how to spend them.

7.1 Weapons

Weapons are grouped into several interlocking sets of categories. These categories pertain to what weapon group the weapon belongs to (axes, bows, and so on), the weapon's usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), and its relative encumbrance (light, medium, or heavy).

Weapon Groups

Weapons are organized into thematically related categories called weapon groups. They are described in Table 7.1: Weapon Groups. For example, all axes belong to the "axes" weapon group. Some weapons can be found in multiple weapon groups. For example, a dagger is a simple weapon, a light blade, and a thrown weapon.

Weapon Proficiency

Each character is proficient with different weapon groups. These indicate the weapons that you can use effectively. You gain a +4 bonus to accuracy with a weapon you are proficient with. You can wield weapons you are not proficient with, but you cannot use them to defend yourself, which can cause you to be **defenseless** (–5 *defense vs. melee*).

Weapon Encumbrance

This is a measure of how much effort it takes to wield a weapon in combat. A weapon's encumbrance indicates whether a melee weapon, when wielded by a character of the weapon's size category, is considered a light weapon, a medium weapon, or a heavy weapon.

Light: A light weapon can be used with more finesse than a medium weapon. The wielder can use Dexterity to attack with the weapon (in place of Strength and combat prowess). In addition, light weapons are easier to use while dual attacking (see Dual Attacking, page 226) or while grappling.

Medium: A medium weapon can be used in one hand. You can also hold a medium weapon in two hands. Changing grips to hold it in one hand or two hands can be done as a move action.

Heavy: Two hands are required to wield a heavy weapon. You can hold it in one hand, but while doing so you cannot attack or defend yourself with it. This usually causes you to be **defenseless** (–5 *defense vs. melee*). Changing grips to hold it in one hand or two

hands is a move action.

Using Weapons in Two Hands

Whenever you use a melee weapon in two hands, you gain a +1 bonus to damage. This is included in the description of heavy weapons in Table 7.3: Weapons.

Melee Weapons

Melee weapons are used for making melee attacks against foes within your reach (see Reach, page 9). Most weapons are melee weapons.

Ranged Weapons

Ranged weapons are used to make attacks against distant foes within the range of your weapon. There are two kinds of ranged weapons: projectile weapons and thrown weapons.

Range Increments

All ranged weapons have a "range increment", which indicates the distance at which you can effectively attack with the weapon. Any attack against a target within your range increment takes no penalty. For each range increment by which the target is distant from you, you take a cumulative –2 penalty to your accuracy. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Projectile Weapons

Projectile weapons fire ammunition at a target to deal damage. The ammunition generally breaks when used.

Thrown Weapons

Thrown weapons are thrown at a target to deal damage. They generally do not break when thrown.

Throwing Other Weapons: It is possible to throw a weapon that is not designed to be thrown. The range increment is 10 feet. You are treated as being nonproficient with the weapon. If the attack hits, the weapon deals its normal damage.

Heavy Weapons: Heavy thrown weapons require a standard action to throw, rather than an attack action like normal. They are not always physically thrown with two hands, but they require the use of your entire body to propel the weapon, preventing you from using your hands for anything else. This can cause you to be **defenseless** (–5 *defense vs. melee*).

Table 7.1: Weapon Groups

Group	Weapons	Exotic Weapons
Armor weapons	Heavy shield (and spiked), light shield (and spiked), spiked armor	
Axes	Battleaxe, greataxe, handaxe, throwing axe	Double axe, dwarven urgrosh, dwarven waraxe
Blunt weapons	Club, greatclub, mace, morningstar, quarterstaff, sap	Gnome hooked hammer, maul
Blades, heavy	Falchion, greatsword, longsword, scimitar	Bastard sword, two-bladed sword
Blades, light	Dagger, punching dagger, rapier, short sword	Kukri
Bows	Longbow, shortbow	
Crossbows	Hand crossbow, heavy crossbow, light crossbow,	repeating crossbows
Flexible Weapons	Flail, heavy flail, nunchaku	Whip
Headed weapons	Heavy pick, light hammer, light pick, sickle, warhammer	
Monk weapons	Kama, nunchaku, quarterstaff, sai, shuriken, siangham	
Polearms	Glaive, guisarme, halberd, ranseur, scythe	
Simple weapons	Club, dagger, light crossbow, quarterstaff, unarmed strike	
Spears	Javelin, lance, longspear, shortspear, spear	
Thrown weapons	Dagger, dart, handaxe, javelin, light hammer, shuriken, sling	Bolas, net

Ranged Weapons in Melee

You take a -4 penalty to accuracy with medium and large ranged weapons against creatures adjacent to you. In addition, you are usually *defenseless* (-5 *defense* vs. *melee*) while using ranged weapons.

Thrown Weapons in Melee: You cannot defend yourself with a weapon you are throwing, which can cause you to be *defenseless* (-5 *defense* vs. *melee*). To avoid this, you can attempt to use the weapon as a melee weapon. Some thrown weapon are not designed for use in melee, such as shurikens. When using such a weapon, you are always treated as nonproficient with it, which means you cannot defend yourself with it and do not gain the +4 bonus for being proficient with your weapon.

Weapon Size

Every weapon has a size category. This designation indicates the size of the creature for which the weapon was designed. Weapons for unusually large creatures deal more damage, while weapons for unusually small creatures deal less damage. These differences are shown on Table 7.2: Weapon Damage and Size.

In general, every size above Medium increases the size of your damage die by two, while every size below Medium decreases the size of your damage die by one.

Table 7.2: Weapon Damage and Size

Medium	Tiny	Small	Large	Huge	Gargantuan	Colossal
1d2	—	1	1d4	1d8	2d6	2d10
1d3	1	1d2	1d6	1d10	2d8	4d6
1d4	1d2	1d3	1d8	2d6	2d10	4d8
1d6	1d3	1d4	1d10	2d8	4d6	4d10
1d8	1d4	1d6	2d6	2d10	4d8	8d6
1d10	1d6	1d8	2d8	4d6	4d10	8d8

Physical Size: Like all objects and creatures, weapons have a size category that represents how physically large they are. In general, a light weapon is an object two size categories smaller than the wielder, a medium weapon is an object one size category smaller than the wielder, and a heavy weapon is an object of the same size category as the wielder.

Inappropriately Sized Weapons: A weapon’s encumbrance is altered by one step for each size category of difference between the wielder’s size and the size of the creature for which the weapon was designed. For example, a light weapon sized for a Large creature can be used by a Medium creature as if it had medium encumbrance. In addition, the wielder takes a -2 penalty to accuracy on physical attacks per size difference. If a weapon’s encumbrance would be changed to something other than light, medium, or heavy by this alteration, the creature can’t wield the weapon at all.

Improvised Weapons

Sometimes objects not crafted to be weapons nonetheless see use in combat. Because such objects are not designed for this use, any creature that uses one in combat is considered to be nonproficient with it.

To determine the size category and appropriate damage for an improvised weapon, compare its relative size and damage potential to the weapon list to find a reasonable match. An improvised weapon will generally deal damage as if it were one size category smaller than a similar manufactured weapon. An improvised thrown weapon has a range increment of 10 feet.

Drawing and Sheathing Weapons

Sheathing any weapon is a move action. The time it takes to draw a weapon depends on how encumbering the weapon is. Drawing a light weapon is a swift action, while drawing a medium or heavy weapon is a move action. Drawing a hidden weapon of any type is a standard action.

Natural Weapons

Every creature can attack with its body using an unarmed strike. Many monsters can attack more effectively with specific parts of their body, such as teeth and claws. These are called natural weapons. You are automatically proficient with any natural weapons you possess. Most humanoids possess no natural weapons. Natural weapons are described on Table 7.4: Natural Weapons (page 108).

A creature with multiple natural weapons of the same type can designate one as a primary attack and one as a secondary attack,

allowing it to fight with both at once (see Dual Attacking, page 226). You are only considered to have one unarmed strike, so you cannot dual wield with only your unarmed strike (but see the unarmed warrior monk ability, page 28).

Weapon Qualities

Here is the format for weapon entries (given as column headings on Table 7.3: Weapons, below).

Encumbrance: Describes whether the weapon is a light, medium, heavy, double, or ranged weapon.

This cost is the same for a Small or Medium version of the weapon. A Large version costs twice the listed price.

Damage: The Damage column gives the damage dealt by the weapon on a successful hit. The damage given is for weapons used by Medium creatures. Weapons used by Small creatures have a damage die that is one size smaller, as shown on Table 7.2: Weapon Damage and Size.

If two damage ranges are given, the weapon is a double weapon. Use the second damage figure given for the double weapon's other side.

Range Increment: The range increment of the weapon.

Type: Weapons are classified according to the type of damage they deal: bludgeoning, piercing, or slashing. Some monsters may be resistant or immune to attacks from certain types of weapons.

Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half another; all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.

In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

Cost: This value is the weapon's cost in gold pieces (gp) or silver pieces (sp). The cost includes miscellaneous gear that goes with the weapon.

Weight: This column gives the weight of a Medium version of the weapon. Halve this number for Small weapons, and double it for Large weapons.

Special: Some weapons have special properties. See the weapon descriptions for details.

Weapon Properties

Some weapons found on Table 7.3: Weapons have special properties. The list of special properties is given below.

Ammunition: This weapon is designed to be thrown or fired by a projectile weapon in large quantities. It is cheaper to buy and craft, but ammunition that hits its target is destroyed, and ammunition that misses has a 50% chance to be destroyed or lost.

Bracing: As a move action, you can brace this weapon against a charge for 1 round. While you are bracing your weapon, you gain a +5 bonus to physical melee attacks against creatures that charge you that round.

Charging: This weapon deals double damage when used from the back of a charging mount.

Disarming: You gain a +2 bonus to accuracy on disarm attacks using this weapon.

Double: This weapon has more than one striking surface. You

can fight with both ends simultaneously, just like wielding two weapons at once (see Dual Attacking, page 226). Alternately, you can attack with one end at a time. If you have the ability to use a double weapon in one hand, you can only fight with one end at a time, not both.

Exotic Grip: If you have proficiency with exotic weapons, you can use this in one hand. While wielding it in one hand, you do not gain the +1 bonus to damage from wielding the weapon in two hands.

Finesse: You apply your Dexterity instead of your Strength to physical attacks with this weapon, even if it isn't a light weapon for you. This property has no effect if the weapon is not sized appropriately for you.

Forceful: You can use this weapon to make shove attacks to push people away from you. This allows you to add the weapon's proficiency bonus to accuracy with the shove attack.

Grappling: You gain a +2 bonus to accuracy on physical attacks with this weapon in a grapple.

Impact: When this weapon scores a critical hit, all damage dealt in excess of the target's hit points is dealt as critical damage.

Keen: This weapon's damage die size increases by one on critical hits.

Nonlethal: This weapon deals nonlethal damage rather than lethal damage. See Nonlethal Damage, page 10.

Parrying: You gain a +2 bonus to parry attempts with this weapon.

Projectile: This weapon fires projectiles at range. Projectile weapons have a range increment listed in their description, which indicates the distance they can be easily fired. Projectile weapons must be reloaded. The time required to reload a projectile weapon is given in the weapon description.

Reach: This weapon strikes at double your natural reach (so 10 feet for a typical Small or Medium creature). However, it cannot attack a creature within your natural reach.

Reach weapons can be held using a different grip to strike nearby foes. This is called "short hafting". While short hafting a reach weapon, you ignore the weapon's reach property, but you take a -4 penalty to accuracy with it.

Small: This weapon is unusually small. It is one size category smaller than normal for a light weapon (that is, three size categories smaller than the creature it is intended for). This makes it easier to conceal (see Sleight of Hand, page 62).

Throwing: This weapon is designed to be thrown. Throwing weapons have a range increment listed in their description, which indicates the distance they can be easily thrown. See Thrown Weapons, page 103.

Tripping: You can use this weapon to make trip attacks. You gain a +2 bonus to accuracy on such attacks.

Unarmed: This weapon is used as part of an unarmed strike. It cannot be disarmed. Unless you have the Improved Unarmed Strike feat (see [Improved Unarmed Strike](#)), you can't defend yourself with this weapon, which usually makes you *defenseless* (-5 *defense vs. melee*).

Unbalanced: If you roll either a 1 or 2 when attacking this weapon, you critically fail the attack (see Critical Success and Failure, page 11).

Table 7.3: Weapons

Weapons	Encumbrance	Damage	Damage Type ¹	Cost	Weight ²	Special
Armor weapons						
Shield, heavy ³	Medium	1d4	Bludgeoning	special	special	Forceful
Shield, light ³	Light	1d3	Bludgeoning	special	special	Forceful
Spiked armor ³	Light	1d6	Piercing	special	special	Grappling
Spiked shield, heavy ³	Medium	1d6	Piercing	special	special	Forceful
Spiked shield, light ³	Light	1d4	Piercing	special	special	Forceful
Axes						
Axe, throwing	Light	1d6	Slashing	8 gp	2 lb.	Throwing (10 ft.)
Battleaxe	Medium	1d8	Slashing	10 gp	6 lb.	Impact
Greataxe	Heavy	1d10+1	Slashing	20 gp	12 lb.	Impact
Handaxe	Light	1d6	Slashing	6 gp	3 lb.	Impact
Waraxe, dwarven	Heavy	1d10+1	Slashing	75 gp	8 lb.	Exotic Grip
Blades, heavy						
Falchion	Heavy	1d10+1	Slashing	50 gp	8 lb.	Impact
Greatsword	Heavy	1d10+1	Slashing	25 gp	8 lb.	Keen
Longsword	Medium	1d8	Slashing	15 gp	4 lb.	Keen
Scimitar	Medium	1d8	Slashing	15 gp	4 lb.	Impact
Blades, light						
Dagger	Light	1d4	Piercing or slashing	2 gp	1 lb.	Keen, Small, Throwing (10 ft.)
Dagger, punching	Light	1d4	Piercing	2 gp	1 lb.	Impact, Small
Rapier ³	Medium	1d6	Piercing	20 gp	2 lb.	Finesse, Impact
Sword, short	Light	1d6	Piercing or slashing	10 gp	2 lb.	Keen
Blunt weapons						
Club	Medium	1d6	Bludgeoning	—	3 lb.	—
Greatclub	Heavy	1d10+1	Bludgeoning	5 gp	8 lb.	—
Mace	Light	1d6	Bludgeoning	12 gp	8 lb.	—
Morningstar	Medium	1d8	Bludgeoning and piercing	8 gp	6 lb.	—
Quarterstaff	Heavy	1d6/1d6	Bludgeoning	—	4 lb.	Double
Sap	Light	1d6	Bludgeoning	1 gp	2 lb.	Nonlethal
Bows						
Longbow ³	Heavy (Ranged)	1d8	Piercing	40 gp	3 lb.	Impact, Projectile (100 ft.)
Shortbow ³	Medium (Ranged)	1d6	Piercing	30 gp	2 lb.	Impact, Projectile (50 ft.)
Arrows (20)	—	—	—	1 gp	3 lb.	Ammunition
Crossbows						
Crossbow, hand ³	Light (Ranged)	1d6	Piercing	100 gp	2 lb.	Projectile (50 ft.)
Crossbow, heavy ³	Heavy (Ranged)	1d10	Piercing	50 gp	8 lb.	Impact, Projectile (100 ft.)
Crossbow, light ³	Medium (Ranged)	1d8	Piercing	40 gp	4 lb.	Impact, Projectile (50 ft.)
Bolts, crossbow (10)	—	—	—	1 gp	1 lb.	Ammunition
Bolts, hand (10)	—	—	—	1 gp	1/2 lb.	Ammunition
Flexible weapons						
Flail	Medium	1d8	Bludgeoning	8 gp	5 lb.	Disarming, Tripping
Flail, heavy	Heavy	1d10+1	Bludgeoning	15 gp	10 lb.	Disarming, Tripping

Weapon Special Abilities

Some weapons in Table 7.3: Weapons have unique special abilities, which are described below.

Claw Sheath: A claw sheath is not a weapon in itself, but a covering over a single claw that a creature can use to make claw attacks. Claw sheaths do not grant a creature without claws a claw attack. Normally, a sheath does not improve the claw attack, but magical claw sheaths can be made which grant bonuses to attacks made with the claw. It may be possible to find or craft unusual sheaths for natural weapons other than claws.

Crossbow, Hand: You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that requires one hand

(but not the hand wielding the crossbow).

You can fire a crossbow from a prone position without penalty.

Crossbow, Heavy: You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full-round action that requires both hands.

You can fire a crossbow from a prone position without penalty.

Crossbow, Light: You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that requires both hands.

You can fire a crossbow from a prone position without penalty.

Crossbow, Repeating: The repeating crossbow (whether heavy or light) holds 10 crossbow bolts. As long as it holds bolts, you can

Weapons	Encumbrance	Damage	Damage Type ¹	Cost	Weight ²	Special
Headed weapons						
Hammer, light	Light	1d4	Bludgeoning	1 gp	2 lb.	Throwing (20 ft.)
Pick, heavy	Medium	1d8	Piercing	8 gp	6 lb.	Impact, Unbalanced
Pick, light	Light	1d6	Piercing	4 gp	3 lb.	Impact, Unbalanced
Sickle	Light	1d6	Slashing	6 gp	2 lb.	Tripping
Warhammer	Medium	1d8	Bludgeoning	12 gp	5 lb.	Impact
Monk weapons						
Kama	Light	1d6	Slashing	2 gp	2 lb.	Tripping
Nunchaku	Light	1d6	Bludgeoning	2 gp	2 lb.	Disarming, Unbalanced
Quarterstaff	Heavy	1d6/1d6	Bludgeoning	—	4 lb.	Double
Sai	Light	1d4	Piercing or bludgeoning	1 gp	1 lb.	Disarming, Impact
Shuriken (5)	Light (Ranged)	1d4	Piercing and slashing	1 gp	1/2 lb.	Ammunition, Keen, Thrown (10 ft.)
Siangham	Light	1d6	Piercing	3 gp	1 lb.	Parrying
Polearms						
Glaive	Heavy	1d10+1	Slashing	8 gp	10 lb.	Impact, Reach
Guisarme	Heavy	1d10+1	Slashing	9 gp	12 lb.	Reach, Tripping
Halberd	Heavy	1d10+1	Piercing or slashing	10 gp	12 lb.	Impact, Reach
Quarterstaff	Heavy	1d6/1d6	Bludgeoning	—	4 lb.	Double
Ranseur	Heavy	1d10+1	Piercing	10 gp	12 lb.	Disarming, Reach
Scythe	Heavy	1d10+1	Slashing	18 gp	10 lb.	Impact
Simple weapons						
Club	Medium	1d6	Bludgeoning	—	3 lb.	—
Crossbow, light ³	Medium (Ranged)	1d8	Piercing	35 gp	4 lb.	Impact, Projectile (100 ft.)
Dagger	Light	1d4	Piercing or slashing	2 gp	1 lb.	Keen, Small, Thrown (10 ft.)
Quarterstaff	Heavy	1d6/1d6	Bludgeoning	—	4 lb.	Double
Unarmed strike	Light	1d3	Bludgeoning	—	—	Nonlethal, Unarmed
Spears						
Javelin	Medium (Ranged)	1d6	Piercing	1 gp	2 lb.	Thrown (30 ft.)
Lance	Heavy	1d8+1	Piercing	10 gp	10 lb.	Charging, Impact, Reach
Longspear	Heavy	1d8+1	Piercing	5 gp	9 lb.	Bracing, Impact, Reach
Shortspear	Light	1d6	Piercing	1 gp	3 lb.	Thrown (20 ft.)
Spear	Medium	1d8	Piercing	2 gp	6 lb.	Bracing, Thrown (20 ft.)
Thrown weapons						
Axe, throwing	Light	1d6	Slashing	8 gp	2 lb.	Thrown (10 ft.)
Dagger	Light	1d4	Piercing or slashing	2 gp	1 lb.	Keen, Small, Thrown (10 ft.)
Dart (5)	Light (Ranged)	1d4	Piercing	1 gp	1/2 lb.	Ammunition, Thrown (20 ft.)
Hammer, light	Light	1d4	Bludgeoning	1 gp	2 lb.	Thrown (20 ft.)
Javelin	Medium (Ranged)	1d6	Piercing	1 gp	2 lb.	Thrown (30 ft.)
Shuriken (5)	Light (Ranged)	1d4	Piercing and slashing	1 gp	1/2 lb.	Ammunition, Keen, Thrown (10 ft.)
Sling ³	Light (Ranged)	1d4	Bludgeoning	2 gp	0 lb.	Projectile (50 ft.)
Bullets, sling (20)	—	—	—	1 gp	5 lb.	Ammunition
Unarmed weapons						
Claw Sheath ³	—	—	—	50 gp	3 lb.	Special
Gauntlet	Light	1d3	Bludgeoning	2 gp	1 lb.	Unarmed
Gauntlet, spiked	Light	1d4	Piercing	5 gp	1 lb.	Unarmed
Unarmed strike	Light	1d3	Bludgeoning	—	—	Nonlethal, Unarmed

reload it by pulling the reloading lever (a free action). Loading a new case of 10 bolts is a full-round action that requires both hands.

You can fire a crossbow from a prone position without penalty.

Hammer, Gnome Hooked: This weapon has a hammer head which deals 1d8 points of damage, and a hook which deals 1d6 points of damage. The hook is a tripping weapon.

Longbow: You need both hands to fire a bow, regardless of its size. One hand is free when not firing the bow. Loading a bow is a free action that requires both hands. A longbow is too unwieldy to use while you are mounted.

When attacking with a bow, you take a –4 penalty to accuracy

against creatures that threaten you.

Net: A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. If you hit, the target is *entangled* (*move at half speed, unable to sprint or charge, impaired*). If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows.

An entangled creature can escape with a DR 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DR 15 Strength check (also a full-round action).

A net is useful only against creatures within one size category of

Exotic Weapons	Encumbrance	Damage	Damage Type ¹	Cost	Weight ²	Special
Armor						
Axes						
Axe, orc double	Heavy	1d8/1d8	Slashing	60 gp	15 lb.	Double, Impact
Urgrosh, dwarven ³	Heavy	1d8/1d6	Slashing or piercing	50 gp	12 lb.	Bracing, Double, Impact
Blunt weapons						
Blades, heavy						
Sword, bastard	Heavy	1d10	Slashing	75 gp	6 lb.	—
Sword, two-bladed	Heavy	1d8/1d8	Slashing	100 gp	10 lb.	Double
Blades, light						
Kukri	Light	1d4	Slashing	8 gp	2 lb.	—
Bows						
Crossbows						
Crossbow, repeating heavy ³	Heavy (Ranged)	1d10	Piercing	400 gp	12 lb.	Projectile (100 ft.)
Crossbow, repeating light ³	Medium (Ranged)	1d8	Piercing	250 gp	6 lb.	Projectile (50 ft.)
Bolts, repeating (5)	—	—	—	1 gp	1 lb.	Ammunition
Flexible weapons						
Flail, dire	Heavy	1d8/1d8	Bludgeoning	90 gp	10 lb.	Disarming, Double, Tripping
Whip ³	Light	1d3	Slashing	1 gp	2 lb.	Disarming, Nonlethal, Tripping
Headed weapons						
Hammer, gnome hooked ³	Heavy	1d8/1d6	Bludgeoning or piercing	20 gp	6 lb.	Double, Impact, Tripping
Monk weapons						
Polearms						
Simple weapons						
Spear						
Urgrosh, dwarven ³	Heavy	1d8/1d6	Slashing or piercing	50 gp	12 lb.	Bracing, Double, Impact
Thrown weapons						
Bolas	Light (Ranged)	1d4 ³	Bludgeoning	5 gp	2 lb.	Thrown (10 ft.), Tripping
Net ³	Medium (Ranged)	—	—	20 gp	6 lb.	Thrown (10 ft.)
Unarmed weapons						

¹ When two types are given, the weapon is both types if the entry specifies “and,” or either type (attacker’s choice) if the entry specifies “or.”

² Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

³ This weapon has special rules.

Table 7.4: Natural Weapons

Natural Weapons	Encumbrance	Damage	Damage Type ²	Special
Bite	Medium	1d8	Piercing and bludgeoning	Impact
Claw	Light	1d6	Slashing and piercing	Keen
Constrict ²	Heavy	1d10	Bludgeoning	—
Gore	Heavy	1d8	Piercing	Forceful
Slam	Medium	1d8	Bludgeoning	—
Talon	Light	1d6	Piercing	Keen
Unarmed Strike	Light	1d3 ³	Bludgeoning	Unarmed

¹ When two types are given, the weapon is both types if the entry specifies “and,” or either type (attacker’s choice) if the entry specifies “or.”

² This attack can only be used against a foe you are grappling with.

you.

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a –4 penalty to accuracy with it. It takes 2 full-round actions for a proficient user to fold a net and twice that long for a nonproficient one to do so.

Rapier: A rapier is treated as a medium weapon if it is used as a secondary weapon when dual attacking (see Dual Attacking, page 226).

Shield, Heavy or Light: You can bash with a shield instead of

using it for defense. See Armor for details.

Shortbow: You need both hands to fire a bow, regardless of its size. One hand is free when not firing the bow. Loading a bow is a free action that requires both hands.

When attacking with a bow, you take a –4 penalty to accuracy against creatures that threaten you.

Sling: You can fire, but not load, a sling with one hand. Loading a sling is a free action that requires both hands.

You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. You take a –1 penalty to accuracy and

damage with ordinary stones.

Spiked Armor: You can outfit your armor with spikes, which can deal damage in a grapple. 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.

Unarmed Strike: Anyone can attack unarmed, but it is more dangerous than attacking with a weapon. See Unarmed Combat, page 11.

Urgrosh, Dwarven: This weapon has an axe head which deals 1d8 points of damage, and a spear which deals 1d6 points of damage. The spear is a bracing weapon. You must be proficient with axes to use the axe head, and proficient with spears to use the spear head.

Whip: A whip is treated as a light melee weapon with 15 foot reach. However, you can't defend yourself with a whip, which can make you *defenseless* (*-5 defense vs. melee*), and you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

7.2 Armor

Most characters use armor to protect themselves. There are two kinds of armor: body armor, such as chainmail or full plate, and shields.

Armor Qualities

Here is the format for armor entries (given as column headings on Table 7.6: Armor and Shields, below).

Encumbrance: All armor restricts a character's movement to some degree. The heavier the armor, the more restrictive it is. Shields are divided into light shields (including bucklers), heavy shields, or tower shields, while body armor can be light, medium, or heavy. Many classes are not proficient with heavier kinds of armor.

Cost: The cost of the armor for Small or Medium humanoid creatures. See Table 7.7: Armor for Unusual Creatures, below, for armor prices for other creatures.

Armor/Shield Bonus: Body armor improves your Armor defense, while shields improve all your physical defenses. Wearing multiple suits of armor or wielding multiple shields does not improve your defenses any further.

Dexterity: Heavy body armor limits mobility and agility, halving the character's Dexterity. This halving is applied in addition to the armor's *encumbrance penalty* (if any). A Dexterity penalty is not halved.

Your character's encumbrance (the amount of gear he or she carries) may also affect your character's Dexterity.

Shields: Most shields do not affect a character's Dexterity. However, a tower shield halves a character's Dexterity. This is not cumulative with the halving from wearing medium or heavy armor.

Encumbrance Penalty: All armor has an associated *encumbrance penalty*. A character's encumbrance penalty applies to all Strength and Dexterity-based skill checks the character makes. A character's encumbrance (the amount of gear carried, including armor) may also apply an encumbrance penalty.

Shields: If a character is wearing armor and using a shield, both armor check penalties apply.

Nonproficiency: A character who uses armor she is not proficient with also applies the armor's encumbrance penalty to her accuracy

with physical attacks.

Sleeping in Armor: A character who sleeps overnight in medium or heavy body armor is automatically *fatigued* (*move at half speed, unable to sprint or charge*) the next day. Sleeping in light armor does not cause fatigue.

Arcane Spell Failure: Armor interferes with the gestures that a spellcaster must make to cast an arcane spell that has a somatic component. Arcane spellcasters face the possibility of arcane spell failure if they're wearing armor.

Casting an Arcane Spell in Armor: A character who casts an arcane spell while wearing armor must usually make an arcane spell failure roll. The number in the Arcane Spell Failure Chance column on Table: Armor and Shields is the chance that the spell fails and is ruined. If the spell lacks a somatic component, however, it can be cast with no chance of arcane spell failure.

Shields: If a character is wearing armor and using a shield, add the two numbers together to get a single arcane spell failure chance.

Speed: Medium or heavy armor slows the wearer down. The number on Table: Armor and Shields is the character's speed while wearing the armor. Humans, elves, half-elves, and half-orcs have an unencumbered speed of 30 feet.

They use the first column. Dwarves, gnomes, and halflings have an unencumbered speed of 20 feet. They use the second column. Remember, however, that a dwarf's land speed remains 20 feet even in medium or heavy armor or when carrying a medium or heavy load.

Shields: Shields do not affect a character's speed.

Weight: This column gives the weight of the armor sized for a Medium wearer. Armor fitted for Small characters weighs half as much, and armor for Large characters weighs twice as much.

Moving in Armor

The heavier the armor, the more it slows your movement. Light armor has no effect on your movement speed, though it does impose armor check penalties. Running in medium or heavy armor is difficult, and you can run at only three times your movement speed instead of four times your movement speed. Heavy armor slows down your movement speed even further, causing you to move at 2/3 of your normal movement rate.

Getting Into And Out Of Armor

The time required to don armor depends on its type; see Table 7.5: Donning Armor. Donning armor of any kind takes both hands.

Don: This column tells how long it takes a character to put the armor on. (One minute is 10 rounds.) Readyng (strapping on) a shield is only a move action.

Don Hastily: This column tells how long it takes to put the armor on in a hurry. The encumbrance penalty and defense bonus for hastily donned armor are each 1 point worse than normal.

Remove: This column tells how long it takes to get the armor off. Loosing a shield (removing it from the arm and dropping it) is only a move action.

Armor Descriptions

Any special benefits or accessories to the types of armor found on Table 7.6: Armor and Shields are described below.

Armor Spikes: You can have spikes added to your armor, which

Table 7.5: Donning Armor

Armor Type	Don	Don Hastily	Remove
Shield (any)	1 move action	n/a	1 move action
Padded, leather, hide, studded leather, or chain shirt	1 minute	5 rounds	1 minute ¹
Breastplate, scale mail, chainmail, banded mail, or splint mail	4 minutes ¹	1 minute	1 minute ¹
Half-plate or full plate	4 minutes ²	4 minutes ¹	1d4+1 minutes ¹

¹ If the 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.

² The wearer must have help to don this armor. Without help, it can be donned only hastily.

allow you to deal extra piercing damage (see Table 7.3: Weapons (page 106)) on a successful grapple or overrun attack. If you are not proficient with the spikes, you only deal the damage if you succeed at the attack by 10 or more.

Magical abilities 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: The suit includes gauntlets.

Breastplate: It comes with a helmet and greaves.

Buckler: This small metal shield is worn strapped to your forearm. You can hold items in a hand holding a buckler. However, if you wield weapons or otherwise take actions using the arm bearing the buckler, you do not gain the buckler's defensive bonus during that time.

You can't bash someone with a buckler.

Chain Shirt: A chain shirt comes with a steel cap.

Chainmail: The suit includes gauntlets.

Full Plate: The suit includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. 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 with a day of work and a DR 25 Craft (metalworking) check. The new owner must still be of the same size category as the size category that the suit was designed for.

Gauntlet, Locked: This armored gauntlet has small chains and braces that allow the wearer to attach a weapon to the gauntlet so that it cannot be dropped easily. It provides a +10 bonus on any roll made 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.

The price given is for a single locked gauntlet. The weight given applies only if you're wearing a breastplate, light armor, or no armor. Otherwise, the locked gauntlet replaces a gauntlet you already have as part of the armor.

While the gauntlet is locked, you can't use the hand wearing it for casting spells or employing skills. (You can still cast spells with somatic components, provided that your other hand is free.) Like a normal gauntlet, a locked gauntlet lets you deal lethal damage rather

than nonlethal damage with an unarmed strike.

Half-Plate: The suit includes gauntlets.

Scale Mail: The suit includes gauntlets.

Shield, Heavy, Wooden or Steel: You strap a shield to your forearm and grip it with your hand. A heavy shield is so heavy that you can't use your shield hand for anything else.

Wooden or Steel: Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.

Shield Bash Attacks: You can bash an opponent with a heavy shield, using it as a medium bludgeoning weapon. See Table 7.3: Weapons for the damage dealt by a shield bash. If you use your shield as a weapon, you lose its defense bonus until your next action (usually until the next round). Magical abilities on a shield do not affect shield bash attacks made with it, but the shield can be made into a magic weapon in its own right.

Shield, Light, Wooden or Steel: You strap a shield to your forearm and grip it with your hand. A light shield's weight lets you carry other items in that hand, although you cannot use weapons or cast spells with it.

Wooden or Steel: Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.

Shield, Tower: This massive wooden shield is nearly as tall as an average human. In most situations, a tower shield provides the indicated bonus to your physical defenses. However, when you take the total defense action with a tower shield, you can treat the shield as a wall along one edge of your square, providing you with total cover. 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 to accuracy with physical attacks because of the shield's encumbrance.

Shield Spikes: When added to your shield, these spikes turn it into a piercing weapon that increases the damage dealt by a shield bash as if the shield were designed for a creature one size category larger than you. You can't put spikes on a buckler or a tower shield. Otherwise, attacking with a spiked shield is like making a shield bash attack (see above).

Splint Mail: The suit includes gauntlets.

Studded Leather: Only the studs on studded leather are made of metal. If the studs are made from a special material, only the studs are affected, not the whole armor. For example, ironwood studded leather weighs 17.5 pounds, since the weight of the studs is halved.

Armor for Unusual Creatures

Armor and shields for unusually big creatures, unusually little creatures, and nonhumanoid creatures have different costs and weights from those given on Table 7.6: Armor and Shields. Refer to the appropriate line on the table below and apply the multipliers to cost and weight for the armor type in question.

Special Materials

Armor and shields can be made from special materials, which can alter the properties of the item. The most common special material is ironwood, which is made from wood magically treated using the *ironwood* ritual to be as strong as steel. Ironwood armor functions

Table 7.6: Armor and Shields

Armor	Armor/Shield Bonus	Dex Modifier	Encumbrance Penalty	Arcane Spell Failure Chance	— — Speed — —		Cost	Weight ¹
					(30 ft.)	(20 ft.)		
Light armor								
Leather	+1	1x	−1	10%	30 ft.	20 ft.	10 gp	15 lb.
Studded leather	+2	1x	−2	15%	30 ft.	20 ft.	25 gp	20 lb.
Chain shirt	+2	1x	−2	20%	30 ft.	20 ft.	40 gp	25 lb.
Medium armor								
Hide	+3	1x	−4	20%	20 ft.	15 ft.	15 gp	25 lb.
Scale mail	+3	1x	−4	25%	20 ft.	15 ft.	50 gp	30 lb.
Chainmail	+4	1x	−4	30%	20 ft.	15 ft.	100 gp	40 lb.
Breastplate	+4	1x	−3	25%	20 ft.	15 ft.	150 gp	30 lb.
Heavy armor								
Splint mail	+4	1/2x	−7	40%	20 ft.	15 ft.	50 gp	45 lb.
Half-plate	+5	1/2x	−6	40%	20 ft.	15 ft.	250 gp	50 lb.
Full plate	+6	1/2x	−6	35%	20 ft.	15 ft.	500 gp	50 lb.
Shields								
Buckler	+1	—	−1	5%	—	—	15 gp	5 lb.
Shield, light wooden	+2	—	−2	5% ²	—	—	3 gp	5 lb.
Shield, light steel	+2	—	−2	5% ²	—	—	9 gp	6 lb.
Shield, heavy wooden	+3	—	−3	15% ²	—	—	7 gp	10 lb.
Shield, heavy steel	+4	—	−3	15% ²	—	—	20 gp	15 lb.
Shield, tower	+4 ³	1/2x	−10	50% ²	—	—	30 gp	45 lb.
Extras								
Armor spikes	−1 ⁴	—	−2	—	—	—	+50 gp	+10 lb.
Gauntlet, locked	—	—	Special	— ²	—	—	8 gp	+5 lb.
Shield spikes	—	—	−1	—	—	—	+10 gp	+5 lb.

1 Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

2 Hand not free to cast spells.

3 Tower shields can grant you cover. See the description.

4 Armor spikes reduce the defense bonus granted by the armor they are put on by 1.

Table 7.7: Armor for Unusual Creatures

Size	Humanoid		Nonhumanoid	
	Cost	Weight	Cost	Weight
Tiny or smaller ¹	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	x4	x8	x4
Gargantuan	x8	x8	x16	x8
Colossal	x16	x12	x32	x12

1 Divide armor bonus by 2.

exactly like armor of the same type, except that it is made of wood. This causes it to weigh half the normal weight, and allows druids to wear it without penalty. However, it costs twice as much as armor of the same type would normally cost, to a minimum of an additional 200 gp.

7.3 Consumable Items

Many substances exist that can aid adventurers.

Poisons

Poisons can deal damage, weaken creatures, or even kill them. Some effects which are not literally poisonous, such as animal venom or fungal spores, are considered poisons.

Poison Transmission

- There are three ways that poisons can be contracted.
- Contact:** A contact poison affects any creature that touches it with bare skin.
 - Ingestion:** An ingestion poison affects any creature that eats, drinks, or breathes it, depending on the type of poison. Ingestion poisons have no effect when used to coat weapons.
 - Injury:** An injury poison affects any creature injured by something carrying the poison. Almost all injury poisons take liquid form, and are typically used to coat weapons. An attack that deals no damage cannot transmit injury poisons.

Poison Forms

- There are four forms of poison.
- Gas:** Gaseous poisons are difficult to store, but easy to affect foes with.
 - Liquid:** Liquid poisons are the most common type of poison. Liquid poisons can be used to coat weapons, slipped into food, or

Table 7.8: Typical Poisons

Poison	Transmission	Form	Potency	Primary Effect	Terminal Effect	Type
Nitharit	Contact	Powder	3	Sickened	Nauseated for 1 round	Plant
Sassone leaf	Contact	Powder	6	1d6 damage per round	1d6 damage per two potency	Plant
Dragon bile	Contact	Liquid	10	Sickened, 1d8 damage per round	1d8 damage per two potency, nauseated for 1 round	Venom
Black lotus extract	Contact	Liquid	15	1d10 damage per round	1d10 damage per two potency	Plant
Arsenic	Ingestion	Powder	5	1d6 damage per round	1d6 damage per two potency	Plant
Insanity mist	Ingestion	Gas	10	Disoriented	Confused for 1 round	Alchemical

simply thrown at foes. A dose of a liquid poison is usually about one ounce of the poison.

Pellet: Some rare poisons come in small, solid pellets or cubes. Typically, these pellets contain a powerful liquid poison that becomes inert quickly after being exposed. Pellet poisons cannot be used to coat weapons or thrown at foes, but can be slipped into food.

Powder: Poison in powder form cannot be used to coat weapons, but can be slipped into food or thrown at foes.

Poison Effects

Poisons can have a wide variety of effects, as determined by the type of poison used. However, most poisons share certain common properties.

Poison Attacks: All poisons have a potency. Unless otherwise noted, a poison's accuracy is equal to its potency. At the end of each round, the poison makes an attack roll against the Fortitude defense of the poisoned creature. Success means the creature suffers the effect of the poison, and gets closer to the poison's terminal effect (see Terminal Effects, below). For every 10 points by which the attack succeeds, it counts as an additional successful attack for the purpose of reaching the poison's terminal effect. If the attack fails, the creature does not suffer the effect of the poison that round, and gets closer to resisting the poison (see Resisting Poisons, below). For every 10 points by which the attack fails, it counts as an additional failed attack for the purpose of resisting the poison.

Resisting Poisons: If a poisoned creature resists a poison three times, the creature stops being poisoned by that poison. Unless otherwise noted, this removes any lingering effects from the poison.

Primary Effects: Most poisons have primary effects. If the poison successfully attacks a poisoned creature, the creature suffers the poison's primary effect as long as the creature remains poisoned. Repeated primary effects, such as damage per round, occur at the end of each round. This includes the round in which the creature is initially affected, but not the round it stops being poisoned.

Terminal Effects: Most poisons have a terminal effect based on the type of the poison. If the poison successfully attacks a poisoned creature three times, the creature suffers the poison's terminal effect. Unless otherwise noted, the terminal effect occurs in addition to the poison's normal effect that round. Once a creature suffers a poison's terminal effect, it stops being poisoned. This does not remove any lingering effects from the poison, but prevents the creature's condition from worsening.

Multiple Doses: A creature can be affected by multiple doses of the same poison. This does not cause the same effect to occur multiple times, but each extra dose increases the potency of the poison by 1.

A poison is considered the same if it has the same name and

comes from the same source. For example, a creature bitten multiple times by the same giant spider suffers multiple doses of the same poison. A creature bitten multiple times by different giant spiders considers each spider's poison separately.

Poison Quality: Some poisons are unusually high or low quality.

Creating Poisons

You can use the Craft (poison) skill to create poisons. To create a poison, you must make a Craft (poison) check against a DR equal to 10 + the poison's potency. For every 2 points by which you beat this DR, the created poison's potency increases by 1.

Creating a poison requires special materials. The type of materials required, and how those materials can be acquired, depend on the type of poison.

- **Plant** Plant-based poisons can typically be harvested by making a Survival check to search in appropriate terrain. The DR of this check is usually equal to 10 + the potency of the poison.
- **Venom** Venom requires an appropriate body part from a creature – often, poison it naturally produces.
- **Alchemical** Alchemical poisons require alchemical materials. These cannot normally be found in nature. In unusual circumstances, these components can be synthesized from natural chemicals or magical materials with a Craft (alchemy) check equal to 10 + the potency of the poison.

Chapter 8

Adventuring

8.1 Encumbrance

Encumbrance rules determine how much a character's armor and equipment hinder his movement. There are several reasons a character can be encumbered. Encumbered characters may be unable to use certain abilities which require free motion.

Encumbrance by Armor

A character's armor affects his or her Dexterity, **encumbrance penalty**, and speed. A character wearing medium or heavy armor is encumbered. 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 him or her 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.

Encumbrance by Weight

A creature's Strength determines how much it can carry, as shown on Table 8.1: Weight Limits. A creature can carry up to its unencumbered weight limit without any penalty. If it carries more than that, but less than its maximum weight limit, it is encumbered. A creature encumbered by weight halves its Dexterity (if positive), takes a -4 encumbrance penalty, and moves at two-thirds speed (as if it were in heavy armor). This encumbrance penalty does not stack with the encumbrance penalty from any armor the creature is wearing; only apply the higher of the two.

Lifting and Dragging: A character can lift as much as his or her maximum weight limit over his or her head.

A character can lift as much as 1-1/2 his or her maximum weight limit off the ground (the sum of his unencumbered and maximum weight limits). While overloaded in this way, the character takes a -10 penalty to physical accuracy and physical checks, and can only move by spending a full-round action to move 5 feet.

A character can generally push or drag along the ground as much as five times his or her 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 8.1: Weight Limits are 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.

Table 8.1: Weight Limits

Strength	Unencumbered	Maximum	Overloaded	Push/Drag
-9	2 lb.	4 lb.	6 lb.	20 lb.
-8	3	6	9	30
-7	4	8	12	40
-6	6	12	18	60
-5	8	17	25	85
-4	12	25	37	125
-3	17	35	52	175
-2	25	50	75	250
-1	35	70	105	350
0	50	100	150	500
1	70	140	210	700
2	100	200	300	1,000
3	140	280	420	1,400
4	200	400	600	2,000
5	280	560	840	2,800
6	400	800	1,200	4,000
7	550	1,150	1,700	5,750
8	800	1,600	2,400	8,000
9	1,150	2,300	3,450	11,500
10	1,600	3,200	4,800	16,000
11	2,250	4,500	6,750	22,500
12	3,200	6,400	9,600	32,000
13	4,500	9,000	13,500	45,000
14	6,500	13,000	19,500	65,000
15	9,000	18,000	27,000	90,000
16	13,000	26,000	39,000	130,000
17	18,000	36,000	54,000	180,000
18	25,500	51,000	76,500	255,000
19	36,000	72,000	108,000	360,000
20	51,000	102,000	153,000	510,000
21+ ¹	—	—	—	—

¹ To calculate weight limits for a creature with epic Strength, double its carrying capacity every 2 Strength.

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 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 8.1: Weight Limits, find the Strength score between 20 and 29 that has the same number in the "ones" digit as the creature's Strength

score does. Multiply the figures by 4 for every ten points the creature's strength is above the score for that row.

8.2 Movement

Table 8.2: Movement and Distance

	— — — Speed — — —			
	15 feet	20 feet	30 feet	40 feet
One Round (Tactical)¹				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
One Hour (Overland)				
Walk	1-1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
One Day (Overland)				
Walk	15 miles	20 miles	30 miles	40 miles
Hustle	—	—	—	—

Table 8.3: Hampered Movement

Condition	Example Extra Movement Cost
Difficult terrain	Rubble, undergrowth, steep slope, ice, cracked and pitted surface, uneven floor x2
Obstacle ¹	Low wall, deadfall, broken pillar x2
Poor visibility	Darkness or fog x2
Impassable	Floor-to-ceiling wall, closed door, blocked passage —

¹ May require a skill check

There are three movement scales in the game, 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.

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 his or her speed twice in a single round, or moving that speed in the same round that he or she performs a standard action or another move action is hustling when he or she moves.

Tactical Movement

Use tactical movement for combat. Characters generally don't walk during combat – they hustle. A character who moves his or her speed and takes some action, such as attacking or casting a spell,

is hustling for about half the round and doing something else for 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. (You can't take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to you, such as while paralyzed.)

You can't sprint 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 Table 8.4: Terrain and Overland Movement, below, for movement measured in miles per hour.

Overland Movement

Table 8.4: 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

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 10 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 10 hours in a day of travel without a problem. Walking for longer than that can wear him or her 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 who takes any nonlethal damage from hustling becomes fatigued.

Terrain: The terrain through which a character travels affects how much distance he or she can cover in an hour or a day (see Table 8.4: Terrain and Overland Movement). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a

Table 8.5: Mounts and Vehicles

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Light horse or light warhorse	6 miles	60 miles
Light horse (151-450 lb.) ¹	4 miles	40 miles
Light warhorse (231-690 lb.) ¹	4 miles	40 miles
Heavy horse or heavy warhorse	5 miles	50 miles
Heavy horse (201-600 lb.) ¹	3-1/2 miles	35 miles
Heavy warhorse (301-900 lb.) ¹	3-1/2 miles	35 miles
Pony or warpony	4 miles	40 miles
Pony (76-225 lb.) ¹	3 miles	30 miles
Warpony (101-300 lb.) ¹	3 miles	30 miles
Donkey or mule	3 miles	30 miles
Donkey (51-150 lb.) ¹	2 miles	20 miles
Mule (231-690 lb.) ¹	2 miles	20 miles
Dog, riding	4 miles	40 miles
Dog, riding (101-300 lb.) ¹	3 miles	30 miles
Cart or wagon	2 miles	20 miles
Ship		
Raft or barge (poled or towed) ²	1/2 mile	5 miles
Keelboat (rowed) ²	1 mile	10 miles
Rowboat (rowed) ²	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 Table 8.1: Weight Limits, 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.

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 significant paths.

Forced March: In a day of normal walking, a character walks for 10 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

A character can walk for more than 10 hours in a day by making a forced march. For each hour of marching beyond 10 hours, a Constitution check (DR 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of nonlethal damage. A character who 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 8.5: Mounts and Vehicles for mounted speeds and

speeds for vehicles pulled by draft animals.

Waterborne Movement: See Table 8.5: Mounts and Vehicles for speeds for water vehicles.

8.3 Exploration

Vision and Light

Dwarves and half-orcs have darkvision, but everyone else needs light to see by. 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 (+4 to *physical defenses*) 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** (*unable to see, defenseless*).

Characters with low-light vision (elves, gnomes, and half-elves) treat sources of light as if they had double their normal illumination range.

Characters with darkvision (dwarves and half-orcs) can see lit areas normally as well as dark areas within a radius defined by the ability – usually, 50 feet. A creature can't hide within that range of a character using darkvision unless it is invisible or has cover. Darkvision does not function if the character is in bright light or is dazzled, and does not resume functioning until 1 round the character leaves the area of bright light or stops being dazzled.

A character with darkvision can see dimly in totally dark areas beyond the range indicated by their ability. They can see in such areas as if the areas were in shadowy illumination.

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 an object is accomplished by simply attacking the object as you would any other target. If it is attended, this is done using the disarm special attack. Generally, you can smash an object only with a bludgeoning or slashing weapon.

Armor Defense: 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 defense is equal to 10 + its size modifier + its Dexterity. An inanimate object has a Dexterity of -10 (-10 penalty to physical defenses).

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.

Hit Points: An object's hit point total depends on what it is made of and how big it is. When an object's hit points reach 0, it's ruined.

Very large objects may 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 broken. Further damage applies as negative hit points. If an item has more negative hit points than its maximum hit points, it is destroyed.

Broken objects cannot be used for their intended purpose, but still retain enough of their original form to be repaired without too much work. For example, a broken wall lies in pieces on the ground and no longer blocks passage, but can be repaired with no more effort than damaged items. Magic items that are broken retain their magical properties once fixed. Damaged and broken (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 Mental defenses are equal to 10 + one-half its spellpower. 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 Defense (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 disarm special attack) to see whether he or she succeeds. The DR 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 DR to break it drops by 5.

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.

8.4 Wealth And Money

Coins

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp.

The standard coin weighs about a third of an ounce (fifty to the pound).

Table 8.6: Coin Exchange Values

		CP	SP	GP	PP
Copper piece (cp)	=	1	1/10	1/100	1/1,000
Silver piece (sp)	=	10	1	1/10	1/100
Gold piece (gp)	=	100	10	1	1/10
Platinum piece (pp)	=	1,000	100	10	1

Wealth Other Than Coins

Merchants commonly exchange trade goods without using currency. As a means of comparison, some trade goods are detailed below.

Table 8.7: Trade Goods

Cost	Item
1 cp	One pound of wheat
2 cp	One pound of flour
1 sp	One pound of iron, or one chicken
5 sp	One pound of tobacco or copper
1 gp	One pound of cinnamon, or one goat
2 gp	One pound of ginger or pepper, or one sheep
3 gp	One pig
4 gp	One square yard of linen
5 gp	One pound of salt or silver
10 gp	One square yard of silk, or one cow
15 gp	One pound of saffron or cloves, or one ox
50 gp	One pound of gold
500 gp	One pound of platinum

Selling Loot

In general, a character can sell something for half its listed price.

Trade goods are the exception to the half-price rule. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself.

8.5 Goods And Services

Adventuring Gear

A few of the pieces of adventuring gear found on Table: Goods and Services are described below, along with any special benefits they confer on the user ("you").

Caltrops: A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2-

Table 8.8: Goods and Services

Item	Cost	Weight	Item	Cost	Weight	Item	Cost	Weight
Adventuring Gear			Average	40 gp	1 lb.	Special Substances and Items		
Backpack (empty)	2 gp	2 lb. ¹	Good	80 gp	1 lb.	Acid (flask)	5 gp	1 lb.
Barrel (empty)	2 gp	30 lb.	Amazing	150 gp	1 lb.	Alchemist's fire (flask)	5 gp	1 lb.
Basket (empty)	4 sp	1 lb.	Manacles	15 gp	2 lb.	Antitoxin (vial)	10 gp	—
Bedroll	1 sp	5 lb. ¹	Manacles, masterwork	50 gp	2 lb.	Everburning torch	100 gp	1 lb.
Bell	1 gp	—	Mirror, small steel	10 gp	1/2 lb.	Holy water (flask)	10 gp	1 lb.
Blanket, winter	5 sp	3 lb. ¹	Mug/Tankard, clay	2 cp	1 lb.	Smokestick	5 gp	1/2 lb.
Block and tackle	5 gp	5 lb.	Oil (1-pint flask)	1 sp	1 lb.	Sunrod	2 gp	1 lb.
Bottle, wine, glass	2 gp	—	Paper (sheet)	4 sp	—	Tanglefoot bag	15 gp	4 lb.
Bucket (empty)	5 sp	2 lb.	Parchment (sheet)	2 sp	—	Thunderstone	10 gp	1 lb.
Caltrops	1 gp	2 lb.	Pick, miner's	3 gp	10 lb.	Tindertwig	5 sp	—
Candle	1 cp	—	Pitcher, clay	2 cp	5 lb.	Tools and Skill Kits		
Canvas (sq. yd.)	1 sp	1 lb.	Piton	1 sp	1/2 lb.	Item	Cost	Weight
Case, map or scroll	1 gp	1/2 lb.	Pole, 10 foot	5 cp	8 lb.	Alchemist's lab	500 gp	40 lb.
Chain (10 ft.)	30 gp	2 lb.	Pot, iron	5 sp	10 lb.	Artisan's tools	5 gp	5 lb.
Chalk, 1 piece	1 cp	—	Pouch, belt (empty)	1 gp	1/2 lb. ¹	Artisan's tools, masterwork	55 gp	5 lb.
Chest (empty)	2 gp	25 lb.	Ram, portable	10 gp	20 lb.	Climber's kit	80 gp	5 lb. ¹
Crowbar	2 gp	5 lb.	Rations, trail (per day)	5 sp	1 lb. ¹	Disguise kit	50 gp	8 lb. ¹
Firewood (per day)	1 cp	20 lb.	Rope, hempen (50 ft.)	1 gp	10 lb.	Healer's kit	50 gp	1 lb.
Fishhook	1 sp	—	Rope, silk (50 ft.)	10 gp	5 lb.	Holly and mistletoe	—	—
Fishing net, 25 sq. ft.	4 gp	5 lb.	Sack (empty)	1 sp	1/2 lb. ¹	Holy symbol, wooden	1 gp	—
Flask (empty)	3 cp	1-1/2 lb.	Sealing wax	1 gp	1 lb.	Holy symbol, silver	25 gp	1 lb.
Flint and steel	1 gp	—	Sewing needle	5 sp	—	Hourglass	25 gp	1 lb.
Grappling hook	1 gp	4 lb.	Signal whistle	8 sp	—	Magnifying glass	100 gp	—
Hammer	5 sp	2 lb.	Signet ring	5 gp	—	Musical instrument, common	5 gp	3 lb. ¹
Ink (1 oz. vial)	8 gp	—	Sledge	1 gp	10 lb.	Musical instrument, masterwork	100 gp	3 lb. ¹
Inkpen	1 sp	—	Soap (per lb.)	5 sp	1 lb.	Scale, merchant's	2 gp	1 lb.
Jug, clay	3 cp	9 lb.	Spade or shovel	2 gp	8 lb.	Spell component pouch	5 gp	2 lb.
Ladder, 10 foot	2 sp	20 lb.	Spyglass	1,000 gp	1 lb.	Spellbook, wizard's (blank)	15 gp	3 lb.
Lamp, common	1 sp	1 lb.	Tent	10 gp	20 lb. ¹	Thieves' tools	30 gp	1 lb.
Lantern, bullseye	12 gp	3 lb.	Torch	1 cp	1 lb.	Thieves' tools, masterwork	100 gp	2 lb.
Lantern, hooded	7 gp	2 lb.	Vial, ink or potion	1 gp	1/10 lb.	Tool, masterwork	50 gp	1 lb.
Lock		1 lb.	Waterskin	1 gp	4 lb. ¹	Water clock	1,000 gp	200 lb.
Very simple	20 gp	1 lb.	Whetstone	2 cp	1 lb.			

¹ These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.
 — No weight, or no weight worth noting.

pound bag of caltrops 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), it might step on one. The caltrops make an attack roll (with no bonus) against the creature's Armor defense. If the caltrops succeed on 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 24 hours, or until the creature is successfully treated with a DR 15 Heal check, 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.

Caltrops may not be effective against unusual opponents.

Candle: A candle dimly illuminates a 5 foot radius and burns for

1 hour.

Chain: Chain has hardness 10 and 5 hit points. It can be burst with a DR 26 Strength check.

Crowbar: A crowbar it grants a +2 bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as a improvised weapon equivalent to a club.

Flint and Steel: 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 ranged attack (DR 10, +2 per 10 feet of distance thrown).

Hammer: If a hammer is used in combat, treat it as a medium improvised weapon that deals bludgeoning damage equal to that of a spiked gauntlet of its size.

Ink: This is black ink. You can buy ink in other colors, but it

Clothing			Mounts and Related Gear			Transport		
Item	Cost	Weight	Item	Cost	Weight	Item	Cost	Weight
Artisan's outfit	1 gp	4 lb.	Barding			Carriage	100 gp	600 lb.
Cleric's vestments	5 gp	6 lb.	Medium creature	x2 ²	x1 ²	Cart	15 gp	200 lb.
Cold weather outfit	8 gp	7 lb.	Large creature	x4 ²	x2 ²	Galley	30,000 gp	—
Courtier's outfit	30 gp	6 lb.	Bit and bridle	2 gp	1 lb.	Keelboat	3,000 gp	—
Entertainer's outfit	3 gp	4 lb.	Dog, guard	25 gp	—	Longship	10,000 gp	—
Explorer's outfit	10 gp	8 lb.	Dog, riding	150 gp	—	Rowboat	50 gp	100 lb.
Monk's outfit	5 gp	2 lb.	Donkey or mule	8 gp	—	Oar	2 gp	10 lb.
Noble's outfit	75 gp	10 lb.	Feed (per day)	5 cp	10 lb.	Sailing ship	10,000 gp	—
Peasant's outfit	1 sp	2 lb.	Horse			Sled	20 gp	300 lb.
Royal outfit	200 gp	15 lb.	Horse, heavy	200 gp	—	Wagon	35 gp	400 lb.
Scholar's outfit	5 gp	6 lb.	Horse, light	75 gp	—	Warship	25,000 gp	—
Traveler's outfit	1 gp	5 lb.	Pony	30 gp	—	Spellcasting and Services		
Food, Drink, and Lodging			Warhorse, heavy	400 gp	—	Service	Cost	
Item	Cost	Weight	Warhorse, light	150 gp	—	Coach cab	3 cp per mile	
Ale			Warpony	100 gp	—	Hireling, trained	3 sp per day	
Gallon	2 sp	8 lb.	Saddle			Hireling, untrained	1 sp per day	
Mug	4 cp	1 lb.	Military	20 gp	30 lb.	Messenger	2 cp per mile	
Banquet (per person)	10 gp	—	Pack	5 gp	15 lb.	Road or gate toll	1 cp	
Bread, per loaf	2 cp	1/2 lb.	Riding	10 gp	25 lb.	Ship's passage	1 sp per mile	
Cheese, hunk of	1 sp	1/2 lb.	Saddle, Exotic					
Inn stay (per day)			Military	60 gp	40 lb.	Spell, 1st-level	Spellpower x 10 gp ¹	
Good	2 gp	—	Pack	15 gp	20 lb.	Spell, 2nd-level	Spellpower x 20 gp ¹	
Common	5 sp	—	Riding	30 gp	30 lb.	Spell, 3rd-level	Spellpower x 30 gp ¹	
Poor	2 sp	—	Saddlebags	4 gp	8 lb.	Spell, 4th-level	Spellpower x 40 gp ¹	
Meals (per day)			Stabling (per day)	5 sp	—	Spell, 5th-level	Spellpower x 50 gp ¹	
Good	5 sp	—				Spell, 6th-level	Spellpower x 60 gp ¹	
Common	3 sp	—				Spell, 7th-level	Spellpower x 70 gp ¹	
Poor	1 sp	—				Spell, 8th-level	Spellpower x 80 gp ¹	
Meat, chunk of	3 sp	1/2 lb.				Spell, 9th-level	Spellpower x 90 gp ¹	
Wine								
Common (pitcher)	2 sp	6 lb.						
Fine (bottle)	10 gp	1-1/2 lb.						

1 See spell description for additional costs. If the additional costs put the spell's total cost above 2,000 gp, that spell is not generally available.

2 Relative to normal armor of the same type

costs twice as much.

Jug, Clay: This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.

Lamp, Common: A lamp clearly illuminates a 20 foot radius, provides shadowy illumination out to a 40 foot radius, and burns for 6 hours on a pint of oil. You can carry a lamp in one hand.

Lantern, Bullseye: A bullseye lantern provides bright illumination in a 50 foot cone and shadowy illumination in a 100 foot cone. It burns for 6 hours on a pint of oil. You can carry a bullseye lantern in one hand.

Lantern, Hooded: A hooded lantern clearly illuminates a 20 foot radius and provides shadowy illumination in a 40 foot radius. It burns for 6 hours on a pint of oil. You can carry a hooded lantern in one hand.

Lock: The DR to open a lock with the Open Lock skill depends on the lock's quality: simple (DR 20), average (DR 25), good (DR 30), or superior (DR 40).

Manacles and Masterwork: Manacles can bind a Medium creature. A manacled creature can use the Escape Artist skill to slip free (DR 30, or DR 35 for masterwork manacles).

Breaking the manacles requires a Strength check (DR 26, or DR 28 for masterwork manacles). Manacles have hardness 10 and 10 hit points.

Most manacles have locks; add the cost of the lock you want to the cost of the manacles.

For the same cost, you can buy manacles for a Small creature.

For a Large creature, manacles cost ten times the indicated amount, and for a Huge creature, one hundred times this amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be held only by specially made manacles.

Oil: A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash 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 a 50% chance of the flask igniting successfully.

You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

Ram, Portable: This iron-shod wooden beam gives you a +2

bonus on Strength checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by 2.

Rope, Hempen: This rope has 2 hit points and can be burst with a DR 23 Strength check.

Rope, Silk: This rope has 4 hit points and can be burst with a DR 24 Strength check.

Spyglass: Objects viewed through a spyglass are magnified to twice their size.

Torch: A torch burns for 1 hour, clearly illuminating a 20 foot radius and providing shadowy illumination out to a 40 foot radius. If a torch is used in combat, treat it as a light improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage. Wielding a torch gives a +2 bonus to dirty trick attempts made to dazzle an opponent. Lighting a torch with an open flame or tindertwig is a standard action, while using flint and steel requires a full-round action.

Vial: A vial holds 1 ounce of liquid. The stoppered container usually is no more than 1 inch wide and 3 inches high.

Special Substances And Items

Any of these substances except for the everburning torch and holy water can be made by a character with the Craft (alchemy) skill.

Acid: You can throw a flask of acid as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Alchemist's Fire: You can throw a flask of alchemist's fire as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet.

A direct hit deals 1d6 points of fire damage and makes the creature *ignited* (1d6 damage/round, 20% failure, Dex DR 15 to *extinguish*) for 1 round. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash.

Antitoxin: If you drink antitoxin, you get a +5 bonus to Fortitude defenses against poison for 1 hour.

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.

Holy Water: Holy water damages undead creatures and evil outsiders almost as if it were acid. A flask of holy water can be thrown as a splash weapon.

Treat this attack as a ranged touch attack with a range increment of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, you must open the flask and pour the holy water out onto the target. Thus, you can douse an incorporeal creature with holy water only if you are adjacent to it. Doing so is a ranged touch attack.

A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Temples to good deities sell holy water at cost (making no profit).

Smokestick: This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10 foot

cube (treat the effect as a fog cloud spell, except that a moderate or stronger wind dissipates the smoke in 1 round). 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 20 foot radius and provides shadowy illumination in a 40 foot radius. It glows for 6 hours, after which the gold tip is burned out and worthless.

Tanglefoot Bag: When you throw a tanglefoot bag at a creature (as a ranged touch attack with a range increment of 10 feet), the bag comes apart and the goo bursts out, causing the target to become *entangled* (*move at half speed, unable to sprint or charge, impaired*).

The goo becomes tough and resilient upon exposure to air, making it difficult to escape. A creature can break the effect by making a DR 15 Strength check or by dealing 5 points of damage to the goo. Unless the attacker uses a slashing weapon, damage dealt to the goo is also dealt to the creature the goo is on. The goo does not have an Armor defense, and can be hit automatically.

The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of universal solvent to a stuck creature dissolves the goo immediately.

Thunderstone: You can throw this stone as a ranged attack with a range increment of 20 feet. When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack. You make a Fortitude attack against each creature within a Small (10 ft.) radius spread to deafen them for 5 minutes. Your accuracy on this attack is +5. A deafened creature automatically fails Listen checks, takes a -2 penalty to any checks which involve hearing, and has a 20% chance of spell failure when casting spells with verbal components.

Since you don't need to hit a specific target, you can simply aim at a particular 5 foot square. Treat the target square as if its physical defense was 5.

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 is at least a standard action.

Tools and Skill Kits

Alchemist's Lab: An alchemist's lab always has the perfect tool for making alchemical items, so it provides a +2 bonus on Craft (alchemy) checks. It has no bearing on the costs related to the Craft (alchemy) skill. Without this lab, a character with the Craft (alchemy) skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

Artisan's Tools: These special tools include the items needed to pursue any craft. Without them, you have to use improvised tools (-2 penalty on Craft checks), if you can do the job at all (see Craft, page 52).

Artisan's Tools, Masterwork: These tools serve the same purpose as artisan's tools (above), but masterwork artisan's tools are the perfect tools for the job, so you get a +2 bonus on Craft checks made with them.

Climber's Kit: This is the perfect tool for climbing and gives you a +2 bonus on Climb checks.

Disguise Kit: The kit is the perfect tool for disguise and provides

a +2 bonus on Disguise checks. A disguise kit is exhausted after ten uses.

Healer's Kit: It is the perfect tool for healing and provides a +2 bonus on Heal checks. A healer's kit is exhausted after ten uses.

Holy Symbol, Silver or Wooden: A holy symbol focuses positive energy. A cleric or paladin uses it as the focus for his spells and as a tool for turning undead. Each religion has its own holy symbol.

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).

Magnifying Glass: This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and at least a full-round action. A magnifying glass grants a +2 bonus on Appraise checks involving any item that is small or highly detailed.

Musical Instrument, Common or Masterwork: A masterwork instrument grants a +2 bonus on Perform checks involving its use.

Pitons: 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 DR of 15.

Spell Component Pouch: A spellcaster with a spell component pouch is assumed to have all the material components and focuses needed for spellcasting, except for those components that have a specific cost, divine focuses, and focuses that wouldn't fit in a pouch.

Spellbook, Wizard's (Blank): A spellbook has 100 pages of parchment, and each spell takes up one page per spell level (one page each for 0-level spells).

Thieves' Tools: This kit contains the tools you need to use the Disable Device and Open Lock skills. Without these tools, you must improvise tools, and you take a -2 circumstance penalty on Disable Device and Open Locks checks.

Thieves' Tools, Masterwork: This kit contains extra tools and tools of better make, which grant a +2 bonus on Disable Device and Open Lock checks.

Tool, Masterwork: This well-made item is the perfect tool for the job. It grants a +2 bonus on 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.

Clothing

Artisan's Outfit: This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.

Cleric's Vestments: These ecclesiastical clothes are for performing priestly functions, not for adventuring.

Cold Weather Outfit: A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. This outfit grants a +5 bonus to Fortitude defenses against exposure to cold weather.

Courtier's Outfit: This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. If you wear this outfit without jewelry (costing an additional 50 gp), you look like an out-of-place commoner.

Entertainer's Outfit: This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

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 overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

Monk's Outfit: This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. The outfit is designed to give you maximum mobility, and it's made of high-quality fabric. You can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.

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).

Peasant's Outfit: This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

Royal Outfit: This is just the clothing, not the royal scepter, crown, ring, and other accoutrements. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

Scholar's Outfit: Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

Traveler's Outfit: This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

Food, Drink, and Lodging

Inn: Poor accommodations at an inn amount to a place on the floor near the hearth. Common accommodations consist of a place on a raised, heated floor, the use of a blanket and a pillow. Good accommodations consist of 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, carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

Mounts and Related Gear

Barding, Medium Creature and Large Creature: Barding is a type of armor that covers the head, neck, chest, body, and possibly legs of a horse or other mount. Barding made of medium or heavy armor provides better protection than light barding, but at the expense of speed. Barding can be made of any of the armor types found on Table: Armor and Shields.

Armor for a horse (a Large nonhumanoid creature) costs four

times as much as armor for a human (a Medium humanoid creature) and also weighs twice as much as the armor found on Table: Armor and Shields (see page 110). If the barding is for a pony or other Medium mount, the cost is only double, and the weight is the same as for Medium armor worn by a humanoid. Medium or heavy barding slows a mount that wears it, as shown on the table below.

	— — — Base Speed — — —		
Barding	(40 ft.)	(50 ft.)	(60 ft.)
Medium	30 ft.	35 ft.	40 ft.
Heavy	30 ft. ¹	35 ft. ¹	40 ft. ¹

1 A mount wearing heavy armor moves at only triple its normal speed when running instead of quadruple.

Flying mounts can't fly in medium or heavy barding.

Removing and fitting barding takes five times as long as the figures given on Table: Donning Armor. A barded animal cannot be used to carry any load other than the rider and normal saddlebags.

Dog, Riding: This Medium dog is specially trained to carry a Small humanoid rider. It is brave in combat like a warhorse. You take no damage when you fall from a riding dog.

Donkey or Mule: Donkeys and mules are stolid in the face of danger, hardy, surefooted, and capable of carrying heavy loads over vast distances. Unlike a horse, a donkey or a mule is 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 is much better. If you have a riding dog, you have to feed it at least some meat.

Horse: A horse (other than a pony) is suitable as a mount for a human, dwarf, elf, half-elf, or half-orc. A pony is smaller than a horse and is a suitable mount for a gnome or halfling.

Warhorses and warponies can be ridden easily into combat. Light horses, ponies, and heavy horses are hard to control in combat.

Saddle, Exotic: An exotic saddle is like a normal saddle of the same sort except that it is designed for an unusual mount. Exotic saddles come in military, pack, and riding styles.

Saddle, Military: A military saddle braces the rider, providing a +2 bonus on Ride checks related to staying in the saddle. If you're knocked unconscious while in a military saddle, you have a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

Saddle, Pack: A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.

Saddle, Riding: The standard riding saddle supports a rider.

Transport

Carriage: This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

Cart: This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

Galley: This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. For 8,000 gp more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

Keelboat: This 50- to 75 foot long ship 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 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about 1 mile per hour.

Longship: This 75 foot long ship with forty oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

Rowboat: This 8- to 12 foot long boat holds two or three Medium passengers. It moves about 1-1/2 miles per hour.

Sailing Ship: This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

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. A sled comes with the harness needed to pull it.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

Warship: This 100 foot long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2-1/2 miles per hour when being rowed or under sail.

Spellcasting And Services

Sometimes the best solution for a problem is to hire someone else to take care of it.

Coach Cab: The price given 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 copper piece usually takes you anywhere you need to go.

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.

Messenger: This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only half the indicated amount.

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 for its upkeep. Occasionally, a large walled city charges a toll to enter or exit (or sometimes just to enter).

Ship's Passage: Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo. Double the given cost for creatures larger than Medium or creatures that are otherwise difficult to bring aboard a ship.

Spell: The indicated amount is how much it costs to get a spellcaster to cast a spell for you. This cost assumes that you can go to the spellcaster and have the spell cast at his or her convenience. If you want to bring the spellcaster somewhere to cast a spell you need to negotiate with him or her, and the default answer is no.

The cost given is for a spell with no cost for a material component or focus component. If the spell includes a material component, add the cost of that component to the cost of the spell.

If the spell has a focus component (other than a divine focus), add 1/10 the cost of that focus to the cost of the spell.

Furthermore, if a spell has dangerous consequences, the spellcaster will certainly require proof that you can and will pay for dealing with any such consequences (that is, assuming that the spellcaster even agrees to cast such a spell, which isn't certain). In the case of spells that transport the caster and characters over a distance, you will likely have to pay for two castings of the spell, even if you aren't returning with the caster.

In addition, not every town or village has a spellcaster of sufficient level to cast any spell. In general, you must travel to a small town (or larger settlement) to be reasonably assured of finding a spellcaster capable of casting 1st-level spells, a large town for 2nd-level spells, a small city for 3rd- or 4th-level spells, a large city for 5th- or 6th-level spells, and a metropolis for 7th- or 8th-level spells. Even a metropolis isn't guaranteed to have a local spellcaster able to cast 9th-level spells. Additionally, while you may find spellcasters able to cast some spells, there is no guarantee that they are able to cast the spell you desire. In general, the more common the spell, the more likely you are to find a spellcaster able to cast it.

Chapter 9

Magic

Magic comes in many forms, but it is most commonly wielded with spells. A spell is a one-time magical effect. There are three types of spells: arcane (cast by sorcerers and wizards), divine (cast by clerics), and nature (cast by druids). Cutting across these categories are the eight schools of magic. Each of the eight schools represents a different type of mastery over the world, based on fundamentally distinct principles.

9.1 Casting Spells

Whether a spell is arcane, divine, or natural, casting a spell works the same way.

Casting Process

- *Choose spell:* You must choose which spell to cast from among the spells you know. If a spell has multiple versions, you choose which version to use when you cast it. Similarly, if a spell has augments, you must choose which augments to use when you cast it.
- *Pay spell slot:* If you use spell slots to cast spells, you must expend a spell slot of the spell's level or higher. If you do not have spell slots to spend, your attempt to cast the spell fails. If you are augmenting a spell, you must expend a spell slot of a level no less than the spell's level + the level of all augments used.
- *Perform spell components:* Almost all spells have verbal and somatic components.
 - *Verbal components* involve speaking the spell's incantation loudly and clearly.
 - *Somatic components* involve using at least one hand to make gestures with magical significance. While casting a spell with somatic components, one hand is used to cast the spell, and cannot be used to defend yourself or take other actions.
- *Concentrate:* You must concentrate to cast spells. If you take damage or are otherwise distracted during a phase in which you attempt to cast a spell, you may miscast the spell. See Concentration, page 123, for details.
- *Choose effects:* You make choices about the spell's effects as you finish casting the spell. This includes deciding which creatures to target, where the spell takes effect, and so on.
- *Roll dice:* Finally, after making any necessary decisions about the spell's effects, you roll any dice required to determine how successful the spell is. This includes attack rolls, damage rolls,

and so on.

Spell Slots

To cast a spell of a given level, most spellcasters must spend a spell slot of the appropriate level. If the spellcaster has no spell slots of the appropriate level, she may use a higher-level spell slot instead. The spell is still treated as if it were its actual level, not the level of the slot used to cast it.

Sorcerers do not use spell slots, and do not need to spend spell slots to cast spells.

Focusing and Concentration

Some actions require focusing, such as casting spells. If you are damaged or distracted while taking an action that requires focus, your concentration may be broken.

Concentration Checks:

To make a concentration check, roll d20 + level –overwhelm penalties. The DR is equal to 10 + (twice the level of the spell you are casting). If the total damage you took in the current round exceeds your Fortitude or Mental defense, you take a –5 penalty to this check. If the damage exceeds both defenses, you take a –10 penalty instead.

Success means you cast the spell successfully. Failure means you miscast the spell (see Miscasting, page 124).

Casting a Spell: You must concentrate to cast spells. When you finish casting a spell, if you took any damage while casting it, make a Concentration check (see Concentration Checks, page 123). Failure means you miscast the spell (see Miscasting, page 124), but you still lose the spell slot used to cast it.

Focusing on Existing Spells: Many spells allow you to spend a standard action focusing to extend their effects. At the end of every round you focus, if you took any damage, make a Concentration check. Failure means your focus ends, but the spell may continue to have effects, as indicated in the spell description. Most spells do not allow you to resume focusing on them after your concentration is broken.

Performing Rituals: You must focus to perform rituals. At the end of every round, if you took any damage, make a Concentration check. Failure means the ritual fails and has no effect. When a ritual fails, half of the ritual components are usually consumed during the ritual, the but remainder can be salvaged.

Distracting Circumstances: In some circumstances, you need to Concentration make a concentration check to cast spells or take other actions even if you haven't taken damage. Examples include

being on a galloping horse, in a storm-tossed ship, or in an earthquake.

Focus Limits: Focusing on a spell is mentally tiring. You can focus on a spell for up to 5 minutes without penalty. After 5 minutes, and every minute thereafter, you must make a Concentration check even if you haven't taken damage. If you fail, you lose your focus on the spell and become fatigued. The difficulty of the test increases by 2 for every additional minute of focus.

Miscasting

If you start casting a spell and fail to complete it, such as if your concentration is broken or your armor interferes with your spellcasting, you miscast the spell. Each spell specifies what happens if you miscast it. In general, ranged spells that would affect a single target instead affect a random target, ranged spells which would affect an area instead originate from you, and other spells simply explode.

Dismissing Spells

As a swift action, you can dismiss any spells you cast that has lasting effects. This requires the same casting components (verbal and somatic) as casting the spell normally. The effects of a dismissed spell immediately end.

Impossible Spell Effects

If you try to cast a spell in circumstances that make the spell's effect impossible, the spell fails and has no effect. You still lose the spell slot used to cast it.

9.2 Determining Spell Effects

Spellpower

Both the accuracy and power of your spells is determined by your spellpower. Normally, your spellpower is equal to your level in your casting class. However, each class has a different way to increase its spellpower.

- Clerics gain increased spellpower based on their devotion.
- Druids gain increased spellpower by attuning to natural environments.
- Sorcerers can use Willpower in place of their sorcerer level to determine their spellpower.
- Wizards can use Intelligence in place of their wizard level to determine their spellpower.

Effects that increase spellpower never increase spells per day or spells known. Only your class levels affect those values.

Multiple Casting Classes: If you have levels in more than one spellcasting class, use the spellpower appropriate to the class that you are casting the spell from.

Reducing Spellpower: You can voluntarily reduce the power of the spells you cast by using a lower spellpower. However, you cannot use a spellpower lower than the minimum spellpower required to cast the spell, which is equal to twice the spell's level.

Spell Resistance: Some creatures have spell resistance, which is a special ability which allows them to resist spells. You can overcome spell resistance by making an attack with an accuracy equal to your spellpower. See Spell Resistance, page 128, for details.

Magical Attacks

To affect an unwilling creature with a spell, you must make a magical attack. Your accuracy is normally equal to your spellpower.

Resisting a Spell

A creature that successfully resists a spell that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack without the use of the Spellcraft skill (see Spellcraft, page 62).

Not Resisting a Spell

A creature can voluntarily forego its defenses and willingly accept a spell's result. However, a character with a special immunity to specific magical effects cannot suppress that quality.

Targeting Spells

Midair Locations: A creature or object brought into being or transported to your location by a spell cannot appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it.

Targeting Inside Creatures: Creatures block line of effect to the inside of their own bodies. As a result, you cannot cast a spell that takes effect inside a creature unless you are also inside the creature. This restriction applies even if there is no physical barrier to the inside of the creature; you cannot detonate a *fireball* inside a creature's mouth, even if it has its mouth open at the time.

Special Spell Effects

Attacks

Some spell descriptions refer to attacking. All offensive combat actions and special abilities, even those that don't damage opponents, are considered attacks. All spells that affect any unwilling creatures are considered attacks. If all creatures affected by a spell are willing, the spell is not considered an attack. Spells that damage objects or summon allies are not attacks because the spells themselves don't harm anyone.

Resurrecting the Dead

Several spells have the power to restore slain characters to life.

When a living creature dies, its soul departs its body, leaves the Material Plane, travels through the Astral Plane, and goes to abide on the plane where the creature's deity resides. If the creature did not worship a deity, its soul departs to the plane corresponding to its alignment. Bringing someone back from the dead means retrieving his or her soul and returning it to his or her body.

Negative Level: Any creature brought back to life gains a *negative level* (*-1 to accuracy, defenses, and checks, -5 hit points*). If the character was 1st level at the time of death, he or she takes 2 points of Constitution drain instead. This negative level or Constitution drain cannot be repaired by anything less than a *wish* or *miracle* spell, but it goes away naturally after a year has passed or after the character gains two new levels.

Preventing Revivification: Enemies can take steps to make it more difficult for a character to be returned from the dead. Except for *true resurrection*, every ritual to raise the dead requires a body, so keeping or destroying the body is an effective deterrent. The

soul bind ritual prevents any sort of revivification unless the soul is first released.

Revivification against One's Will: A soul cannot be returned to life if it does not wish to be. A soul infallibly knows the name, alignment, and patron deity (if any) of the character attempting to revive it and may refuse to return on that basis.

Combining Effects

Spells or magical effects usually work as described, no matter how many other spells or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a spell does not affect the way another spell operates. Whenever a spell has a specific effect on other spells, the spell description explains that effect.

However, spells, feats, and other abilities that have very similar effects may not both help the subject. A character can only be increased so far beyond his or her normal limits; even layered with powerful magical effects, a commoner is no serious threat to a giant. The limitations on these effects are provided by the stacking rules described below.

Stacking Effects

Spells that provide bonuses or penalties usually do not stack with themselves. More generally, two enhancement bonuses don't stack even if they come from different spells; see *Stacking Rules*, page 223, for more details.

Same Effect More than Once in Different Strengths: In cases when two or more identical spells are operating in the same area or on the same target, but at different strengths, only the best one applies. This is called overlapping.

Same Effect with Differing Results: The same spell can sometimes produce varying effects if applied to the same recipient more than once. Usually, the last spell in the series trumps the others. None of the previous spells are actually removed or dispelled, but their effects become irrelevant while the final spell in the series lasts.

One Effect Makes Another Irrelevant: Sometimes, one spell can render a later spell irrelevant. Both spells are still active, but one has rendered the other useless in some fashion.

Multiple Mind Control Effects: Sometimes magical effects that affect a creature's mind render each other irrelevant, such as a spell that removes the subject's ability to act. Mental controls that don't remove the recipient's ability to act usually do not interfere with each other. If a creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed spellpower checks to determine which one the creature obeys.

Spells with Opposite Effects: Spells with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply.

Instantaneous Effects: Two or more spells with instantaneous durations work cumulatively when they affect the same target.

9.3 Spell Descriptions

The description of each spell is presented in a standard format. Each category of information is explained and defined below.

Name

The first line of every spell description gives the name by which the spell is generally known.

Description

Beneath the spell name is a brief description of the spell's effect. This description has no mechanical significance, and simply describes how the spell usually appears or is used.

School/Schools

The next line describes the schools of magic that the spell belongs to. Almost every spell belongs to at least one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. They are described below.

Some spells belong to more than one school of magic. Treat these spells for all purposes as if they were a member of both schools simultaneously. If you are prohibited from casting spells from a certain school, you cannot cast a spell which belongs to that school, even if it also belongs to another school. Likewise, any benefits which apply to casting spells from a specific school apply normally. If you have abilities which apply when casting spells from both schools that make up a spell, the abilities do not stack.

A small number of spells (*limited wish*, *permanency*, *prestidigitation*, and *wish*) are universal, belonging to no school.

Abjuration

Abjuration spells manipulate the raw essence of magic. They often protect allies or ward off foes. Many abjuration spells also belong to another school of magic.

Conjuration

Conjuration spells transport and create objects and creatures to aid you. They can also transport you and your allies elsewhere.

Divination

Divination spells enable you to predict the future, gain or share knowledge, find hidden things, and foil deceptive spells.

Enchantment

Enchantment spells affect the minds of others, influencing or controlling their behavior or mental capabilities. Almost all enchantment spells are Mind spells, and many of them are Subtle as well.

Evocation

Evocation spells create and manipulate energy and forces or tap into divine or other powers to produce a desired end. In effect, they create energy or effects, but not physical objects, out of nothing. Many of these spells produce spectacular effects.

Illusion

Illusion spells deceive the senses of others. They conceal things that exist or cause people to perceive things that do not exist.

Transmutation

Transmutation spells change the properties of creatures and objects. They can grant new abilities, enhance existing abilities, change a target's form, or even alter the flow of time itself.

Vivimancy

Vivimancy spells manipulate the power of life and death, as well as souls. Spells involving positive and negative energy belong to this school.

[Tags]

Appearing on the same line as the school, when applicable, are tags which further categorizes the spell in some way. Some spells have more than one descriptor. Spell tags are described at Spell Tags, page 128.

Level

The next line of a spell description gives the spell's level, a number between 1 and 9 that defines the spell's relative power. This number is preceded by an abbreviation for the class whose members can cast the spell. The Level entry also indicates whether a spell is a domain spell and, if so, what its domain and its level as a domain spell are.

Names of spellcasting classes are abbreviated as follows: cleric Clr; druid Drd; sorcerer Sor; wizard Wiz.

The domains a spell can be associated with include Air, Chaos, Death, Destruction, Earth, Evil, Fire, Good, Knowledge, Law, Leadership, Magic, Nature, Protection, Strength, Travel, Trickery, Vitality, War, and Water.

Components

A spell's components are what you must do or possess to cast it. All spells have verbal and somatic components unless the spell description says otherwise. The Components entry in a spell description includes abbreviations that tell you what type of components it has. Specifics for material components and focuses are given at the end of the descriptive text.

Verbal (V): A verbal component is a spoken incantation. To provide a verbal component, you speak in a strong voice with a volume at least as loud as ordinary conversation.

A gag spoils the incantation (and thus the spell). A spellcaster who has been deafened has a 20% chance to spoil any spell with a verbal component that he or she tries to cast. Likewise, a *silence* spell imposes a 20% chance of failure.

Somatic (S): A somatic component is a measured and precise movement of the hand. You must have at least one hand free to provide a somatic component. Touch range spells often include the act of touching the spell recipient as part of the somatic component.

Material (M): A material component is one or more physical substances or objects that are annihilated by the spell energies in the casting process.

Casting Time

All spells have a casting time of 1 standard action unless otherwise specified in the spell description. Some spells require only a swift or immediate action to cast.

You make all pertinent decisions about a spell (range, target, area, effect, version, and so forth) when you finish casting the spell, not when you start casting.

Range

A spell's range indicates how far from you it can reach, as defined in the Range entry of the spell description. It indicates the maximum distance at which you can designate the spell's point of origin. The effect of a spell can extend beyond that range if it affects an area. A spell without a range simply affects the area specified in the spell's description; if it becomes relevant, you are considered to be its point of origin. Standard ranges include the following.

Touch: You must touch a creature or object to affect it. Touching a creature requires a successful attack against its Reflex defense. A touch spell that deals damage can score a critical hit just as a weapon can. A touch spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch spells allow you to touch multiple targets. You can touch as many willing targets as you can reach as part of the casting, but all targets of the spell must be touched in the same round that you finish casting the spell. Normally, you can touch no more than six targets per round of casting.

If you have the ability to make multiple touch attacks, such as from the *chill touch* spell, and you can make multiple attacks in a round, you can make a touch attack on each of those attacks.

Close: The spell reaches as far as 30 feet.

Medium: The spell reaches as far as 100 feet.

Far: The spell reaches as far as 300 feet.

Unlimited: The spell reaches anywhere on the same plane of existence.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in feet.

Unrestricted Ranges

Some spells have an unrestricted range, as denoted by (Unrestricted). A spell with an unrestricted range does not require line of sight or line of effect.

Area

Some spells affect an area. Sometimes a spell description specifies a specially defined area, but usually an area falls into one of the categories defined below.

When casting an area spell, you select the point where the spell originates. The point of origin of a spell is always a grid intersection. When determining whether a given creature is within the area of a spell, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection.

You can freely decrease a spell's area, provided that you decrease it uniformly across all of the spell's dimensions. For example, you

can cast a *fireball* that affects a 5 foot radius if you choose to do so, but you can't cast a *fireball* with any shape other than a sphere.

You can count diagonally across a square, but remember that every second diagonal counts as 2 squares of distance. If the far edge of a square is within the spell's area, anything within that square is within the spell's area. If the spell's area only touches the near edge of a square, however, anything within that square is unaffected by the spell.

Area Types

Burst: A burst spell has an immediate effect on all valid targets within an area.

Emanation: An emanation spell has effects within an area for the duration of the spell. It emanates from a specific creature or object, rather than a location. If that creature or object moves, the emanation moves with it.

Limit: A limit spell has an immediate effect within an area. It may affect specific targets of your choice, or it may create effects at locations within the area, but it will not affect the entire area at once.

Zone: A zone spell has effects within an area for the duration of the spell. Unless otherwise noted, it does not move after being created.

Area Shapes

Cone: A cone extends from the point of origin in a quarter-sphere, up to the given length.

Cylinder: A cylinder extends out from the point of origin in a circle, up to the given radius. Cylinders also have a specific height. Unless otherwise specified, a cylinder's height is the same as its radius. Cylinders ignore obstacles that partially block line of effect, as long as there is a path around the obstacle that lies entirely within the spell's area.

Line: A line extends from the point of origin in a straight line, up to the given length. Lines also have a specific width and height. Unless otherwise specified, a line-shaped spell affects an area 5 feet wide and 5 feet high. The affected squares are chosen such that they stay close to the chosen line as possible. All squares affected by a line must be contiguous, so every square is adjacent to another affected square, disregarding diagonals.

Shapeable Lines: Some lines are shapeable, as denoted by (S). A shapeable line can make 90 degree turns at any point in its path, which you can freely determine within the normal limitations.

Sphere: A sphere extends from the point of origin in all directions. Any spell which only specifies a radius for its area is sphere-shaped.

Wall: A wall is like a line, except that it has no width. Instead, it affects the boundary between squares. Walls can also be shapeable.

Walls can normally be created within occupied squares, but not within solid objects. Some walls are called solid walls, and cannot be created within occupied squares.

Specific Shapes: Some spells specify a series of volumes that make up the area of the spell. Most commonly, the volumes are cubes. You may arrange the volumes as you want, with the restriction that each volume in the spell's area must be adjacent to one other volume in the spell's area.

Area Sizes

The area affected by many spells falls into one of three sizes. Each size defines the extent to which the spell extends out from its origin, whether as a radius or as a length. Some spells have specific sizes, as given in the spell description.

Small: Small spells extend 10 feet from their point of origin.

Medium: Medium spells extend 20 feet from their point of origin.

Large: Large spells extend 50 feet from their point of origin.

Targets

Some spells have a target or targets. You cast these spells on creatures or objects, as defined by the spell itself. You must be able to see or touch the target, and you must specifically choose that target. You do not have to select your target until you finish casting the spell.

Multiple Targets: Most spells which have multiple targets also specify an area that the targets must reside in. If the spell says "all creatures", you do not have the ability to choose which creatures it affects; otherwise, you may pick and choose creatures within the area.

Redirecting a Spell: Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell is a swift action.

Targeting Restrictions: Many spells affect "living creatures," which means all creatures other than constructs and undead. Creatures in the spell's area that are not of the appropriate type do not count against the creatures affected.

Willing Targets: Some spells restrict you to willing targets only. You can choose to be a willing target at any time. Unconscious creatures and objects are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound or paralyzed) is not automatically willing.

Ray: Some effects are rays. You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. You don't have to see the creature you're trying to hit, as you do with a targeted spell. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature you're aiming at.

If a ray spell has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists.

If a ray spell deals damage, you can score a critical hit just as if it were a weapon. A ray spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a spell can affect. A line of effect is canceled by a solid barrier. It's like line of sight for ranged weapons, except that it's not blocked by fog, darkness, and other factors that limit normal sight.

You must have a clear line of effect to any target that you cast a spell on or to any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any spell you cast.

A burst, cone, cylinder, or emanation spell affects only an area, creatures, or objects to which it has line of effect from its origin (a

spherical burst's center point, a cone-shaped burst's starting point, a cylinder's circle, or an emanation's point of origin).

An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell's line of effect. Such an opening means that the 5-foot length of wall containing the hole is no longer considered a barrier for purposes of a spell's line of effect.

Duration

A spell's Duration entry tells you how long the magical energy of the spell lasts.

Focus: The spell lasts as long as you focus on it. Focusing to maintain a spell is a standard action. Anything that could break your concentration when casting a spell can also break your concentration while you're maintaining one, causing your focus to end. You can't cast a spell while focusing on another one.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends at the end of your turn.

Spells end after the given length of time has completely elapsed. For example, a spell that lasts 1 round ends at the end of the next round after it is cast, not at the end of the round in which it is cast.

If a spell's duration is variable, the duration is rolled secretly (the caster doesn't know how long the spell will last).

Short: The spell lasts for as long as you focus, plus 5 additional rounds.

Medium: The spell lasts for 5 minutes.

Long: The spell lasts for 1 hour.

Extreme: The spell lasts for 12 hours.

Other: Some spells, such as long-lasting rituals, last for a specific amount of time specified in the spell description.

Permanent: The energy remains as long as the effect does. This means the spell is vulnerable to *dispel magic*.

Instantaneous: Spells without a listed duration are instantaneous. Spell energy comes and goes the instant the spell is cast, though the consequences might be long-lasting.

Subjects, Effects, and Areas: If the spell affects creatures directly, the result travels with the subjects for the spell's duration. If the spell creates or summons objects or creatures, they last for the duration, and are capable of moving outside the spell's initial area. Such effects can sometimes be destroyed prior to when its duration ends. If the spell creates an emanation, then the spell stays with that area for its duration. Creatures become subject to the spell when they enter the emanation and are no longer subject to it when they leave.

Discharge: Occasionally a spell lasts for a set duration or until triggered or discharged.

Spell Resistance

Spell resistance is like an additional defense against spells and spell-like abilities. When you cast a spell or use a spell-like ability that directly affects a creature or object with spell resistance, you must make a special attack with an accuracy equal to your spellpower. If that attack beats a target's spell resistance, the spell or spell-like ability works normally on that target. Otherwise, it has no effect on the target. This does not prevent the spell from having its normal effect on other creatures or objects.

Spells which do not directly affect targets, such as

summon monster or *create image*, do not allow spell resistance. In addition, Antimagic and Physical spells do not allow spell resistance.

Normally, creatures with spell resistance can choose to allow spells through their resistance. Some creatures cannot control their spell resistance, so an attack is always necessary to affect them. This is specified in the description of the creature's spell resistance.

Effect

This portion of a spell description details what the spell does and how it works. If one of the previous entries in the description included "see text," this is where the explanation is found. There are several key parts of a spell which are also contained here.

Damage

This is the amount of damage the spell deals. Typically, the effect will specify who takes the damage. If no effect is specified, the spell damages all of its targets, or all creatures (but not objects) in the area. A spell with this entry is considered a damaging spell. A spell without this entry is not, even if it could be used to deal damage.

Spells can inflict many kinds of damage. Common damage types include acid, bludgeoning, cold, divine, electricity, fire, force, life, physical, piercing, slashing, solar, and sonic.

Damaging Items: Unless the descriptive text for the spell specifies otherwise, all items carried or worn by a creature are assumed to survive a magical attack. If an item is not carried or worn and is not magical, it does not get any defenses. It simply is dealt the appropriate damage.

Healing

This is the amount of damage the spell heals. Typically, the effect will specify who receives the healing. If no effect is specified, the spell heals all of its targets, or all creatures (but not objects) in the area.

Healthy Effect

This is the effect a spell has on a healthy subject (above half hit points remaining).

Bloodied Effect

This is the effect a spell has on a bloodied subject (at or below half hit points remaining). If the spell has a duration, and a healthy creature becomes bloodied during the duration of the spell, it immediately suffers the bloodied effect of the spell. If the spell does not have a duration, any damage the subject takes after being affected by the spell does not change which effect the spell has.

9.4 Spell Tags

Most spells have tags that describe the spell's effects or nature. Many of these tags have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on. They are described on Table 9.1: Spell Tags.

Table 9.1: Spell Tags

Tag	Effect
Acid	—
Air	The spell has no effect in environments without air.
Alteration	—
Antimagic	The spell attacks magic itself. It does not allow spell resistance.
Auditory	Creatures that cannot hear the spell's effect are immune to the spell.
Augment	—
Barrier	If you attempt to move the spell's area towards a force or creature it prohibits, you feel a discernible pressure. If you continue moving, the spell ends.
Charm	—
Chaotic	—
Cold	—
Compulsion	The spell forcibly alters a creature's actions, but does not necessarily affect its opinions or personality. All Compulsion effects are Mind effects.
Creation	The spell creates an object. Normally, Creation spells create temporary objects out of raw magical energy. Such objects disappear without a trace at the end of the spell, as the magic sustaining them fades. If the spell is also Physical, the objects created are real, and persist indefinitely.
Curse	The spell cannot be dispelled. It can be removed with <i>break enchantment</i> or <i>remove curse</i> .
Death	The spell only affects living creatures. A creature killed by a death effect cannot be returned to life by <i>lesser resurrection</i> .
Delusion	The spell alters a creature's opinions or personality, but does not necessarily affect its actions. All Delusion effects are Mind effects.
Destructive	If the spell deals enough damage to a barrier to destroy it, its area continues past the barrier up to its normal limits.
Detection	The spell's area can penetrate physical objects. Unless otherwise specified, it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.
Disease	—
Earth	—
Electricity	—
Evil	—
Fear	—
Figment	The spell creates a false sensation shared by everyone viewing or otherwise perceiving the figment. Figments cannot remove real sensations present in their area, but they can add additional false sensations. You can only create figments of sensations you understand; for example, you cannot create a figment which speaks in a language you do not understand. A figment's physical defenses are equal to 10 + its size modifier.
Fire	The spell has no effect underwater. It provides light equivalent to a torch for its duration. Effects without a duration create a brief burst of torchlight.
Flesh	The spell has no effect on creatures without flesh, such as ghosts or oozes.
Fog	The spell has effect underwater. If at least 5 points of fire damage are dealt in a square within the spell's area, the fog is destroyed in that area. Unless otherwise specified, a moderate wind (11+ mph) disperses the fog in 5 rounds, and a strong wind (21+ mph) disperses the fog in 1 round.
Force	If the spell is cast on the Material Plane, it also affects the Ethereal Plane.
Glamer	—
Good	—
Instantaneous	The spell instantly causes some change which is thereafter nonmagical. It cannot be dispelled or dismissed.
Lawful	—
Life	The spell only affects living creatures.
Light	The spell's effect is blocked by effects that block sight, and can pass through barriers that do not block sight.
Mind	The spell has no effect on creatures with an Intelligence of –8 or lower, or on creatures without minds (such as oozes or constructs).

Morale	—
Negative	—
Physical	The spell creates or modifies physical objects rather than using a direct magical effect. The spell does not allow spell resistance.
Planar	—
Poison	—
Positive	—
Scrying	The spell creates an invisible magical sensor that sends you information. Unless noted otherwise, the sensor has the same powers of sensory acuity that you possess. This level of acuity includes any spells or effects that target you, but not spells or effects that emanate from you. However, the sensor is treated as a separate, independent sensory organ of yours, and thus it functions normally even if you have been blinded, deafened, or otherwise suffered sensory impairment. Any creature trained in Spellcraft can notice the sensor by making a DR 20 Spellcraft check. The sensor can be dispelled as if it were an active spell. Lead sheeting or magical protection blocks a scrying spell, and you sense that the spell is so blocked.
Shielding	—
Sizing	Multiple size increasing or size decreasing effects never stack. Opposing size modifications cancel each other out on one for one basis, and any remaining effect occurs normally.
Sonic	—
Speech	The spell be cast using a specific language you know. The spell has no effect on targets that do not understand the language used.
Subtle	Subtle spells have no obvious effects. A creature affected by a subtle spell is usually unaware that it is under magical influence. The DR to identify a subtle spell with the Spellcraft skill is 10 higher than normal (see Spellcraft, page 62).
Summoning	The spell manifests a creature from another plane. The manifestation immediately disappears when it dies, its hit points reach 0, or the spell's duration ends. Damage to the manifestation does not affect the original creature. Summoned creatures cannot use summoning abilities. Summoned creatures must be summoned within the spell's range, but can travel beyond that range freely.
Telekinesis	—
Teleportation	A teleported creature can bring along equipment and held objects as long as their weight doesn't exceed its maximum load. Any excess items are left behind, in order of their distance from the creature's body.
Temporal	—
Trap	The spell has no immediately obvious effect, but it can be detected with the Perception skill. Unless otherwise noted, it is also possible to disable the spell with the Devices skill before it triggers. The DR to detect and disable the spell is equal to 25 + spell level. No more than one trap spell can be placed on the same object or in the same area. Only the first trap placed has any effect. It must be dispelled or discharged before any new traps can be placed.
Unreal	The spell can be recognized as unreal with a Perception check against a DR equal to 10 + your spellpower. Creatures get a +10 bonus on this Perception check when using senses which should be present in the figment, but which are missing. Alternately, if the figment has a visual manifestation, physical contact can reveal it as unreal. A creature faced with definitive proof that the figment is unreal can disbelieve it, treating it as if it were not there. Its effects can still be observed if desired, but they are mere shadows of the full effect: visual effects appear translucent outlines, sounds can be heard as ghostly echoes, and so on.
Visual	Creatures that cannot see the spell's effect are immune to the spell.
Water	—

9.5 Cantrips

Cantrips are special spell-like abilities that arcane casters can use at will. Unlike other spell-like abilities, they have verbal and somatic components and are subject to arcane spell failure. All cantrips take a standard action to cast unless specified otherwise in the description. Cantrips are considered to be 0th level for the purpose of spells and abilities which reference spell level. They are described at the end of Chapter 12.

9.6 Rituals

Rituals are ceremonies that create magical effects. Spellcasting characters, or characters with the Ritual Caster feat, can learn and perform rituals. You don't memorize a ritual as you would a normal spell; rituals are too complex for all but the mightiest wizards to commit to memory. To perform a ritual, you need to read from a book or a scroll containing it. Rituals are considered to be spells for many purposes, such as for spell resistance and for effects related to spells, but they are learned and cast in very different ways.

Ritual Descriptions

Like a spell, each ritual has a school, a level, and a magical effect. Rituals are described in Chapter 13. The description of each ritual follows the same format as the description of spells in Chapter 12, except for the description of ritual levels. Unlike spells, which have levels based on class, rituals have levels based on the source of magic: arcane, divine, or nature. A ritual always matches the magic source of the person performing the ritual. For example, *scrying* is an arcane ritual when performed by a wizard, but a divine ritual when performed by a cleric.

Ritual Requirements

In order to learn and perform a ritual, you must be able to cast at least one spell of the same level as the ritual.

Ritual Books

A ritual book contains one or more rituals that you can use as frequently as you like, as long as you can spare the time and the components to perform the ritual. Scribing a ritual in a ritual book costs an amount of precious inks.

Ritual Components

Every ritual has a material component cost. This cost can be paid with precious metals or gems, or with special materials designed to perform rituals. Some rituals have unique costs and may require specific material components.

Ritual Costs

The costs to scribe and perform rituals are described on Table 9.2: Ritual Costs.

Performing Rituals

To perform a ritual, you must have a ritual book containing the ritual and the material components required for the ritual. If you are distracted during the ritual, you must make a Concentration check,

Table 9.2: Ritual Costs

Ritual Level	Cost to Perform	Cost to Scribe	Item Level
1st-Level	5 gp	50 gp	1st
2nd-Level	20 gp	200 gp	3rd
3rd-Level	50 gp	500 gp	4th
4th-Level	125 gp	1,250 gp	7th
5th-Level	300 gp	3,000 gp	9th
6th-Level	750 gp	7,500 gp	11th
7th-Level	1500 gp	15,000 gp	12th
8th-Level	3,500 gp	35,000 gp	14th
9th-Level	7,500 gp	75,000 gp	16th
10th-level ¹	17,000 gp	—	—
11th-level	36,000	—	—
12th-level	80,000	—	—
13th-level	170,000	—	—
14th-level	360,000	—	—
15th-level	780,000	—	—

1. There are no rituals that are naturally 10th level or higher, but some rituals can be augmented above 9th level.

just as if you were casting a spell of the ritual's level. If you fail, the ritual is ruined and you must start from the beginning. You can generally recover half the material components from an interrupted ritual.

Performing a ritual and casting a ritual mean the same thing.

Magical Writings

To record a spell in written form, a character uses complex notation that describes the magical forces involved in the spell. The notation constitutes a universal language that spellcasters have discovered, not invented. The writer uses the same system no matter what her native language or culture. However, each character uses the system in her own way. Another person's magical writing remains incomprehensible to even the most powerful spellcaster until she takes time to study and decipher it.

To decipher an magical writing (such as a single spell in written form on a scroll), a character must make a Spellcraft check (DR 20 + the spell's level). If the skill check fails, the character cannot attempt to read that particular spell again until the next day. A *read magic* spell automatically deciphers a magical writing without a skill check. If the person who created the magical writing is on hand to help the reader, success is also automatic.

Once a character deciphers a particular magical writing, she does not need to decipher it again. Deciphering a magical writing allows the reader to identify the spell and gives some idea of its effects (as explained in the spell description). If the magical writing was a scroll and the reader can cast spells of the appropriate type, she can attempt to use the scroll.

9.7 Types of Magical Abilities

Spell-Like Abilities: Usually, a spell-like ability works just like the spell of that name. A few spell-like abilities are unique; these are explained in the text where they are described.

A spell-like ability has no verbal, somatic, or material component, nor does it require a focus or have an XP cost. The user activates it mentally. Armor never affects a spell-like ability's use, even if the

ability resembles an arcane spell with a somatic component.

A spell-like ability has the casting time of the spell it mimics unless noted otherwise in the ability description. In all other ways, a spell-like ability functions just like a spell.

Spell-like abilities are subject to spell resistance and to being dispelled by *dispel magic*. They do not function in areas where magic is suppressed or negated. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

Some creatures are actually sorcerers of a sort. They cast arcane spells as sorcerers do, using components when required. In fact, an individual creature could have some spell-like abilities and also cast other spells as a sorcerer.

Supernatural Abilities: These abilities do not require concentration and cannot be disrupted in combat, as spells can. Supernatural abilities are not subject to spell resistance, counterspells, or to being dispelled by *dispel magic*, and do not function in areas where magic is suppressed or negated.

Extraordinary Abilities: These abilities do not require concentration and cannot be disrupted in combat, as spells can. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities. They are not subject to dispelling, and they function normally in an *antimagic field*. Indeed, extraordinary abilities do not qualify as magical, though they may break the laws of physics.

Natural Abilities: This category includes abilities a creature has because of its physical nature. Natural abilities are those not otherwise designated as extraordinary, supernatural, or spell-like.

Chapter 10

Spells

An ^M or ^F 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.

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.

Targets, Subjects, Creatures, and Characters: All of these words refer to whatever is affected by the spell. "Targets" and "Subjects" are used for spells that target individual creatures or objects. Spells with instantaneous duration typically refer to "targets", while spells that have a duration typically refer to "subjects". "Creatures" and "characters" are used interchangeably, and are typically used with spells that do not affect specific targets.

10.1 Arcane Magic

Arcane Spells

1st-level Arcane Spells

Abjur	 Mage Armor: Create force armor to increase defenses. Protection from Alignment: Grant damage reduction against aligned foes. Resist Energy: Grant damage reduction against energy.
Conj	 Sanctuary: Grant immunity to attack until it attacks. Acid Splash: Fling acid to deal damage. Grease: Create grease to make area or object slippery. Retrieve Object: Teleport unattended object to your hand. Summon Monster: Call extraplanar creature to fight for you.
Div	 Boon of Perception: Grant ability to reroll perceptual skills. Message: Gain ability to whisper conversation at range. Precognition: Gain two legend points. See Invisibility: Grant ability to see invisible creatures and objects. True Strike: Quickly grant brief legend point.
Ench	 Forget: Delude creature into forgetting something. Hold Person: Immobilize a person. Sanctuary: Grant immunity to attack until it attacks. Sleep: Tire a creature, possibly putting it to sleep.
Evoc	 Burning Hands: Create damaging cone of fire. Feather Fall: Arrest fall of object or ally. Mage Hand: Telekinetically move objects. Magic Missile: Fire unerring missiles to deal damage. Shocking Grasp: Touch foe with electricity to deal damage and stagger.
Illus	 Color Spray: Create cone of random colors to impair vision. Create Sound: Create sounds from nowhere. Dancing Lights: Create floating lights you control.

Trans	 Mask of the Deceiver: Grant ability to reroll Bluff, Persuasion. Ventriloquism: Gain ability to speak from anywhere. Darkvision: Grant ability to see in total darkness. Haste: Grant double movement speed and extra strike. See Invisibility: Grant ability to see invisible creatures and objects. Shrink: Halve size of creature.
Vivi	 Animate Corpse: Briefly raise corpse to fight for you. Inflict Wounds: Inflict injuries on foe. Power Word Stagger: Speak word to stagger foe. Unliving Heart: Gain temporary hit points, become undead.

2nd-level Arcane Spells

Abjur	 Ablative Shield: Immediately reduce damage from attacks. Dimensional Anchor: Block extradimensional movement. Inertial Shield: Grant damage reduction. Share Pain: Split damage between two allies.
Conj	 Dimension Slide: Teleport creature short distance. Fog Cloud: Create zone of fog that obscures vision. Glitterdust: Create dust to negate concealment and stealth. Planar Disruption: Damage foe, possibly return it to its native plane. Swarm of Bats: Summon bats to impair vision of foes.
Div	 Discern Lies: Reveal deliberate lies within cone. Mark of Tracking: Know marked target's approximate location. Read Mind: Learn a creature's surface thoughts.
Ench	 Charm Person: Delude person into believing you are its ally. Command: Speak command that creature must obey. Fear: Terrify foe.
Evoc	 Cone of Cold: Create frigid cone to deal damage and inhibit movement. Knock: Open locked or barred object. Shadowbolt: Fire invisible bolt that deals cold damage. Sound Burst: Create blast of sound to deal damage. Telekinetic Shove: Mentally shove creatures each round. Wall of Fire: Create flaming wall that deals damage.
Illus	 Blur: Grant concealment by blurring outline. Create Image: Creates figment to fool eyes. Shadowbolt: Fire invisible bolt that deals cold damage.
Trans	 Enlarge: Double size of creature. Spider Climb: Grant ability to walk on walls and ceilings. Totemic Mind: Grant +2 to mental attribute. Totemic Power: Grant +2 to physical attribute.
Vivi	 Curse of Blood and Bone: Inflict curse to deal damage and reduce total hit points. Eyebite: Inflict foe's eyes to deal damage and impair sight. Share Pain: Split damage between two allies.

3rd-level Arcane Spells

Abjur	Delay Damage: Delay half the damage you take until later. Dispel Magic: Negate magical effects on target. Resist Magic: Grant spell resistance.
Conj	Acid Arrow: Propel acid to deal lingering damage. Blink: Gain 50% miss chance by disappearing and reappearing. Create Ballista: Create a ballista that fires automatically. Rapid Reversal: Quickly teleport creature back to its original position.
Div	Boon of Mastery: Grant ability to reroll all skills. Discern Vulnerability: Quickly find weaknesses in foe's defenses. Moment of Prescience: Immediately gain a legend point.
Ench	Aversion: Compel creature to avoid something. Agony: Inflict pain to increase damage taken. Calm Emotions: Calm multiple creatures to avoid violence. Power Word Fear: Speak word to frighten foe.
Evoc	Fireball: Create burst of fire to deal damage. Levitate: Gain ability to move ally vertically. Lifeseeking Missile: Fire homing missiles to deal damage. Lightning Bolt: Create line of lightning to deal damage. Scorching Ray: Fire ray of fire to deal damage and ignite.
Illus	Mirror Image: Create decoy duplicates of you. Invisibility: Grant ally invisibility until it attacks.
Trans	Create Ballista: Create a ballista that fires automatically. Delay Damage: Delay half the damage you take until later. Gaseous Form: Transform ally into gas, granting flight. Shrink Item: Shrink object to one-sixteenth size. Slow: Force foe to skip movement phase.
Vivi	Death Knell: Inflict damage, accelerate death, and gain life if foe dies. Drain Life: Steal vital energy to deal damage and heal. Lifeseeking Missile: Fire homing missiles to deal damage. Waves of Fatigue: Fatigue creatures in large cone.
Univ	Prismatic Beam: Fire multicolored ray with random effects.

4th-level Arcane Spells

Abjur	Fire Shield: Gain cold resistance and retributive damage against attacks. Invulnerability: Gain damage reduction. Living Missile: Throw ally at foe to deal damage. Mind Blank: Grant immunity to Mind effects.
Conj	Dimension Door: Teleport anywhere within 1,000 feet.
Div	Boon of Many Eyes: Grant reduced overwhelm penalties. Mark of Scrying: Gain ability to scry on marked target.
Ench	Confusion: Compel foe to act randomly. Hypnotic Pattern: Create lights to fascinate creatures. Phantasmal Killer: Frighten foe, possibly to death. Power Word Impair: Speak word to impair foe. Suggestion: Convince creature to obey suggestion.
Evoc	Fire Shield: Gain cold resistance and retributive damage against attacks. Living Missile: Throw ally at foe to deal damage. Missile Storm: Create swarm of homing missiles to damage multiple foes. Shout: Shout loudly to deal damage and deafen in cone.
Illus	Phantasmal Killer: Frighten foe, possibly to death.
Trans	Fly: Grant ability to fly.
Vivi	Cripple: Cripple limbs to deal damage and stagger or paralyze. Enervation: Inflict two negative levels. Ghoul Touch: Sicken or nauseate creature. Unliving Eyes: Grant ability to perfectly see living creatures.

5th-level Arcane Spells

Abjur	Deflection: Gain regenerating legend point for physical defenses. Repulsion: Prevent creatures from approaching you.
Conj	Ethereal Jaunt: Travel to Ethereal Plane. Shadowstep: Become invisible and create illusory double. Web: Create spiderwebs that immobilize.
Div	Boon of Precision: Grant increased critical range and multiplier. Telepathy: Grant ability to communicate mentally.
Ench	Deep Slumber: Compel foe to close eyes and possibly sleep forever.
Evoc	Avatar of Missiles: Gain ability to summon damaging missiles at will. Black Tentacles: Grapple foes with tentacles from the ground. Telekinetic Blast: Damage nearby foes and blast them away from you. Wall of Force: Create force wall that is immune to damage.
Illus	Shadowstep: Become invisible and create illusory double.
Trans	Transmute Flesh and Stone: Transform creature to or from stone.
Vivi	Bleed: Deal damage, plus one critical damage. Curse of the Wayward Mind: Inflict curse to confuse or disorient foe.
Univ	Prismatic Wall: Create multicolored wall with random effects.

6th-level Arcane Spells

Abjur	Aura of Immunity: Grant allies immunity to chosen damage type. Prohibition: Punish nearby creatures that take specific action. Shadow Wall: Create illusory wall that only blocks foes.
Div	Prohibition: Punish nearby creatures that take specific action. Spellsight: Gain ability to see and understand all magic. True Seeing: Grant ability to see through all illusions and transformations.
Ench	Dominate Person: Compel person to obey you completely.
Evoc	Chain Lightning: Create lightning that jumps between foes to deal damage. Inferno: Deal damage to nearby foes over time. Polar Ray: Fire frigid ray to deal damage and slow.
Illus	Shadow Wall: Create illusory wall that only blocks foes.
Trans	Disintegrate: Deal damage, possibly transforming target into dust. True Seeing: Grant ability to see through all illusions and transformations. Temporal Stasis: Stop time for creature, possibly permanently.
Vivi	Finger of Death: Deal damage, possibly instantly kill foe. Harm: Inflict damage or critical damage. Power Word Blind: Speak word to blind or visually impair foe.
Univ	Prismatic Spray: Fire multicolored cone with random effects.

7th-level Arcane Spells

Abjur	Antimagic Field: Negate all magic in emanation. Avatar of Shielding: Grant damage reduction at will.
Conj	Avatar of Translocation: Gain ability to teleport allies at will. Ice Storm: Create storm to deal damage.
Div	Scrybolt: Deal damage to foe you unambiguously identify.
Ench	Avatar of Fealty: Gain ability to command foes at will. Discordant Song: Create music to compel creatures to act randomly. Feeblemind: Reduce foe's Intelligence to -9.
Evoc	Avatar of Wind: Gain ability to strike foes with wind at will. Ice Storm: Create storm to deal damage. Immolation: Deal damage, possibly burn foe to ash. Shadowstorm: Create invisible storm that deals cold damage to foes.
Illus	Shadowstorm: Create invisible storm that deals cold damage to

foes.

Trans **Golem Heart**: Gain golem resistances and immunities.Vivi **Scriybolt**: Deal damage to foe you unambiguously identify.**Strip the Flesh**: Rend foe's skin from its body.

8th-level Arcane Spells

Abjur **Lifebound**: Grant ally immunity to death while another lives.**Sever Magic**: Remove foe's connection to magic.Conj **Bladestorm**: Create storm of blades to deal damage to foes.**Imprisonment**: Entomb foe beneath the earth permanently.Div **Shadow Duplicate**: Create illusory double that can talk and cast spells.**Third Eye**: Gain blindsight, cannot be caught unaware.Ench **Avatar of Suffering**: Gain ability to stagger and impair foes at will.Evoc **Forcecage**: Imprison foe in prison of force.Illus **Shadow Duplicate**: Create illusory double that can talk and cast spells.Trans **Imprisonment**: Entomb foe beneath the earth permanently.**Reverse Gravity**: Reverse gravity in a zone.Vivi **Avatar of Death**: Gain ability to damage or kill foes at will.**Lifebound**: Grant ally immunity to death while another lives.

9th-level Arcane Spells

Abjur **Disjoin Magic**: Unconditionally negate magical effects.**Shadowshield**: Grant 50% chance to subtly negate attacks.Conj **Avatar of Blades**: Gain ability to summon rending blades at will.**Dimensional Army**: Teleport allies to distant location.**Maze**: Trap foe in extradimensional maze.Div **Revelation**: Grant target vision of one of three futures.Ench **Irresistible Dance**: Force foe to dance.Evoc **Meteor Swarm**: Create huge hail of meteors to deal damage and knock foes prone.Illus **Shadowshield**: Grant 50% chance to subtly negate attacks.Trans **Assimilate**: Absorb creature into your body.**Time Stop**: Gain immense speed to take extra actions.**Transmute Any Object**: Transform objects or creatures into new forms.Vivi **Assimilate**: Absorb creature into your body.**Horrid Wilting**: Create dessicating burst to deal damage.**Wail of the Banshee**: Scream to damage and possibly kill nearby creatures.Univ **Prismatic Storm**: Create multicolored blast with random effects.

Cantrip List

Abjur **Resist Damage**: Grant brief damage reduction.Conj **Acid Orb**: Fling acid to deal damage.**Conjure Projectile**: Fire projectile at foe to deal damage.Div **Twist Fate**: Learn foe's future action, possibly apply penalty.Evoc **Combat Telekinesis**: Wield weapon telekinetically.**Magic Ray**: Fire force ray to deal damage.**Flare**: Create flash of light to impair foe's vision.Trans **Augment Attack**: Grant damage bonus on next attack.Vivi **Draining Touch**: Steal vital energy to deal damage and heal.**Exhaustion**: Fatigue or exhaust foe.

Arcane Rituals

1st-level Arcane Rituals

Abjur **Alarm**: Ward area with alarm that senses motion.**Endure Elements**: Grant heat and cold tolerance.Conj **Create Water**: Create drinkable water.**Mount**: Summon riding horse.**Unseen Servant**: Create invisible force that obeys commands.Div **Appraisal**: Learn value of item.**Identify**: Learn magical properties of item.**Read Magic**: Gain ability to read magical writing.Evoc **Floating Disk**: Create floating disk to hold objects.Illus **Disguise Self**: Change your appearance.**Light**: Create light.**Magic Aura**: Change magic aura of item.Trans **Erase**: Remove text from writing.**Mending**: Fix damaged object.**Purify Sustenance**: Remove impurities from food or water.Univ **Arcane Mark**: Inscribe personal rune.

2nd-level Arcane Rituals

Abjur **Arcane Lock**: Lock openable object.**Invisibility Purge**: Suppress nearby invisibility.**Undetectable Alignment**: Conceal ally's alignment.Conj **Create Sustenance**: Create food and water.Div **Comprehend Languages**: Grant ability to understand all languages.**Find Traps**: Grant improved trap-finding abilities.Ench **Zone of Truth**: Prevent lies from being spoken in area.Illus **Darkness**: Create darkness in area around object.**Magic Mouth**: Create mouth that delivers a message.Trans **Enhance Armor**: Improve enhancement bonus of armor.**Enhance Weapon**: Improve enhancement bonus of weapon.**Gentle Repose**: Prevent corpse from decaying.**Shape Weapon**: Change shape of weapon.**Shaping**: Craft object into different shape.**Water Breathing**: Grant ability to breathe water.

3rd-level Arcane Rituals

Abjur **Binding**: Create magic circle that imprisons creature.**Nondetection**: Grant immunity to magical detection.Conj **Create Object**: Create object from nothing.Div **Remote Senses**: Gain ability to see or hear at a distance.**Telepathic Bond**: Grant allies ability to communicate at a distance.Evoc **Explosive Runes**: Create explosive trap in writing.**Fire Trap**: Create explosive trap in openable object.**Tiny Hut**: Create shelter from weather conditions.Trans **Secret Page**: Alter writing.Vivi **Animate Dead**: Create skeleton or zombie from corpse.**Speak with Dead**: Ask questions of corpse.Univ **Item Attunement**: Attune to item to increase its power.

4th-level Arcane Rituals

Abjur **Remove Curse**: Remove a curse.Div **Arcane Eye**: Create mobile sensor you can see through.**Detect Scrying**: Gain ability to notice scrying attempts.**Sending**: Send message at any distance.**Tongues**: Grant ability to speak and understand all languages.Illus **Hallucinatory Terrain**: Disguise terrain with illusion.**False Vision**: Prevent scrying from working correctly in area.

5th-level Arcane Rituals

Abjur **Break Enchantment**: Dispel magical effects and curses.**Dimensional Lock**: Prevent dimensional travel in area.**Private Sanctum**: Prevent sight or scrying into area.Div **Contact Other Plane**: Ask questions of extraplanar entity.**Dream**: Send message via dreams.**Legend Lore**: Learn about important person, place, or thing.

Scrying: Gain ability to see and hear at any distance.

Sensor Swarm: Create many mobile magic sensors.

Illus **Dream:** Send message via dreams.

Trans **Fabricate:** Craft finished items from raw materials.

Passwell: Create passage through walls.

6th-level Arcane Rituals

Conj **Plane Shift:** Travel to another plane.

Teleport: Teleport allies across vast distance.

Div **Find the Path:** Gain ability to find chosen location.

Ench **Geas/Quest:** Command creature to perform task.

Overland Flight: Grant ability to fly long distances.

Trans **Move Earth:** Slowly control nearby terrain.

7th-level Arcane Rituals

Conj **Clone:** Create clone of deceased creature.

Instant Refuge: Grant item ability to teleport bearer to you.

Magnificent Mansion: Create portal to extradimensional mansion.

Phase Door: Create extradimensional passage through walls.

Teleport Object: Teleport object across vast distance.

Evoc **Control Weather:** Control local weather.

Programmed Image: Create illusory image in response to trigger.

Illus **Sequester:** Place ally into invisible temporal stasis.

Trans **Sequester:** Place ally into invisible temporal stasis.

8th-level Arcane Rituals

Discern Location: Learn exact location of anything.

9th-level Arcane Rituals

Abjur **Emancipation:** Remove all movement-impairing effects from creature.

Ench **Antipathy:** Compel creatures to leave area.

Sympathy: Compel creatures to come to area.

Vivi **Soul Bind:** Trap soul of dead creature to prevent resurrection.

10.2 Divine Magic

Divine Spells

1st-level Divine Spells

Bane: Impair foe.

Bless: Grant a legend point.

Cure Wounds: Heal hit points.

Detect Alignment: Reveal entities with selected alignment within cone.

Entropic Shield: Grant 50% miss chance against ranged attacks.

Hold Person: Immobilize a person.

Inflict Wounds: Inflict injuries on foe.

Protection from Alignment: Grant damage reduction against aligned foes.

Regeneration: Grant automatic healing each round.

Resist Energy: Grant damage reduction against energy.

Resist Poison: Quickly grant immunity to poison.

Sanctuary: Grant immunity to attack until it attacks.

Shield of Faith: Create floating shield to increase defenses.

Summon Monster: Call extraplanar creature to fight for you.

2nd-level Divine Spells

Aid: Grant temporary hit points and immunity to fear.

Command: Speak command that creature must obey.

Curse of Blood and Bone: Inflict curse to deal damage and reduce total hit points.

Discern Lies: Reveal deliberate lies within cone.

Dimensional Anchor: Block extradimensional movement.

Freedom: Grant immunity to movement impediments.

Mark of Tracking: Know marked target's approximate location.

Planar Disruption: Damage foe, possibly return it to its native plane.

Searing Light: Fire ray of light deals 6d6 damage and blinds, more against undead.

Share Pain: Split damage between two allies.

Silence: Prevent target from making noise.

Totemic Mind: Grant +2 to mental attribute.

Totemic Power: Grant +2 to physical attribute.

3rd-level Divine Spells

Dispel Magic: Negate magical effects on target.

Divine Favor: Gain legend point.

4th-level Divine Spells

Air Walk: Grant ability to walk on air.

Avatar of Healing: Gain ability to heal allies at will.

Blade Barrier: Create wall of whirling blades to deal damage.

Death Ward: Grant immunity to negative energy and death effects.

Enervation: Inflict two negative levels.

Mark of Scrying: Gain ability to scry on marked target.

Poison: Inflict deadly poison on foe.

5th-level Divine Spells

Blasphemy: Damage and stagger nearby nonevil creatures.

Cacaphonic Word: Make incoherent noise to damage and disorient non-chaotic creatures.

Circle of Death: Deal damage to nearby foes over time.

Circle of Healing: Heal nearby allies over time.

Dictum: Damage and slow nearby nonlawful creatures.

Divine Might: Double in size and gain damage reduction.

Flame Strike: Smite foes with divine fire.

Holy Word: Damage and daze nearby nongood creatures.

Revivify: Resurrect recently deceased creature.

Spiritual Weapon: Create floating weapon that attacks on its own.

6th-level Divine Spells

Blessed Blade: Transform weapon to attack Mental defense.

Heal: Cure ally of critical injuries and almost all afflictions.

True Seeing: Grant ability to see through all illusions and transformations.

Word of Recall: Teleport back to designated place.

7th-level Divine Spells

Antimagic Field: Negate all magic in emanation.

Antilife Shell: Prevent living creatures from entering zone.

Avatar of Fealty: Gain ability to command foes at will.

Avatar of Shielding: Grant damage reduction at will.

Divine Judgment: Deal damage, possibly instantly kill foe.

Divine Shield: Grant damage reduction and fast healing.

8th-level Divine Spells

Avatar of Suffering: Gain ability to stagger and impair foes at will.

Martyr's Gift: Gain ability to take damage of nearby allies.

9th-level Divine Spells

Avatar of Chaos: Gain ability to damage and disorient nonchaotic foes at will.

Avatar of Order: Gain ability to damage and slow nonlawful foes at will.

Avatar of Life: Gain ability to resurrect allies at will.

Earthquake: Shake ground to knock prone and immobilize foes.

Holy Avatar: Gain ability to damage and daze nongood foes at will.

Implosion: Concentrate to damage and possibly kill multiple creatures.

Storm of Vengeance: Storm rains acid, lightning, and hail.

Unholy Avatar: Gain ability to damage and stagger nonevil foes at will.

Cleric Domains

Air Domain Spells

- 1 **Gentle Descent:** Grant ability to glide.
 - 2 **Windstrike:** Bludgeon foe with wind to deal damage and shove.
 - 3 **Call Lightning:** Call multiple lightning bolts from sky to deal damage.
 - 4 **Air Walk:** Grant ability to walk on air.
 - 5 **Stormlord:** Gain whirlwind that blocks ranged attacks and deals retributive damage.
 - 6 **Chain Lightning:** Create lightning that jumps between foes to deal damage.
 - 7 **Avatar of Wind:** Gain ability to strike foes with wind at will.
 - 8 **Reverse Gravity:** Reverse gravity in a zone.
 - 9 **Storm of Vengeance:** Storm rains acid, lightning, and hail.
- Summoning spells summon air elementals only.

Chaos Domain Spells

- 1 **Protection from Alignment:** Grant damage reduction against aligned foes.
 - 2 **Swarm of Bats:** Summon bats to impair vision of foes.
 - 3 **Chaos Hammer:** Damage and disorient nonchaotic creature.
 - 4 **Confusion:** Compel foe to act randomly.
 - 5 **Cacaphonic Word:** Make incoherent noise to damage and disorient non-chaotic creatures.
 - 6 **Prismatic Spray:** Fire multicolored cone with random effects.
 - 7 **Discordant Song:** Create music to compel creatures to act randomly.
 - 8 **Reverse Gravity:** Reverse gravity in a zone.
 - 9 **Avatar of Chaos:** Gain ability to damage and disorient nonchaotic foes at will.
- Summoning spells summon chaotic creatures only.

Death Domain Spells

- 1 **Inflict Wounds:** Inflict injuries on foe.
- 2 **Curse of Blood and Bone:** Inflict curse to deal damage and reduce total hit points.
- 3 **Death Knell:** Inflict damage, accelerate death, and gain life if foe dies.
- 4 **Enervation:** Inflict two negative levels.
- 5 **Bleed:** Deal damage, plus one critical damage.
- 6 **Finger of Death:** Deal damage, possibly instantly kill foe.
- 7 **Strip the Flesh:** Rend foe's skin from its body.
- 8 **Avatar of Death:** Gain ability to damage or kill foes at will.
- 9 **Wail of the Banshee:** Scream to damage and possibly kill nearby creatures.

Destruction Domain Spells

- 1 **Rotting Grasp:** Rot flesh of adjacent foe to deal lingering damage.
- 2 **Sound Burst:** Create blast of sound to deal damage.
- 3 **Rotburst:** Rot flesh of nearby foes to deal lingering damage.
- 4 **Shout:** Shout loudly to deal damage and deafen in cone.
- 5 **Flame Strike:** Smite foes with divine fire.
- 6 **Disintegrate:** Deal damage, possibly transforming target into dust.
- 7 **Ice Storm:** Create storm to deal damage.
- 8 **Fire Storm:** Create storm of fire to deal damage to foes.
- 9 **Earthquake:** Shake ground to knock prone and immobilize foes.

Earth Domain Spells

- 1 **Earthen Blade:** Create magical weapon from the ground.
 - 2 **Earthspike:** Animate earthen spike to deal damage.
 - 3 **Earth's Pull:** Increase force of gravity on foe.
 - 4 **Earth Glide:** Grant ability to glide through earth.
 - 5 **Transmute Flesh and Stone:** Transform creature to or from stone.
 - 6 **Fissure:** Deal damage, possibly instantly kill foe.
 - 7 **Golem Heart:** Gain golem resistances and immunities.
 - 8 **Imprisonment:** Entomb foe beneath the earth permanently.
 - 9 **Earthquake:** Shake ground to knock prone and immobilize foes.
- Summoning spells summon earth elementals only.

Evil Domain Spells

- 1 **Protection from Alignment:** Grant damage reduction against aligned foes.
 - 2 **Curse of Blood and Bone:** Inflict curse to deal damage and reduce total hit points.
 - 3 **Unholy Blight:** Damage and stagger nonevil creature.
 - 4 **Enervation:** Inflict two negative levels.
 - 5 **Blasphemy:** Damage and stagger nearby nonevil creatures.
 - 6 **Harm:** Inflict damage or critical damage.
 - 7 **Strip the Flesh:** Rend foe's skin from its body.
 - 8 **Avatar of Suffering:** Gain ability to stagger and impair foes at will.
 - 9 **Unholy Avatar:** Gain ability to damage and stagger nonevil foes at will.
- Summoning spells summon evil creatures only.

Fire Domain Spells

- 1 **Burning Hands:** Create damaging cone of fire.
 - 2 **Wall of Fire:** Create flaming wall that deals damage.
 - 3 **Fireball:** Create burst of fire to deal damage.
 - 4 **Fire Shield:** Gain cold resistance and retributive damage against attacks.
 - 5 **Flame Strike:** Smite foes with divine fire.
 - 6 **Inferno:** Deal damage to nearby foes over time.
 - 7 **Immolation:** Deal damage, possibly burn foe to ash.
 - 8 **Fire Storm:** Create storm of fire to deal damage to foes.
 - 9 **Meteor Swarm:** Create huge hail of meteors to deal damage and knock foes prone.
- Summoning spells summon fire elementals only.

Good Domain Spells

- 1 **Protection from Alignment:** Grant damage reduction against aligned foes.
 - 2 **Aid:** Grant temporary hit points and immunity to fear.
 - 3 **Holy Smite:** Damage and daze nongood creature.
 - 4 **Avatar of Healing:** Gain ability to heal allies at will.
 - 5 **Holy Word:** Damage and daze nearby nongood creatures.
 - 6 **Heal:** Cure ally of critical injuries and almost all afflictions.
 - 7 **Divine Judgment:** Deal damage, possibly instantly kill foe.
 - 8 **Martyr's Gift:** Gain ability to take damage of nearby allies.
 - 9 **Holy Avatar:** Gain ability to damage and daze nongood foes at will.
- Summoning spells summon good creatures only.

Knowledge Domain Spells

- 1 **Boon of Perception:** Grant ability to reroll perceptual skills.
- 2 **Boon of Knowledge:** Grant +5 to Knowledge skills.
- 3 **Boon of Mastery:** Grant ability to reroll all skills.
- 4 **Boon of Many Eyes:** Grant reduced overwhelm penalties.
- 5 **Boon of Precision:** Grant increased critical range and multiplier.
- 6 **True Seeing:** Grant ability to see through all illusions and transformations.
- 7 **Scrybolt:** Deal damage to foe you unambiguously identify.
- 8 **Third Eye:** Gain blindsight, cannot be caught unaware.

- 9 **Revelation**: Grant target vision of one of three futures.

Law Domain Spells

- 1 **Protection from Alignment**: Grant damage reduction against aligned foes.
- 2 **Command**: Speak command that creature must obey.
- 3 **Order's Wrath**: Damage and slow nonlawful creature.
- 4 **Mark of Scrying**: Gain ability to scry on marked target.
- 5 **Dictum**: Damage and slow nearby nonlawful creatures.
- 6 **Prohibition**: Punish nearby creatures that take specific action.
- 7 **Avatar of Fealty**: Gain ability to command foes at will.
- 8 **Imprisonment**: Entomb foe beneath the earth permanently.
- 9 **Avatar of Order**: Gain ability to damage and slow nonlawful foes at will.

Summoning spells summon lawful creatures only.

Magic Domain Spells

- 1 **Magic Missile**: Fire unerring missiles to deal damage.
- 2 **Dimensional Anchor**: Block extradimensional movement.
- 3 **Dispel Magic**: Negate magical effects on target.
- 4 **Missile Storm**: Create swarm of homing missiles to damage multiple foes.
- 5 **Avatar of Missiles**: Gain ability to summon damaging missiles at will.
- 6 **Spellsight**: Gain ability to see and understand all magic.
- 7 **Antimagic Field**: Negate all magic in emanation.
- 8 **Sever Magic**: Remove foe's connection to magic.
- 9 **Disjoin Magic**: Unconditionally negate magical effects.

Protection Domain Spells

- 1 **Sanctuary**: Grant immunity to attack until it attacks.
- 2 **Share Pain**: Split damage between two allies.
- 3 **Resist Magic**: Grant spell resistance.
- 4 **Death Ward**: Grant immunity to negative energy and death effects.
- 5 **Repulsion**: Prevent creatures from approaching you.
- 6 **Aura of Immunity**: Grant allies immunity to chosen damage type.
- 7 **Avatar of Shielding**: Grant damage reduction at will.
- 8 **Martyr's Gift**: Gain ability to take damage of nearby allies.
- 9 **Shadowshield**: Grant 50% chance to subtly negate attacks.

Strength Domain Spells

- 1 **Haste**: Grant double movement speed and extra strike.
- 2 **Enlarge**: Double size of creature.
- 3 **Mighty Throw**: Throw foe a great distance, dealing damage.
- 4 **Shout**: Shout loudly to deal damage and deafen in cone.
- 5 **Divine Might**: Double in size and gain damage reduction.
- 6 **Seismic Slam**: Deal damage and immobilize foe.
- 7 **Golem Heart**: Gain golem resistances and immunities.
- 8 **Avatar of Might**: Gain ability to throw foes at will.
- 9 **Earthquake**: Shake ground to knock prone and immobilize foes.

Travel Domain Spells

- 1 **Longstrider**: Double your land speed.
- 2 **Dimension Slide**: Teleport creature short distance.
- 3 **Gaseous Form**: Transform ally into gas, granting flight.
- 4 **Air Walk**: Grant ability to walk on air.
- 5 **Ethereal Jaunt**: Travel to Ethereal Plane.
- 6 **Word of Recall**: Teleport back to designated place.
- 7 **Avatar of Translocation**: Gain ability to teleport allies at will.
- 8 **Imprisonment**: Entomb foe beneath the earth permanently.
- 9 **Dimensional Army**: Teleport allies to distant location.

Trickery Domain Spells

- 1 **Mask of the Deceiver**: Grant ability to reroll Bluff, Persuasion.

- 2 **Create Image**: Creates figment to fool eyes.
- 3 **Invisibility**: Grant ally invisibility until it attacks.
- 4 **Phantasmal Killer**: Frighten foe, possibly to death.
- 5 **Shadowstep**: Become invisible and create illusory double.
- 6 **Shadow Wall**: Create illusory wall that only blocks foes.
- 7 **Shadowstorm**: Create invisible storm that deals cold damage to foes.
- 8 **Maze**: Trap foe in extradimensional maze.
- 9 **Shadowshield**: Grant 50% chance to subtly negate attacks.

Life Domain Spells

- 1 **Cure Wounds**: Heal hit points.
- 2 **Share Pain**: Split damage between two allies.
- 3 **Restoration**: Remove conditions from ally.
- 4 **Avatar of Healing**: Gain ability to heal allies at will.
- 5 **Revivify**: Resurrect recently deceased creature.
- 6 **Heal**: Cure ally of critical injuries and almost all afflictions.
- 7 **Divine Shield**: Grant damage reduction and fast healing.
- 8 **Lifebound**: Grant ally immunity to death while another lives.
- 9 **Avatar of Life**: Gain ability to resurrect allies at will.

War Domain Spells

- 1 **Earthen Blade**: Create magical weapon from the ground.
- 2 **Flame Blade**: Wield fire as scimitar.
- 3 **Aqueous Blade**: Transform weapon to attack Reflex defense.
- 4 **Blade Barrier**: Create wall of whirling blades to deal damage.
- 5 **Spiritual Weapon**: Create floating weapon that attacks on its own.
- 6 **Blessed Blade**: Transform weapon to attack Mental defense.
- 7 **Avatar of Shielding**: Grant damage reduction at will.
- 8 **Bladestorm**: Create storm of blades to deal damage to foes.
- 9 **Avatar of Blades**: Gain ability to summon rending blades at will.

Water Domain Spells

- 1 **Water Walk**: Grant ability to walk on water.
- 2 **Fog Cloud**: Create zone of fog that obscures vision.
- 3 **Aqueous Blade**: Transform weapon to attack Reflex defense.
- 4 **Aquatic Sphere**: Create bubble of water that surrounds you.
- 5 **Ice Spike**: Throw ice shard to deal damage and slow.
- 6 **Polar Ray**: Fire frigid ray to deal damage and slow.
- 7 **Ice Storm**: Create storm to deal damage.
- 8 **Drown**: Create water to drown foe.
- 9 **Storm of Vengeance**: Storm rains acid, lightning, and hail.

Summoning spells summon water elementals or aquatic creatures only.

Wild Domain Spells

- 1 **Entangle**: Slow foe with nearby plants.
- 2 **Rock Blast**: Fire rocks to deal damage.
- 3 **Earth's Pull**: Increase force of gravity on foe.
- 4 **Sunbeam**: Create beam of light to deal damage and possibly blind.
- 5 **Avatar of Growth**: Gain ability to entangle foes at will.
- 6 **Lifegiving Roots**: Create roots that immobilize and heal ally.
- 7 **Sunburst**: Create burst of light to deal damage and possibly blind.
- 8 **Fire Storm**: Create storm of fire to deal damage to foes.
- 9 **Earthquake**: Shake ground to knock prone and immobilize foes.

Divine Rituals

1st-level Divine Rituals

- Bless Water**: Create holy water.
- Create Water**: Create drinkable water.
- Endure Elements**: Grant heat and cold tolerance.
- Identify**: Learn magical properties of item.
- Light**: Create light.

Mending: Fix damaged object.

Purify Sustenance: Remove impurities from food or water.

Read Magic: Gain ability to read magical writing.

2nd-level Divine Rituals

Augury: Learn whether action will be good or bad.

Comprehend Languages: Grant ability to understand all languages.

Create Sustenance: Create food and water.

Darkness: Create darkness in area around object.

Find Traps: Grant improved trap-finding abilities.

Enhance Armor: Improve enhancement bonus of armor.

Enhance Weapon: Improve enhancement bonus of weapon.

Gentle Repose: Prevent corpse from decaying.

Invisibility Purge: Suppress nearby invisibility.

Shaping: Craft object into different shape.

Zone of Truth: Prevent lies from being spoken in area.

3rd-level Divine Rituals

Animate Dead: Create skeleton or zombie from corpse.

Binding: Create magic circle that imprisons creature.

Contagion: Infect distant creature with disease.

Item Attunement: Attune to item to increase its power.

Restore Senses: Restore a missing sense, such as sight.

Remove Disease: Cure diseases afflicting creature.

Speak with Dead: Ask questions of corpse.

Water Breathing: Grant ability to breathe water.

4th-level Divine Rituals

Divination: Learn advice about proposed action.

Remove Curse: Remove a curse.

Sending: Send message at any distance.

Tongues: Grant ability to speak and understand all languages.

5th-level Divine Rituals

Atonement: Grant creature forgiveness for misdeeds.

Break Enchantment: Dispel magical effects and curses.

Commune: Ask questions of deity.

Dimensional Lock: Prevent dimensional travel in area.

Dream: Send message via dreams.

Resurrection: Restore dead creature to life.

Scrying: Gain ability to see and hear at any distance.

6th-level Divine Rituals

Find the Path: Gain ability to find chosen location.

Geas/Quest: Command creature to perform task.

Plane Shift: Travel to another plane.

7th-level Divine Rituals

Control Weather: Control local weather.

Instant Refuge: Grant item ability to teleport bearer to you.

8th-level Divine Rituals

Discern Location: Learn exact location of anything.

9th-level Divine Rituals

Soul Bind: Trap soul of dead creature to prevent resurrection.

10.3 Nature Magic

Nature Spells

1st-level Nature Spells

Burning Hands: Create damaging cone of fire.

Cure Wounds: Heal hit points.

Earthen Blade: Create magical weapon from the ground.

Entangle: Slow foe with nearby plants.

Excrete Slime: Excrete slime to deal retributive damage.

Faerie Fire: Create lights to negate concealment and stealth.

Gentle Descent: Grant ability to glide.

Gust of Wind: Create wind to shove creatures away.

Longstrider: Double your land speed.

Regeneration: Grant automatic healing each round.

Resist Energy: Grant damage reduction against energy.

Resist Poison: Quickly grant immunity to poison.

Rotting Grasp: Rot flesh of adjacent foe to deal lingering damage.

Summon Nature's Ally: Call creature to fight for you.

Tremorsense: Grant ability to "see" through the ground.

Water Walk: Grant ability to walk on water.

2nd-level Nature Spells

Barkskin: Grant damage reduction.

Cone of Cold: Create frigid cone to deal damage and inhibit movement.

Earthspike: Animate earthen spike to deal damage.

Enlarge: Double size of creature.

Flame Blade: Wield fire as scimitar.

Fog Cloud: Create zone of fog that obscures vision.

Freedom: Grant immunity to movement impediments.

Longeye: Reduce penalties for attacking at long range.

Mark of Tracking: Know marked target's approximate location.

Meld into Stone: Become one with block of stone.

Rock Blast: Fire rocks to deal damage.

Spider Climb: Grant ability to walk on walls and ceilings.

Swarm of Bats: Summon bats to impair vision of foes.

Totemic Mind: Grant +2 to mental attribute.

Totemic Power: Grant +2 to physical attribute.

Tree Shape: Transform into a tree.

Wall of Fire: Create flaming wall that deals damage.

Wall of Thorns: Create thorny wall that blocks sight and deals damage.

Windstrike: Bludgeon foe with wind to deal damage and shove.

Zephyr Blade: Melee weapon can strike from a short distance.

3rd-level Nature Spells

Aqueous Blade: Transform weapon to attack Reflex defense.

Call Lightning: Call multiple lightning bolts from sky to deal damage.

Dispel Magic: Negate magical effects on target.

Earth's Pull: Increase force of gravity on foe.

Fungal Growth: Grow fungus to sicken and damage foe.

Lightning Bolt: Create line of lightning to deal damage.

Mighty Throw: Throw foe a great distance, dealing damage.

Rotburst: Rot flesh of nearby foes to deal lingering damage.

4th-level Nature Spells

Air Walk: Grant ability to walk on air.

Aquatic Sphere: Create bubble of water that surrounds you.

Earth Glide: Grant ability to glide through earth.

Mark of Scrying: Gain ability to scry on marked target.

Poison: Inflict deadly poison on foe.

Sunbeam: Create beam of light to deal damage and possibly blind.

5th-level Nature Spells

Avatar of Growth: Gain ability to entangle foes at will.

Circle of Healing: Heal nearby allies over time.

Ice Spike: Throw ice shard to deal damage and slow.

Stormlord: Gain whirlwind that blocks ranged attacks and deals re-tributive damage.

6th-level Nature Spells

Chain Lightning: Create lightning that jumps between foes to deal damage.

Fissure: Deal damage, possibly instantly kill foe.

Heal: Cure ally of critical injuries and almost all afflictions.

Inferno: Deal damage to nearby foes over time.

Lifegiving Roots: Create roots that immobilize and heal ally.

Seismic Slam: Deal damage and immobilize foe.

7th-level Nature Spells

Antilife Shell: Prevent living creatures from entering zone.

Avatar of Wind: Gain ability to strike foes with wind at will.

Golem Heart: Gain golem resistances and immunities.

Ice Storm: Create storm to deal damage.

Immolation: Deal damage, possibly burn foe to ash.

8th-level Nature Spells

Avatar of Might: Gain ability to throw foes at will.

Fire Storm: Create storm of fire to deal damage to foes.

9th-level Nature Spells

Earthquake: Shake ground to knock prone and immobilize foes.

Storm of Vengeance: Storm rains acid, lightning, and hail.

Nature Rituals

1st-level Nature Rituals

Create Water: Create drinkable water.

Endure Elements: Grant heat and cold tolerance.

Light: Create light.

Mending: Fix damaged object.

Purify Sustenance: Remove impurities from food or water.

Read Magic: Gain ability to read magical writing.

2nd-level Nature Rituals

Animal Messenger: Compel animal to deliver a message.

Comprehend Languages: Grant ability to understand all languages.

Create Sustenance: Create food and water.

Enhance Armor: Improve enhancement bonus of armor.

Enhance Weapon: Improve enhancement bonus of weapon.

Find Traps: Grant improved trap-finding abilities.

Gentle Repose: Prevent corpse from decaying.

Pass without Trace: Grant ability to move without leaving tracks.

Shaping: Craft object into different shape.

3rd-level Nature Rituals

Contagion: Infect distant creature with disease.

Fire Trap: Create explosive trap in openable object.

Ironwood: Transform wood to be as strong as steel.

Item Attunement: Attune to item to increase its power.

Restore Senses: Restore a missing sense, such as sight.

Remove Disease: Cure diseases afflicting creature.

Water Breathing: Grant ability to breathe water.

4th-level Nature Rituals

Reincarnate: Restore dead creature to life in new body.

Tongues: Grant ability to speak and understand all languages.

5th-level Nature Rituals

Atonement: Grant creature forgiveness for misdeeds.

Commune with Nature: Learn about surrounding environment.

Dream: Send message via dreams.

Dream: Send message via dreams.

Fabricate: Craft finished items from raw materials.

Passwall: Create passage through walls.

Scrying: Gain ability to see and hear at any distance.

Tree Stride: Teleport yourself across vast distance.

6th-level Nature Rituals

Find the Path: Gain ability to find chosen location.

Move Earth: Slowly control nearby terrain.

Transport via Plants: Teleport allies across vast distance.

7th-level Nature Rituals

Awaken: Grant animal sentience.

Control Weather: Control local weather.

8th-level Nature Rituals

Discern Location: Learn exact location of anything.

9th-level Nature Rituals

Antipathy: Compel creatures to leave area.

Sympathy: Compel creatures to come to area.

10.4 Spell Descriptions

Ablative Shield2nd Level

You instantly reduce the power of an incoming attack.

Target: You	Components: Verbal only
Casting Time: Immediate action	
Effect: You gain damage reduction against physical damage equal to your spellpower. Force damage ignores this damage reduction and negates it for 1 round.	
Duration: Until end of round	
Abjuration [Shielding]	Lists: Arcane
Notes: After casting this spell, you cannot cast it again for 5 rounds. You can cast this spell in response to an opponent attacking you, before the attack is rolled.	
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments:	
1 – <i>Spellshield</i> : Damage from spells is also reduced. Spells that are not subject to spell resistance are not affected.	
4 – <i>Empowered</i> : The damage reduction is equal to twice your spellpower.	

Acid Arrow3rd Level

You fire a magical arrow of acid from your hand that speeds to its target.

Target: One creature or object	Range: Long (300 ft.)
Attack: Spellpower vs. Reflex	
Success: 1d8 acid damage per two spellpower immediately, and again at the end of the next round.	
Critical Success: As above, except that the acid persists for 5 rounds, and the target is <i>sickened</i> (moves at half speed) for 1 round each time it takes damage.	
Conjuration [Acid, Creation, Physical]	Lists: Arcane
Notes: If the target becomes submerged in water or is affected by a cold, fire, or water effect, it takes no secondary damage.	
Physical spells cannot be dismissed or dispelled, and do not allow spell resistance.	
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
3 – <i>Staggering</i> : The target is <i>staggered</i> (unable to act in movement phase) for 1 round each time it takes damage.	

Acid Splash1st Level

You throw a magical sphere of acid from your hand that speeds to its target.

Target: One creature or object	Range: Close (30 ft.)
Attack: Spellpower vs. Reflex	
Success: 1d6 acid damage per spellpower.	
Critical Success: Double damage.	
Failure: Half damage.	
Conjuration [Acid, Creation, Physical]	Lists: Arcane
Notes: Physical spells cannot be dismissed or dispelled, and do not allow spell resistance.	
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).	

Agony3rd Level

You inflict debilitating pain on your foe.

Target: One creature	Range: Medium (100 ft.)
Attack: Spellpower vs. Mental	
Success: The target takes double damage from all physical damage.	
Critical Success: As above, and the target immediately takes 1d6 physical damage per spellpower. This damage is doubled like other physical damage.	
Failure: The target is <i>sickened</i> (moves at half speed).	
Duration: Brief (2 rounds)	
Enchantment [Delusion, Mind]	Lists: Arcane
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
3 – <i>Mass</i> : The spell can affect up to five targets.	

Aid2nd Level

You fill your ally with confidence, improving his resilience in combat.

Target: One creature	Range: Close (30 ft.)
Effect: The target gains temporary hit points equal to twice your spellpower. In addition, it is immune to fear effects.	
Duration: Short (Focus + 5 rounds)	
Enchantment [Mind, Morale]	Lists: Divine, Good
Notes: If the target takes life damage, it loses all temporary hit points provided by this spell before applying the damage.	
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments:	
2 – <i>Heroic</i> : The target also gains an offensive legend point.	
3 – <i>Mass</i> : The spell can affect up to five targets.	

Air Walk

4th Level

Antimagic Field

7th Level

You imbue an ally with the ability to walk on nothing but air.

Target: One creature (Gargantuan size or smaller) **Range:** Touch

Effect: The target can walk on air as if it were solid ground. The magic only affects the target’s legs, and does not grant the ability to climb vertically through the air.

If the spell ends while the target is still aloft, the magic fails slowly. The target 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 falling damage if appropriate.

Duration: Short (*Focus* + 5 rounds)

Transmutation [Air, Augment] **Lists:** Air, Divine, Nature, Travel

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

You create a mobile, spherical energy field that suppresses magic.

Emanation: Small (10 ft.) radius from you

Effect: All spells, spell-like abilities, and magic items fail to function in the area. They cannot be activated from within the field, and any existing effects brought into or cast into the area are suppressed. Time spent within an *antimagic field* counts against a suppressed spell’s duration.

Creatures within an *antimagic field* cannot concentrate on or dismiss spells. However, you can concentrate on and dismiss your own *antimagic field*.

Duration: Short (*Focus* + 5 rounds)

Abjuration [Antimagic] **Lists:** Arcane, Divine, Magic

Notes: The effects of instantaneous conjurations, such as *create water*, are not affected by this spell because the conjuration itself is no longer in effect, only its result.

Dispel magic and similar magic has no effect on an *antimagic field*.

Two or more *antimagic fields* sharing any of the same space have no effect on each other.

Artifacts and deities are unaffected by mortal magic such as this.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Antilife Shell

7th Level

You create an immobile, spherical energy field that hedges out living creatures.

Zone: Small (10 ft.) radius centered on you

Effect: Living creatures cannot enter the spell’s area. Nonliving creatures, such as constructs and undead, suffer no ill effect.

Duration: Medium (5 minutes)

Abjuration [Barrier] **Lists:** Divine, Nature

Notes: Barrier spells may be used only defensively, not aggressively. Creatures in the area at the time that the spell is cast are unaffected by the spell.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – *Widened:* The spell’s area becomes a Medium (20 ft.) radius.

Animate Corpse

1st Level

You infuse a recently deceased corpse with negative energy, giving it a semblance of life.

Target: One Large or smaller corpse **Range:** Close (30 ft.)

Effect: The target corpse animates and fights for you. It does not have any special abilities the creature had in life, with the exception of its natural weapons. The creature is only capable of making unarmed attacks, or attacking with its natural weapons.

Most of the corpse’s defenses and attributes are equal to the creature’s original defenses and attributes. However, its Strength is equal to your spellpower, and it has no Intelligence or Willpower. In addition, its Mental defense is 0. The corpse’s hit points are based on its defenses and level, as normal.

At the start of each round, you must spend a swift action to control the animated corpse. If you do, you control its actions that round. You can mentally command it to attack your enemies, follow you, or stay in place. More complex commands are not possible. If you do not control the creature, it falls prone and is inanimate that round.

Duration: Short (*Focus* + 5 rounds)

Vivimancy [Negative] **Lists:** Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Aquatic Sphere**4th Level Avatar of Blades****9th Level**

You surround yourself in a sphere of water, hindering your foes.

Emanation: Medium (20 ft.) radius from you

Effect: A mobile sphere of water fills the area. Creatures in the area suffer penalties appropriate for fighting underwater, and may be unable to breathe. In addition, you suffer no penalties for fighting underwater within the area, and can breathe this water as if it was air.

Duration: Short (*Focus* + 5 rounds)

Conjuration [Creation, Water]

Lists: Nature, Water

Notes: If a 5-foot section of the sphere is dealt 50 points of fire damage, it boils away for 1 round. This creates a cloud of fog, as the *fog cloud* spell, in a 10 foot radius around the destroyed area that also lasts for 1 round.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – Fixed: The spell's area becomes a zone rather than an emanation. The water stays in place once the spell is cast, and does not move with you.

2 – Widened: The spell's area becomes a Large (50 ft.) radius.

Aqueous Blade**3rd Level**

You transform the active part of a weapon into water, weakening its blows but allowing it penetrate defenses more easily.

Target: One weapon

Range: Close (30 ft.)

Attack: Spellpower vs. Mental

Success: Attacks with the affected weapon are made against Reflex defense instead of Armor defense. However, damage with the weapon is halved, including any bonuses to damage.

Duration: Short (*Focus* + 5 rounds)

Transmutation [Alteration, Water]

Lists: Nature, War, Water

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – Empowered: Damage with the weapon is not halved.

Assimilate**9th Level**

Your pointing finger turns black as obsidian. You touch a creature and it dissolves into dust as you assimilate its form into your own body.

Target: One living creature

Range: Close (30 ft.)

Attack: Spellpower vs. Fortitude

Success: 1d6 life damage per spellpower. If the target has no hit points remaining, it immediately dies, and you are transformed to mimic its appearance for 12 hours. This grants you a +10 bonus on Disguise checks made to appear as that creature.

Critical Success: As above, but double damage.

Failure: Half damage, and no additional effects.

Duration: Extreme (12 hours); see text

Transmutation/Vivimancy [Alteration]

Lists: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

You gain the ability to summon armies of ephemeral blades, slicing your foes to bloody shreds.

Target: You

Effect: At any time during the spell's duration, you can concentrate as a standard action. If you do, blades attack a foe, as described below.

Duration: Long (1 hour)

Target: One creature or object

Range: Close (30 ft.)

Attack: Spellpower vs. Fortitude

Success: 1d6 slashing damage per spellpower. In addition, all physical damage the target takes is doubled for 2 rounds. This does not apply to the initial damage dealt by this spell.

Critical Success: As above, except that the doubling of physical damage lasts for thirty days, and it applies to the initial damage dealt by the spell. Effects which accelerate natural healing, such as the Heal skill, also reduce the duration of this effect.

Failure: Half damage, and no additional effects.

Conjuration [Creation]

Lists: Arcane, War

Notes: The doubling of physical damage is a Physical effect, and cannot be dismissed or dispelled.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Avatar of Chaos**9th Level**

You embody the essence of chaos, allowing you to smite your foes.

Target: You

Effect: At any time during the spell's duration, you can concentrate as a standard action. If you do, you smite a foe, as described below.

Duration: Long (1 hour)

Target: One nonchaotic creature

Range: Medium (100 ft.)

Effect: The target takes 1d10 divine damage per two spellpower. In addition, it is *disoriented* (*moves randomly*) for 2 rounds.

Evocation [Chaos]

Lists: Chaos, Divine

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Avatar of Death

8th Level

Avatar of Growth

5th Level

You embody death, gaining the ability to kill your foes at will.

Target: You	
Effect: At any time during the spell’s duration, you can concentrate as a standard action. If you do, you damage and possibly kill a foe, as described below.	
Duration: Long (1 hour)	
Target: One living creature	Range: Medium (100 ft.)
Attack: Spellpower vs. Fortitude	
Success: 1d6 life damage per spellpower. If the target has no hit points remaining, it dies.	
Critical Success: As above, but double damage.	
Vivimancy [Death]	Lists: Arcane, Death
<i>Explosive Miscal:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments:	
1 – <i>Persistent:</i> The spell’s duration becomes Extreme (12 hours).	

You channel the endless power of nature, granting you the ability to grow plants to ensnare your foes at will.

Target: You	
Effect: At any time during the spell’s duration, you can concentrate as a standard action. If you do, plants entangle a foe, as described below.	
Duration: Long (1 hour)	
Target: One creature or object	Range: Medium (100 ft.)
Effect: The target is entangled (move at half speed, unable to sprint or charge, impaired). It can break this effect with a grapple or Escape Artist check against a DR equal to 10 + your spellpower.	
Duration: Brief (2 rounds)	
Transmutation [Alteration, Physical]	Lists: Nature, Wild
<i>Notes:</i> The effects of the ability granted by this spell may be altered somewhat based on the nature of the plants near the target.	
<i>Explosive Miscal:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments:	
1 – <i>Persistent:</i> The spell’s duration becomes Extreme (12 hours).	
2 – <i>Wild Growth:</i> The target of the ability does not need to be near plants.	

Avatar of Fealty

7th Level

Your voice becomes smooth and enchanting, allowing you to bend others to your will with ease.

Target: You	
Effect: At any time during the spell’s duration, you can concentrate as a standard action. If you do, you command a creature’s actions, as described below.	
Duration: Long (1 hour)	
Target: One creature	Range: Long (300 ft.)
Special: You speak a command the target must obey, as the <i>command</i> spell.	
Enchantment [Auditory, Compulsion, Mind, Speech]	
Lists: Arcane, Divine, Law	
<i>Explosive Miscal:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	

Avatar of Healing

4th Level

You become a wellspring of curative energy, allowing you to heal your allies freely.

Target: You	
Effect: At any time during the spell’s duration, you can concentrate as a standard action. If you do, you heal an ally, as described below.	
Duration: Long (1 hour)	
Target: One living creature	Range: Touch
Effect: The target is healed for 1d6 damage per spellpower.	
Vivimancy [Positive]	Lists: Divine, Good, Life
<i>Explosive Miscal:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments:	
1 – <i>Persistent:</i> The spell’s duration becomes Extreme (12 hours).	

Avatar of Life

9th Level

You embody the power of life itself, gaining the ability to resurrect your allies at will.

Target: You	
Effect: At any time during the spell’s duration, you can concentrate as a standard action. If you do, you resurrect an ally, as described below.	
Duration: Long (1 hour)	
Target: One dead creature	Range: Close (30 ft.)
Effect: If the target has been dead for no longer than 5 rounds, it is restored to life, as the <i>lesser resurrection</i> ritual.	
Duration: Long (1 hour)	
Vivimancy [Life]	Lists: Divine, Life
<i>Explosive Miscal:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	

Avatar of Might**8th Level***You become strength incarnate, tossing your foes aside at will.*

Target: You	
Effect: At any time during the spell's duration, you can concentrate as a standard action. If you do, you throw all adjacent enemies, as described below.	
Duration: Long (1 hour)	
Target: Any number of enemies	Range: Touch
Effect: You throw the target, as the <i>mighty throw</i> spell.	
Transmutation [Augment, Physical]	Lists: Nature, Strength
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	

Avatar of Missiles**5th Level***You can summon orbs of magical energy at will to destroy your foes.*

Target: You	
Effect: At any time during the spell's duration, you can concentrate as a standard action. If you do, you fire a flurry of missiles, as described below.	
Duration: Long (1 hour)	
Target: One creature	Range: Long (300 ft.)
Effect: You create a number of missiles equal to half your spellpower. Each missile strikes one target creature for 1d10 arcane damage. You can direct each missile to strike the same or different targets.	
Evocation [Force]	Lists: Arcane, Magic
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments: 1 – <i>Persistent:</i> The spell's duration becomes Extreme (12 hours).	

Avatar of Order**9th Level***You embody the essence of order, allowing you to smite your foes.*

Target: You	
Effect: At any time during the spell's duration, you can concentrate as a standard action. If you do, you smite a foe, as described below.	
Duration: Long (1 hour)	
Target: One nonchaotic creature	Range: Medium (100 ft.)
Effect: The target takes 1d10 divine damage per two spellpower. In addition, it is <i>slowed</i> (unable to act in movement phase, move at half speed) for 2 rounds.	
Evocation [Law]	Lists: Divine, Law
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	

Avatar of Shielding**7th Level***You can to shield an ally from harm at will.*

Target: You	
Effect: At any time during the spell's duration, you can concentrate as a swift action. If you do, an ally gains damage reduction, as described below.	
Duration: Long (1 hour)	
Target: One willing creature	Range: Touch
Effect: The target gains damage reduction against all damage equal to your spellpower. This effect lasts until the spell ends, or until you shield a different creature.	
Abjuration [Shielding]	Lists: Arcane, Divine, Protection, War
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments: 1 – <i>Persistent:</i> The spell's duration becomes Extreme (12 hours).	

Avatar of Suffering**8th Level***You gain the ability to inflict exquisite pain on your foes at will.*

Target: You	
Effect: At any time during the spell's duration, you can concentrate as a standard action. If you do, you inflict pain on a foe, as described below.	
Duration: Long (1 hour)	
Target: One creature	Range: Close (30 ft.)
Effect: The target is <i>staggered</i> (unable to act in movement phase) and <i>impaired</i> (20% failure) with all actions for 2 rounds.	
Enchantment [Compulsion, Mind]	Lists: Arcane, Divine, Evil
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments: 1 – <i>Persistent:</i> The spell's duration becomes Extreme (12 hours).	

Avatar of Translocation**7th Level***You flit quickly between dimensions, teleporting yourself and your allies at will.*

Target: You	
Effect: At any time during the spell's duration, you can concentrate as a standard action or move action. If you do, you teleport an ally, as described below.	
Duration: Long (1 hour)	
Target: One willing creature	Range: Medium (100 ft.)
Casting Time: Standard action to target an ally, or a move action to target yourself.	
Effect: The target teleports to an unoccupied destination up to 100 feet away from its original location. If the destination is invalid, the teleportation fails.	
Conjuration [Teleportation]	Lists: Arcane, Travel
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments: 1 – <i>Persistent:</i> The spell's duration becomes Extreme (12 hours).	

Avatar of Wind

7th Level

Aversion

3rd Level

You are constantly surrounded by a gentle, whirling wind, which you can command to strike your foes.

Target: You	
Effect: At any time during the spell’s duration, you can concentrate as a standard action. If you do, wind attacks a foe, as described below.	
Duration: Long (1 hour)	
Target: One creature or object	Range: Extreme (1,000 ft.)
Attack: Spellpower vs. Fortitude defense	
Success: 1d6 bludgeoning damage per spellpower. In addition, buffeting winds make the target move at half speed for 2 rounds.	
Critical Success: As above, but double damage.	
Failure: As above, but half damage.	
Evocation [Air]	Lists: Air, Arcane, Nature
<i>Explosive Miscast:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments:	
1 – <i>Persistent:</i> The spell’s duration becomes Extreme (12 hours).	

You make a creature want to avoid something.

Target: One creature	Range: Medium (100 ft.)
Attack: Spellpower vs. Mental	
Success: The target feels an aversion to a particular person or object for 5 rounds. If the object of the implanted aversion is an individual or a physical object, she will prefer not to approach within 30 feet of it. If it is a word, she will try not to utter it; if it is an action, she will not willingly attempt to perform it; and if it is an event, she will not willingly attend it. The target will take reasonable steps to avoid the object of its aversion, but will not put herself in jeopardy by doing so.	
If the target is unable to avoid the object of her aversion, she is severely impaired (50% failure) with attacks and checks as long as she is close to it (or similarly engaged with the object of her aversion, if the aversion is not a location).	
Critical Success: As above, but the effect is permanent.	
Duration: 5 rounds or Permanent	
Enchantment [Mind]	Lists: Arcane
<i>Retargeting Miscast:</i> The spell targets a random valid target within range (including yourself, if applicable).	

Aura of Immunity

6th Level

You grant your allies immunity to a particular kind of damage.

Emanation: Large (50 ft.) radius from you	
Targets: All willing allies in the area	
Special: As you cast this spell, choose a type of damage.	
Effect: The target becomes immune to the chosen damage type. Attacks that deal damage of multiple types still inflict damage normally unless the target is immune to all types of damage dealt.	
Duration: Short (Focus + 5 rounds)	
Abjuration [Shielding]	Lists: Arcane, Protection
<i>Notes:</i> A creature can only be protected by one <i>aura of immunity</i> spell at a time, even if there are multiple auras active in the same area. The creature may choose which aura to benefit from.	
<i>Explosive Miscast:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	

Bane

1st Level

Target: One creature	Range: Close (30 ft.)
Effect: The target is impaired (20% failure) with attacks and checks.	
Duration: 5 rounds	
Enchantment [Compulsion, Mind]	Lists: Divine, Evil
<i>Retargeting Miscast:</i> The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
3 – <i>Mass:</i> The spell can affect up to five targets.	

Barkskin

2nd Level

You toughen a creature’s skin, giving it the appearance of tree bark.

Target: One living creature	Range: Close (30 ft.)
Effect: The target gains damage reduction against physical damage equal to your spellpower. Fire damage ignores this damage reduction and negates it for 1 round.	
Duration: Short (Focus + 5 rounds)	
Transmutation [Augment]	Lists: Nature
<i>Explosive Miscast:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments:	
1 – <i>Stoneskin:</i> Adamantine weapons ignore the damage reduction, rather than fire damage. This is a Earth effect.	
2 – <i>Critical Resistance:</i> The target is immune to critical hits unless the damage reduction is negated.	

Black Tentacles**5th Level**

You create a field of rubbery black tentacles, each 5 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.

Zone: Medium (20 ft.) radius **Range:** Medium (100 ft.)

Effect: Ground within the area is considered difficult terrain. At the end of every round, make a Spellpower vs. Maneuver defense against all creatures in the area that are within 5 feet of the ground. Success against a creature means it takes 1d8 bludgeoning damage per two spellpower. A critical success causes the target to be **immobilized** (*Unable to leave its location*) for the duration of the spell.

Duration: Short (*Focus + 5 rounds*)

Evocation **Lists:** Arcane

Notes: The tentacles are immune to all forms of attack.

Localized Miscast: The spell targets you, or originates from your location, instead of its intended location. In addition, it only extends out 5 feet from your location, rather than its normal area.

Augments:

3 – Widened: The spell's area becomes a Large (50 ft.) radius.

Blade Barrier**4th Level**

You create an immobile, vertical curtain of whirling blades shaped of pure force.

Zone: 20 ft. high wall: line up to 100 ft. **Range:** Medium (100 ft.) long or 20 ft. radius

Effect: This spell creates a wall of whirling blades. The wall provides active cover (20% miss chance) against attacks made through it. Attacks that miss in this way harmlessly strike the wall. Passing through the wall costs twice as much movement as normal.

Whenever a creature passes through the wall, make a Spellpower vs. Reflex attack against it. Success means the creature takes 1d8 slashing damage per two spellpower. Failure means it takes half damage.

Duration: Short (*Focus + 5 rounds*)

Conjuration [Creation, Wall] **Lists:** Divine, War

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – Impeding: Passing through the wall costs an extra ten feet of movement.

2 – Contracting: The wall's radius shrinks by 5 feet at the end of every round, dealing damage to all creatures it moves through. This augment can only be used if the wall is created in a radius.

2 – Dual: Two parallel walls appear, five feet apart. This augment can only be used if the wall is created in a line.

3 – Widened: The wall appears in a 300 ft. line or a 50 ft. radius.

Bladestorm**8th Level**

You summon a titanic flurry of blades that cut your foes to pieces.

Burst: Huge (100 ft.) radius

Targets: All enemies in the area

Attack: Spellpower vs. Reflex

Success: 1d8 slashing damage per two spellpower.

Critical Success: Double damage.

Failure: Half damage.

Conjuration [Creation]

Lists: Arcane, War

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Blasphemy**5th Level**

You speak an unholy utterance of great power, afflicting all those nearby who do not share your allegiance to evil.

Burst: Large (50 ft.) radius centered on you

Targets: All nonevil creatures in the area

Components: Verbal only

Attack: Spellpower vs. Mental

Success: 1d8 divine damage per two spellpower, and the target is **staggered** (*unable to act in movement phase*) for 2 rounds.

Critical Success: Double damage, and the target is **nauseated** (*unable to act in action phase, move at half speed*) for 1 round instead of staggered.

Failure: Half damage, and no additional effects.

Evocation [Evil]

Lists: Divine, Evil

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Bleed**5th Level**

You carve a wound into your foe's flesh.

Targets: One creature

Range: Close (30 ft.)

Attack: Spellpower vs. Fortitude

Success: 1d6 slashing damage per spellpower. In addition, the target takes one point of critical damage after this damage is dealt, regardless of its current hit points.

Critical Success: As above, except the target takes critical damage equal to your spellpower.

Failure: Half damage, and no additional effects.

Vivimancy [Flesh]

Lists: Arcane, Death

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Bless**1st Level**

You fill your ally with confidence, improving her prowess in combat.

Target: One creature	Range: Medium (100 ft.)
Effect: The target gains a legend point.	
Duration: Short (<i>Focus + 5 rounds</i>) or until expended	
Enchantment [Mind, Morale]	Lists: Divine
<i>Retargeting Miscast:</i> The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
2 – <i>Empowered:</i> The target gains an additional legend point.	
3 – <i>Mass:</i> The spell can affect up to five targets.	

Blur**2nd Level**

You distort an ally's outline so it appears blurred, shifting, and wavering.

Target: One creature	Range: Close (30 ft.)
Effect: Targeted physical attacks against the target have a 20% miss chance. Spells and other non-physical attacks suffer no miss chance.	
Duration: Short (<i>Focus + 5 rounds</i>)	
Illusion [Glamer]	Lists: Arcane
<i>Retargeting Miscast:</i> The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
3 – <i>Empowered:</i> The miss chance increases to 50%.	

Blessed Blade**6th Level****Boon of Knowledge****2nd Level**

description

Target: One unattended weapon	Range: Close (30 ft.)
Effect: Attacks with the affected weapon are made against Mental defense instead of Armor defense. In addition, the weapon is considered to be of your alignment, which may allow attacks with it to overcome damage reduction or similar defenses.	
Transmutation [Augment]	Lists: Divine, War
<i>Notes:</i> A weapon wielded by a creature can be affected if its wielder is willing.	
<i>Explosive Miscast:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	

Your ally becomes deeply knowledgeable.

Target: One willing creature	Range: Close (30 ft.)
Effect: The target gains a +5 bonus to Knowledge checks. In addition, it is treated as being trained in all Knowledge skills, allowing it to make any Knowledge check.	
Duration: Short (<i>Focus + 5 rounds</i>)	
Divination [Knowledge]	Lists: Arcane, Knowledge
<i>Notes:</i> A creature who has already tried to use a Knowledge skill about a topic may retry the attempt under the effects of this spell, because its Knowledge modifier changed. However, repeated castings of this spell do not grant additional attempts to recall information about a topic.	
<i>Retargeting Miscast:</i> The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
3 – <i>Empowered:</i> The bonus increases to +10.	

Blink**3rd Level**

You rapidly blink in and out of reality, confounding your foes and protecting you from their attacks.

Target: You	
Effect: You spend half your time on the Astral Plane. All attacks and abilities used on you have a 50% chance to fail. However, your attacks and abilities you use on anything other than yourself have a 20% chance to fail.	
Duration: Short (<i>Focus + 5 rounds</i>)	
Conjuration [Planar]	Lists: Arcane
<i>Notes:</i> If you are on the Astral Plane when you cast this spell, it has no effect.	
<i>Explosive Miscast:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments:	
3 – <i>Controlled:</i> Your attacks and abilities do not have a chance to fail.	

Boon of Many Eyes**4th Level**

Your ally becomes able to fight foes on all sides with equal skill.

Target: One willing creature	Range: Close (30 ft.)
Effect: Whenever the target makes Awareness checks, it rolls twice and takes the higher result. In addition, it reduces its overwhelm penalties by 5 (to a minimum of 0). If this effect reduces the target's overwhelm penalty to 0, it is not considered to be overwhelmed.	
Duration: Short (<i>Focus + 5 rounds</i>)	
Transmutation [Augment]	Lists: Arcane, Knowledge
<i>Retargeting Miscast:</i> The spell targets a random valid target within range (including yourself, if applicable).	

Boon of Mastery**3rd Level**

Your ally becomes skilled in all things.

Target: One willing creature	Range: Close (30 ft.)
Effect: Whenever the target makes a skill check, it rolls twice and takes the higher result.	
Duration: Short (<i>Focus + 5 rounds</i>)	
Divination [Knowledge]	Lists: Arcane, Knowledge
<i>Retargeting Miscast:</i> The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
4 – <i>Empowered:</i> The target also gains a +5 bonus to all skills.	

Boon of Perception**1st Level***Your ally becomes acutely aware of their surroundings.***Target:** One willing creature **Range:** Close (30 ft.)**Effect:** Whenever the target makes Awareness, Sense Motive, and Spellcraft checks, it rolls twice and takes the higher result.**Duration:** Short (*Focus + 5 rounds*)

Divination

Lists: Arcane, Knowledge**Retargeting Miscast:** The spell targets a random valid target within range (including yourself, if applicable).**Augments:****3 – Empowered:** The target also gains a +5 bonus to Awareness, Sense Motive, and Spellcraft checks.**Boon of Precision****5th Level***Your ally gains the ability to see the weak points of creatures she fights.***Target:** One willing creature **Range:** Close (30 ft.)**Effect:** The target increases its critical range and critical multiplier with physical attacks by 1.

If it scores a number of critical hits equal to one quarter of your spellpower, the spell is expended.

Duration: Short (*Focus + 5 rounds*) or until expended

Divination [Awareness]

Lists: Arcane, Knowledge**Retargeting Miscast:** The spell targets a random valid target within range (including yourself, if applicable).**Burning Hands****1st Level***You expel a cone of searing flame shoots from your fingertips, searing creatures in front of you.***Burst:** Medium (20 ft.) cone **Targets:** Everything in the area**Attack:** Spellpower vs. Reflex**Success:** 1d8 fire damage per two spellpower**Failure:** Half damage.

Evocation [Destructive, Fire]

Lists: Arcane, Nature, Fire**Explosive Miscast:** The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.**Augments:****3 – Widened:** The spell's area becomes a Large (50 ft.) cone.**Cacaphonic Word****5th Level***You utter an incoherent burst of noise, disorienting your foes.***Burst:** Large (50 ft.) radius centered on you**Targets:** All nonchaotic creatures in the area**Components:** Verbal only**Attack:** Spellpower vs. Mental**Success:** 1d8 divine damage per two spellpower, and the target is *disoriented (moves randomly)* for 2 rounds.**Critical Success:** Double damage, and the target is *confused (randomly babbles, flees, attacks nearest, or acts normally)* for 2 rounds instead of disoriented.**Failure:** Half damage, and no additional effects.

Evocation [Chaotic]

Lists: Chaos, Divine**Explosive Miscast:** The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.**Call Lightning****3rd Level***You repeatedly call bolts of lightning that flash down from thin air to smite your foes.***Burst:** Large (50 ft.) vertical line, 5 ft. wide **Range:** Medium (100 ft.)**Targets:** Everything in the area**Attack:** Spellpower vs. Reflex**Success:** 1d10 electricity damage per two spellpower. If you are outdoors in cloudy or stormy weather, each bolt instead deals 1d6 electricity damage per spellpower.**Failure:** Half damage.**Effect:** You can concentrate as a standard action to call down another bolt of lightning. You may call a total number of bolts equal to your spellpower before the spell is discharged.**Duration:** Medium (5 minutes) or until discharged

Evocation [Destructive, Electricity]

Lists: Air, Nature**Notes:** This spell functions indoors or underground, but not underwater.

If a destructive spell deals enough damage to an interposing barrier to shatter or breaks through it, its effects may continue beyond the barrier if the area permits; otherwise, it stops at the barrier just as any other spell effect does.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.**Augments:****1 – Seeking:** If no creatures or objects lie in the area of a bolt, the lightning strikes elsewhere instead. It strikes the occupied square within the spell's range that lies closest to its original destination. If multiple occupied squares are equally close, it strikes the largest target. The lightning can unerringly identify invisible and concealed creatures, but it does not differentiate between friend, foe, and inanimate object.**3 – Staggering:** A successful attack also makes a target *staggered (unable to act in movement phase)* for 2 rounds.

Calm Emotions**3rd Level**

You calm a group of creatures, preventing the situation from getting out of hand.

Burst: Large (50 ft.) radius **Range:** Medium (100 ft.)

Targets: All creatures in the area

Attack: Spellpower vs. Mental

Success: The target has its emotions calmed. It cannot take violent actions (although it can defend itself) or do anything destructive. If an aggressive action is taken against a nearby creature, this effect is broken.

Critical Success: As above, except that nearby violence does not break the effect, and the effect lasts for 5 rounds after you stop concentrating on the spell.

Duration: Focus

Enchantment [Mind, Subtle]

Lists: Arcane

Notes: This spell automatically suppresses (but does not dispel) any effects of spells or abilities that affect or require emotions, including all other enchantment (emotion) spells.

Localized Miscast: The spell targets you, or originates from your location, instead of its intended location. In addition, it only extends out 5 feet from your location, rather than its normal area.

Chain Lightning**6th Level**

You create a stroke of lightning which strikes a single foe before arcing to hit a number of other foes of your choice.

Primary Target: One creature or object **Range:** Medium (100 ft.)

Limit: Medium (20 ft.) radius centered on the primary target

Secondary Targets: Any number of creatures or objects within the area

Attack: Spellpower vs. Reflex

Success: 1d8 electricity damage per two spellpower.

Failure: Half damage.

Special: This attack automatically succeeds against the primary target.

Evocation [Destructive, Electricity]

Lists: Air, Arcane, Nature

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Chaos Hammer**3rd Level**

You unleash a multicolored explosion of leaping, ricocheting energy to smite your foe.

Target: One nonchaotic creature **Range:** Medium (100 ft.)

Attack: Spellpower vs. Mental

Success: 1d6 divine damage per spellpower, and the target is **disoriented** (moves randomly) for 2 rounds.

Critical Success: As above, except that the target is **confused** (randomly babbles, flees, attacks nearest, or acts normally) for 2 rounds instead of disoriented.

Failure: Half damage.

Evocation [Chaotic]

Lists: Chaos

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Charm Person**2nd Level**

You manipulate a person's mind so he thinks of you as a trusted friend and ally.

Target: One humanoid creature

Range: Close (30 ft.)

Components: Somatic only

Attack: Spellpower vs. Mental

Special: If the target thinks that you or your allies are threatening it, you take a –5 penalty to accuracy on the attack.

Success: The target is **charmed** (deluded into liking its charmer) by you.

Critical Success: As above, but the effect is permanent.

Duration: Long (1 hour)

Enchantment [Delusion, Mind, Subtle]

Lists: Arcane

Notes: Any act by you or your apparent allies that threatens or damages the **charmed** person breaks the spell.

Subtle spells have no obvious effects. A creature affected by a subtle spell is usually unaware that it is under magical influence. The DR to identify a subtle spell with the Spellcraft skill is 10 higher than normal (see Spellcraft, page 62).

You can only affect any individual creature with this spell once per 24 hours.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

1 – Charm Monster: The spell can affect creatures of any type.

3 – Mass: The spell can affect up to five targets.

3 – Persistent: The spell lasts for thirty days.

Circle of Death**5th Level**

You channel powerful necrotic magic to damage nearby foes.

Emanation: Huge (100 ft.) radius from you

Targets: All living enemies in the area

Effect: At the end of every round, the target takes life damage equal to your spellpower.

Duration: 5 rounds

Vivimancy [Death]

Lists: Divine

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Circle of Healing**5th Level**

You channel powerful healing magic to heal nearby allies.

Emanation: Large (50 ft.) radius from you

Targets: All allies in the area

Effect: At the end of every round, the target heals hit points equal to your spellpower.

Duration: 5 rounds

Vivimancy [Positive]

Lists: Divine, Nature

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Color Spray

1st Level

Cone of Cold

2nd Level

Burst: Medium (20 ft.) cone

Targets: All creatures in the area

Effect: The target is **impaired** (20% failure) with sight-related attacks and checks.

Duration: 2 rounds

Illusion [Figment, Light, Visual]

Lists: Arcane

You project a vivid cone of clashing colors from your outstretched hand, striking creatures in front of you.

Notes: Creatures who cannot see the light are not affected by this spell. Merely closing one’s eyes is insufficient protection, however.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – Focused: The spell lasts for 5 rounds on one target creature in the area.

3 – Widened: The spell’s area becomes a Large (50 ft.) cone.

You create an area of extreme cold that drains heat from creatures in the area, diminishing their ability to move.

Burst: Medium (20 ft.) cone

Targets: Everything in the area

Attack: Spellpower vs. Reflex

Success: 1d8 cold damage per two spellpower. In addition, the target moves at half speed for 2 rounds.

Failure: As above, but half damage.

Evocation [Cold]

Lists: Arcane, Nature

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

3 – Freezing: If the attack succeeds against a creature, it is **immobilized** (Unable to leave its location) for 2 rounds.

3 – Widened: The spell’s area becomes a Large (50 ft.) cone.

Command

2nd Level

Confusion

4th Level

You compel a foe to obey a single command of your choice.

Target: One creature

Range: Close (30 ft.)

Components: Verbal only

Special: When you cast this spell, you speak a command. The command must be a single word or short, simple phrase. You must command the creature to perform a movement that can be completed during the movement phase. For example, you could command a creature to “flee” or “grovel”, but not to “attack” or “betray allies”.

Attack: Spellpower vs. Mental

Success: The target must obey the command during the next movement phase. It can take no other actions during that time, but it can defend itself normally. During the action phase, it can act normally.

Critical Success: As above, except that it must also obey the command during the next action phase. If the action was completed during the movement phase, the creature tries to complete the action again if possible, or simply remains still otherwise.

Failure: The target must obey the command or be **impaired** (20% failure) with attacks and checks.

Duration: Brief (2 rounds)

Enchantment [Auditory, Compulsion, Mind, Speech]

Lists: Arcane, Divine, Law

Notes: If the target can’t understand your command, the spell automatically fails. The target must obey the literal meaning of the command given, potentially allowing intelligent targets to subvert your intentions.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – Mass: The spell can affect up to five targets.

You compel a group of creatures to act randomly, sowing confusion in your foes’ ranks.

Targets: Up to five creatures

Range: Long (300 ft.)

Attack: Spellpower vs. Mental

Success: The target is **disoriented** (moves randomly).

Critical Success: The target is **confused** (randomly babbles, flees, attacks nearest, or acts normally).

Duration: Brief (2 rounds)

Enchantment [Compulsion, Mind]

Lists: Arcane, Chaos

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

2 – Focused: One target is **disoriented** (moves randomly) even if the attack fails against it.

Create Ballista

3rd Level

Create Image

2nd Level

You create a ballista which fires at your foes.

Target: Location

Range: Close (30 ft.)

Effect: This spell creates a fully functional Large ballista. Immediately after being created, the ballista fires at a foe of your choice within Long (300 ft.) range. It automatically reloads itself during the movement phase.

At the beginning of each round, you may spend a swift action to control the ballista. If you do, it fires at a target you designate during the action phase. Otherwise, another creature may spend a standard action to manually fire the ballista.

When the ballista fires, you make a Spellpower vs. Armor defense attack against the target. Success means the target takes 1d8 piercing damage per two spellpower. Failure means the bolt misses, and the target takes no damage.

The ballista has hit points equal to three times your spellpower. In all other respects, it is treated as an ordinary ballista.

Duration: Short (*Focus + 5 rounds*)

Conjuration/Transmutation [Creation]

Lists: Arcane

Notes: The ballista must be created on solid, stable ground, or the spell automatically fails.

You can learn and cast spell without the Transmutation school. If you do, the ballista does not fire automatically or reload itself. However, it can still be loaded and fired manually, like an ordinary ballista. If it is fired manually, you still use your spellpower to determine the accuracy and damage of the ballista bolt.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Zone: Medium (20 ft.) radius

Range: Medium (100 ft.)

Effect: This spell creates the visual illusion of an object, creature, or force within the area, as determined by you. The illusion does not create sound, smell, texture, or temperature. If you concentrate as a swift action, you can alter and control the image for the rest of the round.**Duration:** Short (*Focus + 5 rounds*)

Illusion [Figment, Unreal]

Lists: Arcane, Trickery

Notes: Creatures can recognize the figment as unreal by interacting with it physically, or by making a Awareness check against a DR equal to 10 + your spellpower. A creature gets a +10 bonus on this Awareness check when using senses which should be present in the figment, but which are missing.

A creature faced with definitive proof that the figment is unreal can disbelieve it, treating it as if it were not there.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

- 1 – *Sensory:* The illusion affects an additional sense: sound, smell, texture, or temperature. This augment can be used multiple times, affecting a different sense each time.
- 1 – *Widened:* The spell’s area becomes a Large (50 ft.) radius.
- 2 – *Persistent:* The spell’s duration becomes Long (1 hour).
- 2 – *Scripted:* When you cast the spell, you set a simple script for the figment to follow. It follows that script automatically. As a swift action, you can concentrate to change the script for the remainder of the spell.
- 5 – *False Reality:* The spell’s area becomes a 1 mile radius zone, centered on you.

Create Sound

1st Level

You create false sounds from nowhere.

Range: Medium (100 ft.)

Effect: You create sound from a location within range. The sound can be of any kind, but can be no louder than the sound that could be created by one human per spellpower. You can create understandable speech, but the sound is not precise enough to trigger magical effects activated by command words.**Duration:** Short (*Focus + 5 rounds*)

Illusion [Figment, Unreal]

Lists: Arcane

Notes: Creatures can identify the illusion, as [create image](#).**Explosive Miscast:** The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Cripple**4th Level***You render your foe's limbs useless.*

Target: One creature	Range: Medium (100 ft.)
Attack: Spellpower vs. Fortitude	
Success: 1d6 life damage per spellpower. In addition, the target is <i>staggered</i> (unable to act in movement phase) for 2 rounds.	
Critical Success: As above, but instead of being staggered, the target is unable to move its limbs, including any wings. Generally, that means it is <i>paralyzed</i> (helpless, unable to move), except that it can move its head and mouth.	
Failure: Half damage, and no additional effects.	
Vivimancy [Flesh]	Lists: Arcane
<i>Retargeting Miscast:</i> The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
3 – <i>Mass:</i> The spell can affect up to five targets. Its damage becomes 1d8 life damage per two spellpower.	

Cure Wounds**1st Level***You lay your hand on a creature and channel positive energy into it, healing some of its wounds.*

Target: One creature	Range: Medium (100 ft.)
Effect: If the target is living, it is healed for 1d6 damage per spellpower.	
Triggered Attack: If the target is undead, make a Spellpower vs. Fortitude attack.	
Success: 1d6 positive damage per spellpower.	
Failure: Half damage.	
Vivimancy [Positive]	Lists: Divine, Life, Nature
<i>Retargeting Miscast:</i> The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
1 – <i>Moderate Wounds:</i> For every 10 points of healing, this spell can instead cure 1 critical damage.	
2 – <i>Serious Wounds:</i> For every 5 points of healing, this spell can instead cure 1 critical damage.	
3 – <i>Critical Wounds:</i> For every 2 points of healing, this spell can instead cure 1 critical damage.	
3 – <i>Mass:</i> The spell can affect up to five targets. Its damage becomes 1d8 damage per two spellpower	

Curse of Blood and Bone**2nd Level***You curse your foe's body, leaving it vulnerable to attacks.*

Target: One creature	Range: Medium (100 ft.)
Attack: Spellpower vs. Mental	
Success: 1d6 life damage per spellpower. In addition, the target's maximum hit points are reduced by the amount of damage it takes from this effect, to a minimum of 1 hit point, for 5 rounds.	
Critical Success: As above, but the hit point reduction is permanent.	
Failure: Half damage, and no additional effects.	
Duration: 5 rounds or 1 year	
Vivimancy [Curse, Flesh]	Lists: Arcane, Death, Divine, Evil
<i>Notes:</i> Curses cannot be dispelled with <i>dispel magic</i> , but can be removed with <i>break enchantment</i> or <i>remove curse</i> .	
<i>Retargeting Miscast:</i> The spell targets a random valid target within range (including yourself, if applicable).	

Curse of the Wayward Mind**5th Level**

Target: One creature	Range: Medium (100 ft.)
Attack: Spellpower vs. Mental	
Success: The target is <i>disoriented</i> (moves randomly) for one hour.	
Critical Success: The target is <i>disoriented</i> (moves randomly) permanently.	
Failure: The target is <i>disoriented</i> (moves randomly) for 2 rounds.	
Vivimancy [Curse]	Lists: Arcane
<i>Notes:</i> Curses cannot be dispelled with <i>dispel magic</i> , but can be removed with <i>break enchantment</i> or <i>remove curse</i> .	
<i>Retargeting Miscast:</i> The spell targets a random valid target within range (including yourself, if applicable).	

Dancing Lights**1st Level***You create floating lights to guide your way.*

Range: Medium (100 ft.)	
Effect: This spell creates mobile sources of light. You can create up to four lights which resemble lanterns or torches, up to four glowing spheres of light, or a single glowing, vaguely humanoid shape. Regardless of their form, each light creates bright illumination in a Medium (20 ft.) radius, as a torch.	
As a swift action, you can move the lights as you desire through the air. They can move up to 100 feet per round, but they must always stay within range of you. Any light which goes beyond that limit winks out.	
Duration: Short (<i>Focus + 5 rounds</i>)	
Illusion [Figment, Light]	Lists: Arcane
<i>Explosive Miscast:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	

Darkvision**1st Level***You grant an ally the ability to see in complete darkness.*

Target: One creature	Range: Touch
Effect: The target gains the ability to see 50 feet even in total darkness. Beyond 60 feet, the target can see dimly, treating areas of darkness as shadowy illumination. Darkvision does not function if a creature is in an area of bright light or is dazzled. Darkvision is black and white only, but otherwise like normal sight.	
Duration: Long (1 hour)	
Transmutation [Augment]	Lists: Arcane
<i>Notes:</i> This spell does not grant the ability to see in magical darkness.	
<i>Explosive Miscast:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments:	
3 – <i>Mass:</i> The spell can affect up to five targets.	

Death Knell**3rd Level Deflection****5th Level**

You draw forth the ebbing life force of a creature and use it to fuel your own power.

Target: Living creature **Range:** Close (30 ft.)

Attack: Spellpower vs. Fortitude

Success: 1d6 life damage per spellpower. In addition, for 2 rounds, the target automatically dies if it takes critical damage while it has no hit points remaining.

If the target dies in this way, you gain temporary hit points equal to twice your spellpower. These temporary hit points last for 1 round per level the target had.

Critical Success: As above, except that the temporary hit points are also granted to all allies within a Large (50 ft.) radius of the dead creature.

Failure: Half damage, and no additional effects.

Vivimancy [Death] **Lists:** Arcane, Death

Notes: If you take life damage, you lose all temporary hit points provided by this spell before applying the damage.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Death Ward**4th Level**

You shield your allies from deadly spells and abilities.

Target: Up to five living creatures **Range:** Medium (100 ft.)

Effect: The target is immune to **Death** effects and negative energy damage.

Duration: Short (Focus + 5 rounds)

Abjuration/Vivimancy [Positive, Shielding]

Lists: Divine, Protection

Notes: This does not prevent the targets from dying by means other than Death effects, such as by taking critical damage.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Deep Slumber**5th Level**

You fill your foes with an overpowering urge to sleep, rendering them comatose.

Target: One creature **Range:** Medium (100 ft.)

Attack: Spellpower vs. Mental

Success: The target is **blinded** (unable to see, defenseless) for 2 rounds.

Critical Success: The target falls asleep. It cannot be awakened by any means for 2 rounds. After that time, it can be awoken by other creatures, but if left undisturbed, it will sleep until it dies.

Failure: The target is **dazed** (unable to act in movement phase) for 2 rounds.

Enchantment [Compulsion, Mind]

Lists: Arcane

Notes: Creatures that are unable to sleep, such as elves, are immune to all effects of this spell.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – Mass: The spell can affect up to five targets.

You shield your ally from enemy attacks, causing harmful blows to deflect away from them.

Target: One willing creature **Range:** Close (30 ft.)

Effect: Physical attacks against the target have a 50% miss chance. Spells and other targeted attacks are unaffected.

Duration: Short (Focus + 5 rounds)

Abjuration [Shielding]

Lists: Arcane

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Delay Damage**3rd Level**

You partially shift yourself into the future, delaying the impact of attacks against you.

Target: You

Effect: Whenever you take damage, half of the damage (rounded down) is not dealt to you immediately. This damage is tracked separately. At the end of the spell's duration, you take all of the delayed damage at once. When this happens, any damage in excess of your hit points is dealt as critical damage.

Duration: Medium (5 minutes)

Abjuration/Transmutation [Shielding, Temporal] **Lists:** Divine, Nature

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Divine Judgment**7th Level**

Target: One creature **Range:** Long (300 ft.)

Attack: Spellpower vs. Mental

Success: 1d6 divine damage per spellpower. In addition, the target is **staggered** (unable to act in movement phase) for 5 rounds.

Critical Success: The target dies, and divine fire utterly consumes its body. Its equipment is unaffected.

Failure: Half damage, and no additional effects.

Evocation

Lists: Divine, Good

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

2 – Persistent: The target's body cannot be used to restore it to life, such as with the **resurrection** ritual. (See Resurrecting the Dead, page 124, for details).

Divine Shield

7th Level

Dictum

5th Level

You shield your ally with a powerful force that protects it from danger and heals its wounds.		You utter a powerful command, binding your foes in place.	
Target: One willing creature		Burst: Large (50 ft.) radius centered on you	
Range: Close (30 ft.)		Targets: All nonlawful creatures in the area	
Effect: The target gains damage reduction against physical damage equal to your spellpower. In addition, at the end of each round, it heals hit points equal to your spellpower.		Components: Verbal only	
Duration: 5 rounds		Attack: Spellpower vs. Mental	
Abjuration/Vivimancy [Life, Shielding]		Success: 1d8 divine damage per two spellpower, and the target is immobilized (<i>Unable to leave its location</i>) for 2 rounds.	
Lists: Divine, Life		Critical Success: As above, except that the target is stunned (<i>unable to take actions</i>) for 1 round instead of slowed.	
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.		Failure: Half damage, and no additional effects.	
		Evocation [Lawful]	
		Lists: Divine, Law	
		Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	

Detect Alignment

1st Level

You sense the presence of creatures with a particular alignment.	
Emanation: Large (50 ft.) cone from you	
Effect: As you cast this spell, you choose an alignment: good, evil, lawful, or chaotic. Anything within the spell's area that has the chosen alignment has a faint aura, visible only to you.	
As a swift action, you can concentrate on an aura to determine the strength of the aura. Most aligned creatures and magic items have a faint aura. Creatures that embody the alignment, such as outsiders with the appropriate subtype and undead, have a moderate aura. Creatures that act directly on behalf of the alignment, such as paladins, have a strong aura. Extraordinary magical objects or effects, such as artifacts, can also have a strong aura.	
Duration: Short (<i>Focus + 5 rounds</i>)	
Divination [Detection]	
Lists: Divine	
Notes: Each round, you can turn to detect objects in a new area. A detection 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.	
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments:	
2 – <i>Empowered:</i> You can detect all alignments, rather than a single alignment.	
2 – <i>Penetrating:</i> The spell's area penetrates all physical barriers except lead.	
2 – <i>Widened:</i> The spell's area becomes a 100 ft. radius.	

Dimension Door

4th Level

Target: You	
Effect: You teleport to a destination within 1,000 feet of you. You must clearly visualize the destination, but you do not need line of sight or line of effect. After arriving, you cannot act until the next action phase.	
If the destination is occupied, or dramatically different from how you visualized it, the spell fails.	
Conjuration [Teleportation]	
Lists: Arcane	
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments:	
1 – <i>Companion:</i> You can touch a willing creature to bring them with you. This augment can be selected multiple times, allowing you to bring an additional creature each time.	
2 – <i>Distant:</i> You can teleport to a destination within 10,000 feet.	

Dimension Slide

2nd Level

Target: One willing creature	
Range: Close (30 ft.)	
Casting Time: Standard action. If you cast this spell on yourself, you can cast it as a move action instead.	
Effect: The target teleports to an unoccupied destination up to 100 feet away from its original location. If the destination is invalid, the spell fails.	
Conjuration [Teleportation]	
Lists: Arcane, Travel	
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
1 – <i>Airborne:</i> If the target is willing, the destination does not have to be on stable ground.	
2 – <i>Distant:</i> The destination can be up to 300 feet away.	

Dimensional Anchor

2nd Level

Discern Vulnerability

3rd Level

You sever your foe’s connection to the Astral Plane, trapping it where it is.

Target: One creature**Range:** Medium (100 ft.)

Attack: Spellpower vs. Mental

Success: The target cannot travel extradimensionally for 5 rounds. This blocks teleportation and all planar travel abilities except planar rifts.

Critical Success: As above, except that the effect lasts for 1 year.

Failure: As above, except that the effect lasts for 1 round.

Abjuration [Antimagic]**Lists:** Arcane, Divine, Magic

Notes: This spell 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, such as summoning monsters. Also, it does not prevent summoned creatures from disappearing at the end of a summoning spell.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

2 – Resilient: The spell cannot be dispelled. It can only be removed by physically travelling to the Astral Plane, such as through a planar rift or a gate created by the *gate* ritual.

3 – Mass: The spell can affect up to five targets.

Target: One creature**Range:** Medium (100 ft.)

Casting Time: Swift action

Effect: You instantly learn all of the target’s weaknesses. This includes, but is not limited to, the following information:

- Which of the target’s defenses is lowest
- If the target has any vulnerabilities to specific damage types
- How to overcome the target’s damage reduction, regeneration, or other similar abilities

Divination**Lists:** Arcane

Notes: This spell gives no information about a creature’s strengths or abilities – only its weaknesses.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – Mass: The spell can affect up to five targets.

Dimensional Army

9th Level

You teleport your allies a great distance, ambushing your foes.

Target: Up to five willing creatures**Range:** Medium (100 ft.)

Effect: The target teleports to a destination within Extreme (1,000 ft.) range of you. You must clearly visualize the destination, but you do not need line of sight or line of effect. After arriving, the target cannot act until the next action phase.

If the destination is occupied, or dramatically different from how you visualized it, the spell fails.

Conjuration [Teleportation]**Lists:** Arcane, Travel

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Discordant Song

7th Level

Magical music fills the air, sowing confusion among your foes.

Zone: Medium (20 ft.) radius**Range:** Medium (100 ft.)

Targets: All creatures in the area

Effect: At the beginning of each round, make an attack against all targets.

Attack: Spellpower vs. Mental

Success: The target is *disoriented* (moves randomly) for 2 rounds.

Critical Success: The target is *confused* (randomly babbles, flees, attacks nearest, or acts normally) for 2 rounds.

Duration: Short (Focus + 5 rounds)

Enchantment [Auditory, Compulsion, Mind]**Lists:** Arcane, Chaos

Localized Miscast: The spell targets you, or originates from your location, instead of its intended location. In addition, it only extends out 5 feet from your location, rather than its normal area.

Discern Lies

2nd Level

You can discern subtle magical disturbances caused by lying.

Emanation: Large (50 ft.) cone from you

Effect: You know when any creature in the area deliberately and knowingly speaks a lie. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Duration: Short (Focus + 5 rounds)

Divination [Detection]**Lists:** Arcane, Divine, Law

Notes: Each round, you can turn to discern lies in a new area. A detection 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.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – Penetrating: The spell’s area penetrates all physical barriers except lead.

2 – Persistent: The spell’s duration becomes Short (Focus + 5 rounds).

Disintegrate

6th Level

Dispel Magic

3rd Level

You shoot a thin, green ray from your pointing finger that completely destroys whatever it hits.

You destroy magical effects.

Target: One creature or object	Range: Medium (100 ft.)
Attack: Spellpower vs. Fortitude	
Success: 1d6 physical damage per spellpower. If the target has no hit points remaining, it dies. Its body is completely disintegrated, leaving behind only a pinch of fine dust. Its equipment is unaffected.	
Critical Success: As above, but double damage.	
Failure: As above, but half damage.	
Special: When used against an object, this spell 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.	
Transmutation [Alteration]	Lists: Arcane, Destruction
Notes: This spell affects even objects constructed entirely of force, such as <i>wall of force</i> , but not magical effects such as an <i>antimagic field</i> .	
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
1 – <i>Complete</i> : If the target is completely disintegrated, its equipment also takes damage from the spell. Equipment destroyed in this way is also disintegrated. This has no effect on artifacts.	
3 – <i>Mass</i> : The spell can affect up to five targets. Its damage becomes 1d8 physical damage per two spellpower.	

Targets: One creature, object, or location	Range: Medium (100 ft.)
Attack: Spellpower vs. Special	
Effect: For every spell affecting the target, if the attack result beats a DR equal to 10 + the spellpower of the spell, the spell is dispelled.	
If the target is an object, and the attack result beats a DR equal to 10 + the spellpower of the object, the object is suppressed for 5 rounds. A suppressed object loses all its magical abilities, though it is still treated as being a magical object for the purpose of spells and effects.	
If the target is an effect of an ongoing spell (such as a summoned creature), and the attack result beats a DR equal to 10 + the spellpower of the spell, the target is treated as if the spell that created it was dispelled. This usually causes the target to disappear.	
Abjuration [Antimagic]	Lists: Arcane, Divine, Magic, Nature
Notes: When a spell is dispelled, all its effects with a duration end. Unless otherwise specified, any spell with a lasting effect can be dispelled.	
If a spell affects multiple targets, it must be dispelled individually on each target. Dispelling the effect on one target does not affect the other targets of the spell.	
You may choose to automatically succeed or fail on your attack against any spell that you cast yourself.	
Spell-like abilities are treated like spells, and this spell affects them in the same way it affects spells.	
Artifacts and deities are unaffected by mortal magic such as this.	
Retargeting Miscast: The spell targets a random active spell, or object or creature which is affected by at least one dispellable spell, within range (including yourself, if applicable).	
Augments:	
2 – <i>Spelltheft</i> : You can choose to gain the effects of any spells you dispel as if they had been originally cast on you. The effects last for the remainder of their original durations or for 5 rounds, whichever is shorter. Spells that cannot be cast on you, such as spells which only affect the caster, are simply dispelled.	
3 – <i>Mass</i> : The spell can affect up to five targets.	

Disjoin Magic

9th Level

Special: This spell has two versions: an area dispel, and a targeted destruction of a magic item. Its effects depend on which version is chosen.	
Burst: Medium (20 ft.) radius burst	Range: Medium (100 ft.)
Effect: All spells in the area are dispelled.	
Target: One magic item	
Attack: Spellpower vs. 10 + the spellpower of the target object	
Success: The target item is permanently rendered nonmagical.	
Failure: The target item is suppressed for 5 rounds. A suppressed object loses all its magical abilities, though it is still treated as being a magical object for the purpose of spells and effects.	
Special: If the item is an artifact, there is only a 1% chance per spellpower that the spell works. If you destroy an artifact in this way, you permanently lose the ability to cast this spell.	
Abjuration [Shielding]	Lists: Arcane, Magic
Notes: Destroying artifacts is dangerous, and it is likely to attract the attention of some powerful being who has an interest in or connection with the device.	
Localized Miscast: The spell targets you, or originates from your location, instead of its intended location. In addition, it only extends out 5 feet from your location, rather than its normal area.	

Divine Favor

3rd Level

You imbue yourself with divine fortune by calling on your patron.	
Target: You	
Effect: You gain an legend point. This legend point can only be spent on physical actions, such as strikes with your weapon. If you spend it, you get another legend point 5 rounds later.	
Duration: Long (1 hour)	
Transmutation [Augment]	Lists: Divine, War
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments:	
3 – <i>Empowered</i> : You gain an additional legend point. Both legend points regenerate independently after being spent.	

Divine Might

5th Level

Drain Life

3rd Level

Target: You

Effect: You become larger, as the *enlarge* spell. In addition, you gain damage reduction against physical damage equal to your spellpower. Appropriately aligned damage ignores this damage reduction and negates it for 1 round. Evil attacks overcome your damage reduction if you are good or neutral, and good attacks overcome your damage reduction if you are evil.

Duration: Short (*Focus + 5 rounds*)

Transmutation [Alteration, Augment, Sizing]

Lists: Divine, Strength

Notes: Multiple magical effects which change size do not stack. Size increases offset size decreases on a one-for-one basis.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Target: One living creature

Range: Medium (*100 ft.*)

Attack: Spellpower vs. Fortitude

Success: 1d6 life damage per spellpower. You gain temporary hit points equal to half the damage you deal. You can't gain more hit points than the target had. The temporary hit points disappear after 5 rounds. If you take life damage, you lose all temporary hit points provided by this spell before applying the damage.

Critical Success: As above, but double damage.

Failure: Half damage.

Vivimancy [Life]

Lists: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

2 – Empowered: You gain temporary hit points equal to the damage you deal.

Dominate Person

6th Level

Drown

8th Level

Target: One humanoid creature

Range: Close (*30 ft.*)

Components: Somatic only

Attack: Spellpower vs. Mental

Success: The target is *confused* (*randomly babbles, flees, attacks nearest, or acts normally*) for 2 rounds.

Critical Success: The target is *dominated* (*compelled to obey its dominator*) for 2 rounds.

When this effect's duration ends, you must make another Spellpower vs. Mental attack against the target. Success means the target remains dominated for another 2 rounds, and this attack is repeated at the end of that time. Failure means the target breaks free of your control. Critical success means the target is dominated for an additional 24 hours, and no further attacks are made.

Failure: The target is *dazed* (*unable to act in movement phase*) for 2 rounds.

Enchantment [Compulsion, Mind, Subtle]

Lists: Arcane

Notes: This spell gives you no special ability to communicate with the target, except as noted above. Rituals such as *telepathic bond* can be used to exert influence over a dominated creature from a distance.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

1 – Dominate Monster: The spell can affect creatures of any type.

3 – Mass: The spell can affect up to five targets.

You fill a foe's lungs with water, causing it to begin drowning.

Target: One creature

Range: Medium (*100 ft.*)

Attack: Spellpower vs. Fortitude

Success: The target is *severely impaired* (*50% failure*) with all actions. In addition, the target is unable to breathe. If it continues being unable to breathe for longer than it can hold its breath, it may die (see Drowning, page ??, for details).

Critical Success: As above, except that the target is *nauseated* (*unable to act in action phase, move at half speed*) instead of severely impaired.

Failure: The target is *impaired* (*20% failure*) with all actions.

Duration: Short (*Focus + 5 rounds*)

Conjuration [Creation]

Lists: Nature, Water

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Earth's Pull

3rd Level

You intensify the pull of gravity on your foe, causing it to feel much heavier and making its movements sluggish.

Range: Medium (*100 ft.*)

Target: One Large or smaller creature within 10 feet of solid ground

Effect: The target is *slowed* (*unable to act in movement phase, move at half speed*).

Duration: Brief (*2 rounds*)

Evocation [Earth]

Lists: Earth, Nature, Wild

Notes: If the target gets farther than 10 feet from the ground, the spell's effect is broken.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

1 – Distant: The target must be within 50 feet of solid ground, rather than within 10 feet.

1 – Giant: The spell can affect a target one size category larger. This augment can be used multiple times.

3 – Mass: The spell can affect up to five targets.

Earthen Blade**1st Level Earthquake****9th Level****Range:** Touch**Effect:** This spell creates a weapon sized for you from the ground. The weapon can be of any type you are proficient with.If earth enhanced with the *enhance component* ritual is used, the item created will have an enhancement bonus.**Duration:** Long (1 hour)Transmutation [Alteration, Augment, Earth] **Lists:** Earth, Nature, War**Explosive Miscast:** The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.**Augments:****1 – Tiny:** You can create a weapon sized for a creature up to two size categories smaller than you.**2 – Arsenal:** You can create up to ten weapons of different types.**2 – Giant:** You can create a weapon sized for a creature up to two size categories larger than you.*An intense but highly localized tremor shakes the ground. The shock knocks creatures down, and rifts open in the earth to trap unwary creatures.***Burst:** Large (50 ft.) radius**Range:** Medium (100 ft.)**Targets:** All enemies on the ground in the area**Attack:** Spellpower vs. Reflex**Effect:** The target is knocked prone.**Success:** The target is trapped in a crack in the ground, causing it to be *immobilized* (*Unable to leave its location*). It can escape with a grapple or Escape Artist check against a DR equal to 10 + your spellpower.**Critical Success:** As above, except that the target is *grappled* (*physically wrestling with a foe*) by the earth instead of immobilized.

Evocation [Earth, Physical]

Lists: Destruction, Divine, Earth, Nature, Strength, Wild**Notes:** In terrain with unusual ground, such as rivers or swamps, this spell may have different effects.

Physical spells cannot be dismissed or dispelled, and do not allow spell resistance.

Localized Miscast: The spell targets you, or originates from your location, instead of its intended location. In addition, it only extends out 5 feet from your location, rather than its normal area.**Earth Glide****4th Level****Target:** One creature**Range:** Touch**Effect:** The target gains the earth glide ability, as an earth elemental.

This allows it to glide through stone, dirt, or almost any other sort of earth as if it were air. The target can walk or climb at any angle in the earth. However, the target generally cannot breathe, speak, or hear while gliding. While gliding, the target can remain partially within the earth, granting it cover.

Duration: Short (*Focus + 5 rounds*)

Transmutation [Augment, Earth]

Lists: Earth, Nature**Notes:** The target's burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. This spell does not grant the target the ability to breathe earth, and it may suffocate if it remains within earth for a prolonged period of time.

If this spell ends while the target is inside solid earth, it is shunted to the nearest open space large enough to fit it, taking 1d6 physical damage per 5 feet moved.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.**Augments:****1 – Accelerated:** The target's speed is doubled while gliding through earth.**3 – Mass:** The spell can affect up to five targets.**Earthspike****2nd Level***You create a spike from the ground that impales your foe, slowing its movement.***Range:** Medium (100 ft.)**Target:** One creature or object within 10 feet of natural earth or stone**Attack:** Spellpower vs. Reflex**Success:** 1d6 piercing damage per spellpower. In addition, the target moves at half speed for 2 rounds.**Critical Success:** As above, but double damage.**Failure:** As above, but half damage.

Transmutation [Alteration, Earth, Physical]

Lists: Earth, Nature**Retargeting Miscast:** The spell targets a random valid target within range (including yourself, if applicable).**Augments:****2 – Impaling:** If the attack succeeds, the target is *immobilized* (*Unable to leave its location*) for 2 rounds instead of moving at half speed.**2 – Spike Trap:** The spell targets a 5-ft. square of ground, and lasts for 5 rounds. If an enemy steps into the area, it suffers the effects of the spell. You may only have one such trap active at once.

Enervation

4th Level

Entangle

1st Level

Your foe’s body loses its color momentarily as you drain its life force away.

Target: One creature

Range: Close (30 ft.)

Effect: If the target is living, it gains two **negative levels**. This imposes a –2 penalty to the target’s accuracy, defenses, and checks, and a penalty to its current and maximum hit points equal to twice its level.
If the target is undead, it gains damage reduction against physical damage equal to your spellpower. Positive damage ignores this damage reduction and negates it for 1 round.

Vivimancy [Negative] **Lists:** Arcane, Death, Divine, Evil

Notes: These negative levels do not stack with other negative levels the target has, if any.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
2 – **Empowered:** If the target is living, it gains an additional negative level. This augment can be used multiple times.

Plants grow and ensnare your foe.

Target: One creature within 5 feet of plants

Range: Close (30 ft.)

Effect: The target is **entangled** (move at half speed, unable to sprint or charge, impaired). It can break this effect with a grapple or Escape Artist check against a DR equal to 10 + your spellpower.

Duration: Brief (2 rounds)

Transmutation [Alteration, Physical] **Lists:** Nature, Wild

Notes: The effects of this spell may be altered somewhat based on the nature of the plants near the target.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
2 – **Wild Growth:** The target does not need to be near plants.
3 – **Mass:** The spell can affect up to five targets.

Enlarge

2nd Level

Target: One creature (Large or smaller)

Range: Close (30 ft.)

Attack: Spellpower vs. Fortitude

Success: The target and its equipment instantly grows, doubling its height and multiplying its weight by 8. This changes the creature’s size category to the next larger one. This has several effects.

- +10 ft. bonus to movement speed.
- +4 bonus to Fortitude defense.
- +4 bonus to maneuver accuracy and defense.
- 1 penalty to other physical accuracy and defenses.
- 4 penalty to Stealth checks.
- Weapons increase damage die size (see Table 7.2: Weapon Damage and Size (page 104)).

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.
Equipment that leaves the target’s possession returns to its original size.

Duration: Short (Focus + 5 rounds)

Transmutation [Alteration, Sizing] **Lists:** Arcane, Nature, Strength

Notes: A typical humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. Multiple magical effects which change size do not stack. Size increases offset size decreases on a one-for-one basis.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
3 – **Mass:** The spell can affect up to five targets.

Entropic Shield

1st Level

You surround your ally with a magical field that glows with a chaotic blast of multicolored hues. This field deflects incoming ranged attacks, causing them to randomly swerve away from their intended target.

Target: One creature

Range: Close (30 ft.)

Effect: Each physical ranged attack directed at the target has a 50% miss chance. Other attacks that simply work at a distance are not affected.

Duration: Short (Focus + 5 rounds)

Abjuration [Shielding] **Lists:** Chaos, Divine

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
3 – **Mass:** The spell can affect up to five targets.
3 – **Spellshield:** Ranged spells directed at the target also have a 50% failure chance. This only affects directly targeted spells, not spells that include the target in their area.

Ethereal Jaunt

5th Level

Eyebite

2nd Level

Target: You

Effect: 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 50 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 (such as a basilisk's gaze attack). 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 damage per 5 feet that you so travel.

Duration: Short (*Focus + 5 rounds*)

Conjuration [Planar]

Lists: Arcane, Travel

Notes: If you are not on the Material Plane when you cast this spell, it has no effect. When the spell expires, all affected creatures on the Ethereal Plane return to the Material Plane.

Explosive Miscalculation: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

3 – *Mass:* The spell can affect up to five targets.

Target: One creature

Range: Medium (*100 ft.*)

Attack: Spellpower vs. Fortitude

Success: 1d6 life damage per spellpower. In addition, the target is **partially blinded** (*impaired, lose special vision abilities*) for 2 rounds.

Critical Success: As above, but double damage and the target is **blinded** (*unable to see, defenseless*) for 2 rounds instead of partially blinded.

Failure: Half damage, and no additional effects.

Vivimancy [Flesh]

Lists: Arcane

Notes: This spell has no effect on creatures without eyes.

Retargeting Miscalculation: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – *Earbite:* The target is also **deafened** (*unable to hear*) for 2 rounds.

3 – *Mass:* The spell can affect up to five targets. Its damage becomes 1d8 life damage per two spellpower.

Faerie Fire

1st Level

Burst: Small (*10 ft.*) radius

Range: Medium (*100 ft.*)

Targets: Everything in the area

Effect: A pale glow surrounds and outlines the target, causing it to shed light as a candle. This imposes a -20 penalty to Stealth checks, and negates invisibility, concealment, and similar effects.

Duration: Brief (*2 rounds*)

Illusion [Figment, Light]

Lists: Nature

Notes: Illusory figments, such as those created by the *create image* spell, are not outlined, which may reveal their false nature. The lights continue illuminating creatures after they leave the area.

Localized Miscalculation: The spell targets you, or originates from your location, instead of its intended location. In addition, it only extends out 5 feet from your location, rather than its normal area.

Augments:

2 – *Widened:* The spell's area becomes a Medium (*20 ft.*) radius.

4 – *Blinding:* Creatures in the area are also **partially blinded** (*impaired, lose special vision abilities*).

Excrete Slime

1st Level

You coat yourself in a sheen of acidic slime that damages your attackers.

Target: You

Effect: You are coated in slime. Whenever a creature hits you with a melee attack, make a Spellpower vs. Reflex attack against the attacking creature. Success means the creature takes 1d8 acid damage per two spellpower.

Duration: Short (*Focus + 5 rounds*)

Transmutation [Augment]

Lists: Nature

Explosive Miscalculation: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Fear

2nd Level

You terrify your foe.

Target: One creature

Range: Close (*30 ft.*)

Attack: Spellpower vs. Mental

Success: The target is **frightened** (*flees if close to its fear*) by you.

Critical Success: The target is **panicked** (*flees or cowers from its fear*) by you.

Failure: The target is **shaken** (*20% failure near its fear*) by you.

Duration: Brief (*2 rounds*)

Enchantment [Fear, Mind]

Lists: Arcane

Retargeting Miscalculation: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

1 – *Redirected:* The target is instead afraid of a willing ally within Medium (*100 ft.*) range.

3 – *Mass:* The spell can affect up to five targets.

Feather Fall**1st Level**

One freefalling object or willing creature (Medium or smaller)	Range: Medium (100 ft.)
Casting Time: Swift action	Components: Verbal only
Effect: The target falls at only 60 feet per round (equivalent to the end of a fall from a few feet). It takes no falling damage from falls of any length. If the object is heavy enough to deal falling damage to other creatures and objects, it deals half its normal falling damage, with no bonus for the height of the drop.	
Duration: Short (<i>Focus + 5 rounds</i>)	
Evocation [Air]	Lists: Arcane
<i>Notes:</i> This spell works only upon free-falling objects and creatures. It no special effect on ranged weapons or projectiles unless they are falling an extraordinary distance.	
<i>Retargeting Miscast:</i> The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
1 – <i>Giant:</i> The spell can affect a target one size category larger. This augment can be used multiple times.	
3 – <i>Mass:</i> The spell can affect up to five targets.	

Feeblemind**7th Level**

Target: One creature	Range: Close (30 ft.)
Attack: Spellpower vs. Mental	
Success: The target's Intelligence drops to –9 for 5 rounds, giving it roughly the intellect of a lizard. It is unable to cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them.	
Critical Success: As above, except that the effect is permanent.	
Failure: The target is <i>dazed</i> (<i>unable to act in movement phase</i>) for 5 rounds.	
Enchantment [Delusion, Mind]	Lists: Arcane
<i>Retargeting Miscast:</i> The spell targets a random valid target within range (including yourself, if applicable).	

Finger of Death**6th Level**

Target: One living creature	Range: Medium (100 ft.)
Attack: Spellpower vs. Fortitude	
Success: 1d6 life damage per spellpower. In addition, the target is <i>staggered</i> (<i>unable to act in movement phase</i>) for 5 rounds.	
Critical Success: The target dies.	
Failure: Half damage, and no additional effects.	
Vivimancy [Death]	Lists: Arcane, Death
<i>Retargeting Miscast:</i> The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
2 – <i>Persistent:</i> The target's body cannot be used to restore it to life, such as with the <i>resurrection</i> ritual. (See Resurrecting the Dead, page 124, for details).	
3 – <i>Mass:</i> The spell can affect up to five targets. Its damage becomes 1d8 life damage per two spellpower.	

Fire Shield**4th Level**

<i>You appear to immolate yourself in a wreath of flame that lashes out at anyone who tries to harm you.</i>	
Target: One creature	Range: Close (30 ft.)
Effect: The target gains damage reduction against cold damage equal to twice your spellpower. In addition, it radiates light as a torch.	
When a creature within Close (30 ft.) range of the target attacks it, the attacking creature takes 1d6 fire damage per two spellpower. A creature can only be dealt damage by this spell once per round.	
Duration: Short (<i>Focus + 5 rounds</i>)	
Abjuration/Evocation [Fire, Shielding]	Lists: Arcane, Fire
<i>Explosive Miscast:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	

Fire Storm**8th Level**

<i>You fill a massive area with sheets of roaring flame, burning everyone who opposes you.</i>	
Burst: Large (50 ft.) radius	Range: Medium (100 ft.)
Targets: Everything in the area, except allied creatures and plants	
Attack: Spellpower vs. Reflex	
Success: 1d8 fire damage per two spellpower.	
Critical Success: Double damage.	
Failure: Half damage.	
Evocation [Destructive, Fire]	Lists: Destruction, Fire, Nature, War, Wild
<i>Localized Miscast:</i> The spell targets you, or originates from your location, instead of its intended location. In addition, it only extends out 5 feet from your location, rather than its normal area.	

Fireball**3rd Level Flame Blade****2nd Level**

You create an explosion of flame that detonates with a low roar, damaging nearby creatures and objects.

Burst: Small (10 ft.) radius **Range:** Medium (100 ft.)
Targets: Everything in the area

Attack: Spellpower vs. Reflex
Success: 1d8 fire damage per two spellpower.
Critical Success: Double damage.
Failure: Half damage.

Evocation [Destructive, Fire] **Lists:** Arcane, Fire
Notes: If a destructive spell deals enough damage to an interposing barrier to shatter or breaks through it, its effects may continue beyond the barrier if the area permits; otherwise, it stops at the barrier just as any other spell effect does.

Fire spells shed light equivalent to a torch. They do not function underwater. They can ignite combustible materials, such as dry wood and cloth.

Localized Miscast: The spell targets you, or originates from your location, instead of its intended location. In addition, it only extends out 5 feet from your location, rather than its normal area.

Augments:

2 – Delayed: The fireball's detonation is delayed. As a swift action, you can command it to detonate during the next action phase. If not commanded to detonate, it will automatically detonate after 5 rounds. While the spell is delayed, an intangible bead of fire sits at the point of origin, shedding light as a torch.

2 – Incendiary: A successful attack also makes a target **ignited** (1d6 damage/round, 20% failure, Dex DR 15 to extinguish) for 5 rounds.

2 – Widened: The spell's area becomes a Medium (20 ft.) radius.

Fissure**6th Level**

You open a rift in the earth beneath your opponent that slams shut with immense force.

Target: One Huge or smaller creature **Range:** Medium (100 ft.) within 10 feet of solid ground

Attack: Spellpower vs. Reflex
Success: 1d6 bludgeoning damage per spellpower. In addition, the target is **immobilized** (Unable to leave its location) for 5 rounds.
Critical Success: The target dies.
Failure: Half damage, and no additional effects.

Evocation [Earth, Physical] **Lists:** Earth, Nature
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

1 – Giant: The spell can affect a target one size category larger. This augment can be used multiple times.

3 – Mass: The spell can affect up to five targets. Its damage becomes 1d8 bludgeoning damage per two spellpower.

You create a 3 foot long beam of red-hot fire to serve you as a weapon.

Effect: A scimitar-like weapon appears in your hand. You can attack with it as a light melee weapon, except that you use your spellpower in place of your Strength for damage, and it deals both fire and slashing damage. Alternately, you can hurl flames from the weapon up to Medium (100 ft.) range as if it were a thrown weapon.

Duration: Long (1 hour)

Evocation [Fire] **Lists:** Nature, War
Notes: Spell resistance applies when a foe is struck by the weapon, but not when the blade is created. Fire spells shed light equivalent to a torch. They do not function underwater. They can ignite combustible materials, such as dry wood and cloth.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – Empowered: The scimitar gains a bonus to damage equal to one quarter of your spellpower.

2 – Persistent: The spell's duration becomes Extreme (12 hours).

Flame Strike**5th Level**

You call a vertical column of divine fire that roars downward, consuming your unworthy foes.

Burst: Medium (20 ft.) radius cylinder, 40 ft. high **Range:** Medium (100 ft.)
Targets: Everything in the area

Attack: Spellpower vs. Reflex
Success: 1d8 fire and divine damage per two spellpower. Allied creatures take half damage, and all of that damage is fire damage.
Critical Success: As above, but double damage.
Failure: As above, but half damage.

Evocation [Destructive, Fire] **Lists:** Destruction, Divine, Fire
Notes: If a destructive spell deals enough damage to an interposing barrier to shatter or breaks through it, its effects may continue beyond the barrier if the area permits; otherwise, it stops at the barrier just as any other spell effect does.

Fire spells shed light equivalent to a torch. They do not function underwater. They can ignite combustible materials, such as dry wood and cloth.

Localized Miscast: The spell targets you, or originates from your location, instead of its intended location. In addition, it only extends out 5 feet from your location, rather than its normal area.

Fly

4th Level Forcecage

8th Level

Target: One creature	Range: Touch
Effect: The target gains a 30 foot fly speed with good maneuverability.	
Duration: Short (<i>Focus + 5 rounds</i>)	
Transmutation [Augment]	Lists: Arcane
<i>Notes:</i> An unencumbered creature with a fly speed can fly through the air. See Flying, page 222, for more details.	
<i>Explosive Miscast:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments:	
1 – <i>Accelerated:</i> The spell's fly speed becomes 60 feet.	
1 – <i>Maneuverable:</i> The spell's maneuverability becomes perfect.	
3 – <i>Mass:</i> The spell can affect up to five targets.	

Fog Cloud

2nd Level

You conjure a bank of fog, concealing those inside.

Zone: Medium (20 ft.) radius cylinder	Range: Medium (100 ft.)
Effect: Fog blocks sight in the area, causing all creatures within or looking through the area to treat everything they see as if it had concealment (+4 to physical defenses).	
Duration: Short (<i>Focus + 5 rounds</i>)	
Conjuration [Creation, Fog, Physical]	Lists: Arcane, Nature, Water
<i>Notes:</i> Fog spells do not function underwater and can be dispersed by wind. Localized wind, such as from a <i>gust of wind</i> spell, only disperses the fog where it overlaps the fog. A fire spell burns away the fog in the area into which it deals damage. A moderate wind (11+ mph) disperses the fog in 5 rounds; a strong wind (21+ mph) disperses the fog in 1 round.	
Physical spells cannot be dismissed or dispelled, and do not allow spell resistance.	
<i>Localized Miscast:</i> The spell targets you, or originates from your location, instead of its intended location. In addition, it only extends out 5 feet from your location, rather than its normal area.	
Augments:	
1 – <i>Sickening:</i> Creatures within the area are <i>sickened</i> (<i>moves at half speed</i>) for as long as they remain within the cloud, and for 1 round after they leave.	
3 – <i>Solid:</i> All creatures in the area move at half speed and suffer penalties as if they were fighting underwater. Attacks entering or passing through the area are similarly penalized.	
4 – <i>Acidic:</i> At the end of every round, make a Spellpower vs. Fortitude attack against everything in the fog. Success against a target means it takes 1d10 acid damage per four spellpower. This is a Acid effect.	

Target: One creature or object (Large or smaller)	Range: Medium (100 ft.)
Effect: An immobile, invisible prison appears around the target. The prison can be a perfect sphere, a perfect cube, or a barred cage. The cage bars are an inch wide, with one inch gaps between them.	
Duration: 5 rounds	
Evocation [Force, Physical]	Lists: Arcane
<i>Notes:</i> As <i>wall of force</i> .	
<i>Retargeting Miscast:</i> The spell targets a random valid target within range (including yourself, if applicable).	

Forget

1st Level

Target: One creature	Range: Medium (100 ft.)
Attack: Spellpower vs. Mental	
Effect: The target forgets something simple. You can't make it forget something important, such as its name. You must know what you want it to forget. The spell does not prevent the target from learning the information again, and it can remember the information normally after the spell's duration.	
Duration: Long (1 hour)	
Enchantment [Delusion]	Lists: Arcane
<i>Retargeting Miscast:</i> The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
3 – <i>Empowered:</i> For the duration of the spell, if the target learns the information again, it immediately forgets at the end of the round.	
3 – <i>Mass:</i> The spell can affect up to five targets. All targets must forget the same thing.	

Freedom

2nd Level

Target: One creature	Range: Close (30 ft.)
Effect: The target is immune to effects that restrict its mobility. It suffers no penalties for acting underwater. In addition, it gains a +20 bonus to Maneuver defense against grapple attacks, as well as on grapple attacks or Escape Artist checks made to escape a grapple or a pin.	
Duration: Short (<i>Focus + 5 rounds</i>)	
Transmutation [Augment]	Lists: Divine, Nature
<i>Retargeting Miscast:</i> The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
3 – <i>Mass:</i> The spell can affect up to five targets.	

Fungal Growth**3rd Level Gentle Descent****1st Level**

You create fungus all over your foe's body.

Target: One creature **Range:** Close (30 ft.)

Effect: The target becomes covered in living fungus. It is *sickened* (*moves at half speed*), and after every 2 rounds it takes physical damage equal to your spellpower.

The fungus can be removed as a full-round action. The creature removing the fungus must make a Heal check against a DR equal to 10 + your spellpower. If it fails, the target takes additional physical damage equal to your spellpower.

If the target takes fire or cold damage equal to your spellpower, the fungus is destroyed.

Conjuration/Vivimancy [Creation, Flesh] **Lists:** Nature
Explosive Miscal: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – Deep Growth: The DR to remove the fungus with a Heal check increases by 10.

2 – Resilient: The damage required to remove the fungus increases to five times your spellpower.

3 – Sickening: The target is *sickened* (*moves at half speed*) until the fungus is removed.

Gaseous Form**3rd Level**

The target and all its equipment becomes insubstantial, misty, and translucent.

Target: One willing corporeal creature **Range:** Touch

Effect: The target becomes a cloud of mist. All its equipment melds into its new form, though magical equipment retains its effects. Its Armor defense becomes 10, but it is immune to physical damage and critical hits.

As a cloud of mist, the target cannot take any physical actions other than movement. It has a fly speed of 10 feet, with perfect maneuverability. It can pass through holes and openings as narrow as one quarter inch, but cannot enter water or similar liquids.

Duration: Short (*Focus + 5 rounds*)

Transmutation [Alteration] **Lists:** Arcane, Travel
Explosive Miscal: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – Accelerated: The fly speed increases to 30 feet.

You grant your ally ephemeral wings which allow him to glide.

Target: One creature **Range:** Close (30 ft.)

Effect: The target gains a 30 foot glide speed.

Duration: Short (*Focus + 5 rounds*)

Transmutation [Air, Augment] **Lists:** Air, Nature

Notes: A creature with a glide speed can glide through the air at the indicated speed (see Gliding, page 223).

Retargeting Miscal: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

1 – Accelerated: The glide speed increases to 60 feet.

3 – Mass: The spell can affect up to five targets.

Ghoul Touch**4th Level**

Your foe feels the touch of a ghoul's undead hand against its flesh.

Target: One living creature **Range:** Medium (100 ft.)

Attack: Spellpower vs. Fortitude

Success: The target is *staggered* (*unable to act in movement phase*) and *impaired* (20% failure) with attacks and checks.

Critical Success: The target is *paralyzed* (*helpless, unable to move*).

Failure: The target is *impaired* (20% failure) with attacks and checks.

Duration: Brief (2 rounds)

Vivimancy [Flesh] **Lists:** Arcane

Retargeting Miscal: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – Mass: The spell can affect up to five targets.

Glitterdust**2nd Level**

You create a flurry of glittering dust which reveals hidden foes and blinds creatures.

Burst: Small (10 ft.) radius **Range:** Medium (100 ft.)

Targets: Everything in the area

Effect: A flurry of golden particles swarm around the target. This imposes a -20 penalty to Stealth checks, and negates invisibility, concealment, and similar effects. Illusory figments, such as those created by the *create image* spell, are not outlined, which may reveal their false nature. In addition, you make an attack.

Attack: Spellpower vs. Reflex

Success: The target is *partially blinded* (*impaired, lose special vision abilities*).

Critical Success: The target is *blinded* (*unable to see, defenseless*).

Duration: Brief (2 rounds)

Conjuration [Creation] **Lists:** Arcane

Localized Miscal: The spell targets you, or originates from your location, instead of its intended location. In addition, it only extends out 5 feet from your location, rather than its normal area.

Golem Heart**7th Level Harm****6th Level**

Your skin becomes gray and metallic as you embody the power of golems.

Target: You

Effect: This spell grants you multiple resistances and immunities.

- You gain damage reduction against physical damage equal to your spellpower. Adamantine weapons ignore this damage reduction and negate it for 1 round.
- You gain spell resistance equal to 10 + your spellpower.
- You become immune to death and poison effects.

Duration: Short (*Focus + 5 rounds*)

Transmutation [Augment]

Lists: Arcane, Earth, Nature, Strength

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Grease**1st Level**

You conjure a layer of slippery grease on the ground, tripping up your foes.

Zone: Small (10 ft.) radius

Range: Close (30 ft.)

Effect: The ground in the area is covered in grease for 5 rounds, making it slippery. A DR 15 Balance check is usually required to move on oily surfaces. See Balance, page 50, for more details.

Conjuration [Creation, Physical]

Lists: Arcane

Notes: Physical spells cannot be dismissed or dispelled, and do not allow spell resistance.

Localized Miscast: The spell targets you, or originates from your location, instead of its intended location. In addition, it only extends out 5 feet from your location, rather than its normal area.

Augments:

2 – *Widened:* The spell's area becomes a Medium (20 ft.) radius.

3 – *Slick:* The DR of the Balance check is equal to 10 + your spellpower.

Gust of Wind**1st Level**

You create a severe blast of air that knocks your foes flying.

Burst: Large (50 ft.) line from you

Targets: Everything in the area

Attack: Spellpower vs. Maneuver Defense

Success: The target is affected by a shove attack, pushing it back by 5 feet + 5 feet per 5 points by which your attack exceeded its defense. If it is pushed outside the spell's area, it is not pushed farther.

Evocation [Air]

Lists: Air, Nature

Notes: In addition to the effect noted, a *gust of wind* can do anything that a sudden blast of wind would be expected to do. It can extinguish open flames, 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.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

3 – *Persistent:* The gust of wind continues in the same area for 5 rounds.

You fill your foe with a massive influx of negative energy, crippling its body.

Target: One creature

Range: Medium (100 ft.)

Effect: If the target is undead, it is healed for 1d6 damage per spellpower.

Triggered Attack: If the target is living, make a Spellpower vs. Fortitude attack.

Success: The target takes 1d6 negative damage per spellpower, and is *impaired (20% failure)* with attacks and checks for 2 rounds. All damage dealt in excess of the target's hit points is dealt as critical damage.

Critical Success: As above, but double damage.

Failure: As above, but half damage.

Vivimancy [Negative]

Lists: Arcane, Divine, Evil

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – *Mass:* The spell can affect up to five targets. Its damage and healing become 1d8 negative damage per two spellpower.

Haste**1st Level**

Target: One creature

Range: Close (30 ft.)

Effect: The target gains a +30 foot bonus to its speed in all its movement modes, up to a maximum of double its original speed.

Duration: Short (*Focus + 5 rounds*)

Transmutation [Temporal]

Lists: Arcane, Strength

Notes: As with any effect that increases your speed, this effect affects your ability to jump (see Jump, page 56).

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – *Mass:* The spell can affect up to five targets.

4 – *Empowered:* Whenever the target takes a standard attack action, it may make an additional strike with a –5 penalty to accuracy. This does not stack with any other effects which grant extra strikes.

Heal**6th Level**

You fill an ally with a massive influx of positive energy, restoring its body to perfect health.

Target: One creature

Range: Close (30 ft.)

Effect: If the target is living, it is healed for 1d6 damage per spellpower. For every point of healing granted by this spell, it can instead cure 1 point of critical damage.

Triggered Attack: If the target is undead, make a Spellpower vs. Fortitude attack.

Success: 1d6 positive damage per spellpower.

Critical Success: Double damage.

Failure: Half damage.

Vivimancy [Positive]

Lists: Divine, Good, Life, Nature

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – *Mass:* The spell can affect up to five targets. Its damage and healing become 1d8 damage per two spellpower.

Hold Person**1st Level**

Target: One humanoid creature	Range: Close (30 ft.)
Effect: The target is immobilized (<i>Unable to leave its location</i>) for 2 rounds.	
Enchantment [Compulsion, Mind]	Lists: Arcane, Divine, Law
<i>Retargeting Miscast:</i> The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
1 – <i>Hold Monster:</i> The spell can affect creatures of any type.	
3 – <i>Mass:</i> The spell can affect up to five targets.	

Holy Avatar**9th Level**

You embody the essence of good, allowing you to smite your foes.

Target: You	
Effect: At any time during the spell's duration, you can concentrate as a standard action. If you do, you smite a foe, as described below.	
Duration: Long (<i>1 hour</i>)	
Target: One nongood creature	Range: Medium (<i>100 ft.</i>)
Effect: The target takes 1d10 divine damage per two spellpower. In addition, it is dazed (<i>unable to act in movement phase</i>) for 2 rounds.	
Evocation [Good]	Lists: Divine, Good
<i>Explosive Miscast:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	

Holy Smite**3rd Level**

Target: One nongood creature	Range: Medium (100 ft.)
Attack: Spellpower vs. Mental	
Success: 1d6 divine damage per spellpower, and the target is dazed (<i>unable to act in movement phase</i>) for 2 rounds.	
Critical Success: Double damage, and the target is stunned (<i>unable to take actions</i>) instead of dazed.	
Failure: Half damage, and no additional effects.	
Evocation [Good]	Lists: Good
<i>Retargeting Miscast:</i> The spell targets a random valid target within range (including yourself, if applicable).	

Holy Word**5th Level**

Burst: Large (50 ft.) radius centered on you	
Targets: All nongood creatures in the area	
Components: Verbal only	
Attack: Spellpower vs. Mental	
Success: 1d8 divine damage per two spellpower, and the target is dazed (<i>unable to act in movement phase</i>) for 2 rounds.	
Critical Success: Double damage, and the target is stunned (<i>unable to take actions</i>) for 1 round instead of dazed.	
Failure: Half damage, and no additional effects.	
Evocation [Good]	Lists: Good, Divine
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	

Horrid Wilting**9th Level**

You dessicate your foes from a great distance, shriveling their bodies.

Burst: Large (50 ft.) burst	Range: Long (300 ft.)
Targets: All enemies in the area	
Attack: Spellpower vs. Fortitude	
Special: You gain a +5 bonus to accuracy against plants and creatures with the water subtype.	
Success: 1d8 physical damage per two spellpower	
Critical Success: Double damage.	
Failure: Half damage.	
Vivimancy [Flesh]	Lists: Arcane
<i>Localized Miscast:</i> The spell targets you, or originates from your location, instead of its intended location. In addition, it only extends out 5 feet from your location, rather than its normal area.	

Hypnotic Pattern**4th Level**

You create a twisting pattern of subtle, shifting colors that weaves through the air, fascinating creatures within it.

Zone: Large (50 ft.) radius	Range: Medium (100 ft.)
Effect: Lights appear in the area, illuminating the surroundings like a torch.	
Duration: Short (<i>Focus + 5 rounds</i>)	
Targets: All creatures in the area	
Attack: Spellpower vs. Mental	
Success: The target is fascinated (<i>unable to act unless threatened</i>) by the lights.	
Enchantment/Illusion [Compulsion, Figment, Light, Mind, Visual]	
Lists: Arcane	
<i>Localized Miscast:</i> The spell targets you, or originates from your location, instead of its intended location. In addition, it only extends out 5 feet from your location, rather than its normal area.	
Augments:	
4 – <i>Mobile:</i> As a swift action, you can concentrate to move the lights up to 50 feet in any direction. Creatures fascinated by the lights will follow them to remain in the area to the best of their ability. If they are unable to remain in the area, they break free of their fascination at the end of the round.	

Ice Spike**5th Level Immolation****7th Level**

You create a shard of ice that you hurl at a foe, freezing it and slowing its movement.

Target: One creature or object **Range:** Long (300 ft.)

Attack: Spellpower vs. Fortitude

Success: 1d6 cold damage per spellpower, and the target moves at half speed for 5 rounds.

Critical Success: As above, but double damage.

Failure: As above, but half damage.

Conjuration/Evocation [Cold, Creation]

Lists: Nature, Water

Explosive Miscal: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – Freezing: If the attack succeeds, the target is *immobilized* (*Unable to leave its location*) instead of moving at half speed.

Ice Storm**7th Level**

You conjure magical hailstones that pound down, smashing and chilling creatures in their path.

Burst: Medium (20 ft.) radius cylinder, 20 ft. high **Range:** Medium (100 ft.)

Effect: The ground in the area is covered in ice for 5 rounds, making it slippery. A DR 15 Balance check is usually required to move on icy surfaces. See Balance, page 50, for more details.

Targets: Everything in the area

Effect: 1d6 cold and bludgeoning damage per two spellpower

Conjuration/Evocation [Cold, Creation, Destructive]

Lists: Arcane, Destruction, Nature, Water

Notes: If a destructive spell deals enough damage to an interposing barrier to shatter or breaks through it, its effects may continue beyond the barrier if the area permits; otherwise, it stops at the barrier just as any other spell effect does.

Localized Miscal: The spell targets you, or originates from your location, instead of its intended location. In addition, it only extends out 5 feet from your location, rather than its normal area.

You completely consume a foe in fire, destroying it utterly.

Target: One creature or object **Range:** Extreme (1,000 ft.)

Attack: Spellpower vs. Reflex

Success: 1d6 fire damage per spellpower. If the target has no hit points remaining, it dies. Its body is completely immolated, leaving behind only a handful of ashes. Its equipment is unaffected.

Critical Success: As above, but double damage.

Failure: As above, but half damage.

Evocation [Fire]

Lists: Arcane, Fire, Nature

Explosive Miscal: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – Complete: If the target is completely immolated, its equipment also takes damage from the spell. Equipment destroyed in this way is also immolated. This has no effect on artifacts.

3 – Mass: The spell can affect up to five targets. Its damage becomes 1d8 fire damage per two spellpower.

Implosion**9th Level**

You create a destructive resonant in your foe's body that destroys it from the inside out.

Trigger: At the end of every round

Target: One creature

Range: Long (300 ft.)

Special: You cannot target the same creature more than once per casting of this spell.

Duration: Focus (maximum 5 rounds)

Attack: Spellpower vs. Fortitude

Success: 1d6 life damage per spellpower. In addition, the target is *staggered* (*unable to act in movement phase*) for 5 rounds.

Critical Success: The target dies.

Failure: Half damage, and no additional effects.

Evocation/Transmutation [Alteration]

Lists: Divine

Notes: This spell has no effect on creatures in *gaseous form* or on incorporeal creatures.

Explosive Miscal: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Imprisonment**8th Level Inferno****6th Level**

You teleport your foe deep beneath the earth, leaving it in stasis forever.

Target: One creature **Range:** Medium (100 ft.)

Attack: Spellpower vs. Mental

Success: 1d6 physical damage per spellpower. In addition, the target is slowed (unable to act in movement phase, move at half speed) for 5 rounds.

Failure: As above, but half damage.

Critical Success: The target becomes permanently entombed in a state of suspended animation (as the *temporal stasis* spell) in a small sphere far beneath the surface of the earth. It remains there until an *emancipation* spell is cast at the location where the imprisonment took place.

Conjuration/Transmutation **Lists:** Arcane, Earth, Law, Travel [Teleportation, Temporal]

Notes: If the target becomes imprisoned beneath the earth, it is very difficult to find. Magical search by a crystal ball, a *locate creature* 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.

On planes that have no earth to imprison the target, a critical success has the same effect as an ordinary success.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Inertial Shield**2nd Level**

You create a barrier around your ally that resists physical intrusion.

Target: One creature **Range:** Touch

Effect: The target gains damage reduction against all damage equal to your spellpower. Force damage ignores this damage reduction and negates it for 1 round.

Duration: Short (Focus + 5 rounds)

Abjuration [Shielding] **Lists:** Arcane

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

3 – Retributive: Damage resisted by this spell is reflected back to the attacker as life damage. If the attacker is beyond Medium (100 ft.) range of the target, this reflection fails. This is a Vivimancy [Life] effect.

You are surrounded in a flaming inferno that damages your foes.

Area: Large (50 ft.) radius emanation from you

Targets: All enemies in the area

Effect: At the end of each round, the target takes fire damage equal to your spellpower.

Duration: 5 rounds

Evocation [Fire]

Lists: Arcane, Fire, Nature

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

3 – Incendiary: Targets that take damage from the spell are also ignited (1d6 damage/round, 20% failure, Dex DR 15 to extinguish) for 2 rounds.

Inflict Wounds**1st Level**

Target: One creature **Range:** Medium (100 ft.)

Effect: If the target is undead, it is healed for 1d6 damage per spellpower.

Triggered Attack: If the target is living, make a Spellpower vs. Fortitude attack.

Success: 1d6 negative damage per spellpower.

Critical Success: Double damage.

Failure: Half damage.

Vivimancy [Negative]

Lists: Arcane, Death, Divine

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

2 – Critical Wounds: All damage dealt in excess of the target's hit points is dealt as critical damage.

3 – Mass: The spell can affect up to five targets. Its damage and healing become 1d8 damage per two spellpower.

Invisibility**3rd Level**

Target: One creature or object (Large or smaller) **Range:** Close (30 ft.)

Effect: The target and its equipment become invisible. An invisible creature cannot be seen, even by darkvision. Invisible creatures can be detected with the Awareness skill (see Awareness, page 49).

If the target attacks any creature, such as by using any ability that affects an unwilling creature, it becomes visible.

Duration: Short (Focus + 5 rounds)

Illusion [Glamer]

Lists: Arcane, Trickery

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

1 – Giant: The spell can affect a target one size category larger. This augment can be used multiple times.

1 – Sensory: The target becomes undetectable by an additional sense: sound, smell, texture, or temperature. This augment can be used multiple times, affecting a different sense each time.

3 – Mass: The spell can affect up to five targets.

3 – Persistent: At the end of every round, if the target did not attack a creature that round, it becomes invisible again.

Invulnerability**4th Level Knock****2nd Level**

You become nearly invulnerable to damage.

Target: You

Special: When you cast this spell, choose a type of energy (acid, cold, electricity, or fire).

Effect: You gain damage reduction against all damage equal to your spellpower. Damage of the chosen energy type ignores this damage reduction and negates it for 1 round.

Duration: Long (1 hour)

Abjuration [Shielding]

Lists: Arcane

Explosive Miscal: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – Complete: You do not need to choose an energy type when casting the spell, and the damage reduction cannot be overcome.

4 – Empowered: The damage reduction is equal to twice your spellpower.

5 – Spellshield: You also gain spell resistance equal to 10 + your spellpower.

Irresistible Dance**9th Level**

You fill your enemy with an overpowering urge to dance and caper in place. Against its will, it begins doing so, complete with foot shuffling and tapping.

Target: One creature

Range: Medium (100 ft.)

Attack: Spellpower vs. Mental

Success: The target must spend a standard action each round to do nothing but dance.

Critical Success: As above, except that the effect lasts for one year.

Failure: The target must spend a move action each round to dance. In addition, the struggle to resist dancing makes it **impaired** (20% failure) with attacks and checks.

Duration: Brief (2 rounds) or one year

Enchantment [Compulsion, Mind]

Lists: Arcane

Retargeting Miscal: The spell targets a random valid target within range (including yourself, if applicable).

Target: One object (Medium or smaller)

Range: Close (30 ft.)

Effect: This spell telekinetically opens stuck, barred, locked, held, or arcane locked objects. If the target object is stuck or held, you can immediately make a Strength check to break it open, using your spellpower instead of your Strength. Others can aid you on this check as normal.

In addition, if the target object is locked, you can immediately make a Disable Device check to open the lock as if you had rolled a 20 on the check. You get a bonus on the Disable Device check equal to half your spellpower.

Evocation [Telekinesis]

Lists: Arcane

Notes: If this spell is cast on an **arcane locked** door, make a spellpower check against a DR of 10 + the spellpower of the **arcane lock**. If you succeed, the **arcane lock** is suppressed for 10 minutes. If you fail, you may still bypass the door with the checks above, if possible.

Retargeting Miscal: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

1 – Giant: The spell can affect a target one size category larger. This augment can be used multiple times.

2 – Silent: Opening the target object makes no noise. This is a Illusion [Glamour] effect.

Levitate**3rd Level**

Range: Close (30 ft.)

Target: One unattended object or willing creature (Large or smaller)

Effect: As a swift action, you can mentally direct the target to move up or down as much as 30 feet each round. 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 land speed).

Duration: Short (Focus + 5 rounds)

Evocation [Telekinesis]

Lists: Arcane

Retargeting Miscal: The spell targets a random valid target within range (including yourself, if applicable).

2 – Flexible: You can move the target in any direction, rather than just vertically.

3 – Mass: The spell can affect up to five targets.

Lifebound

8th Level

Living Missile

4th Level

You bind the life force of one ally to another, preventing one from dying while the other lives.

Target: Two willing creaturesRange: Medium (100 ft.)

Special: When you cast this spell, you choose which target will be protected.
Effect: The protected creature cannot take critical damage. Any damage it takes while it has no hit points remaining, or critical damage it would take for other reasons, is simply ignored. It is still disabled (at 0 hit points) when it has no hit points remaining.
If the targets become farther than 100 feet from each other, or if the unprotected target takes critical damage, the spell immediately ends.
Duration: Short (Focus + 5 rounds)

Abjuration/Vivimancy [Life, Shielding]Lists: Arcane, Life

Notes: A creature affected by this spell cannot be affected by other lifebound spells.
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

You telekinetically throw an ally at a distant foe with great force.

Target: One creature, object, or locationRange: Medium (100 ft.)

Secondary Target: One willing allyTouch

Effect: You throw a willing ally at the target. The ally gains damage reduction against physical damage equal to twice your spellpower for 1 round.
Attack: Spellpower vs. Reflex
Success: The target takes 1d6 bludgeoning damage per spellpower. The ally takes half this damage.
Critical Success: As above, but double damage. This does not increase the damage taken by the ally.
Failure: The target takes half damage. This does not reduce the damage taken by the ally.

Abjuration/EvocationLists: Arcane

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
3 – Mass: The spell can affect up to five willing allies. All allies must be thrown at the same target. The target only takes damage once, not from each ally.

Lifegiving Roots

6th Level

You raise roots from the ground that give their energy to a creature.

Target: One willing creatureRange: Medium (100 ft.)

Success: The target is immobilized (Unable to leave its location). In addition, it cannot be moved by any forced movement effects (such as shoving). At the end of every round, it heals hit points equal to twice your spellpower.
Duration: 5 rounds

Transmutation [Augment]Lists: Nature, Wild

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Longeye

2nd Level

You grant your ally the ability to see distant foes clearly, allowing her to strike them accurately.

Target: One willing creatureRange: Close (30 ft.)

Casting Time: Swift action

Effect: The target reduces its range increment penalties by an amount equal to your spellpower until the end of the round.

Transmutation [Augment]Lists: Arcane, Nature

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
3 – Mass: The spell can affect up to five targets.

Lightning Bolt

3rd Level

Burst: Large (50 ft.) line, 10 ft. wide

Targets: Everything in the area

Attack: Spellpower vs. Reflex
Success: 1d8 electricity damage per two spellpower
Critical Success: Double damage.
Failure: Half damage.

Evocation [Destructive, Electricity]Lists: Arcane, Nature

Notes: If a destructive spell deals enough damage to an interposing barrier to shatter or breaks through it, its effects may continue beyond the barrier if the area permits; otherwise, it stops at the barrier just as any other spell effect does.
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
3 – Staggering: A successful attack also makes a target staggered (unable to act in movement phase) for 2 rounds.

Longstrider

1st Level

Target: You

Effect: You gain a +10 foot bonus to your speed in all your movement modes.
Duration: Long (1 hour)

Transmutation [Augment]Lists: Nature, Travel

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
2 – Empowered: The speed bonus increases to 30 feet.

Mage Armor**1st Level**

You create an invisible but tangible field of force that shields you from attacks.

Target: You**Special:** When you cast this spell, you choose whether to create body armor or a shield.**Effect:** You gain invisible body armor or a shield of the chosen kind, made of force. Body armor grants a +4 defense bonus, while a shield grants a +2 defense bonus.

Unlike mundane armor, this armor has no **encumbrance penalty**, arcane spell failure chance, or encumbrance. If you create a shield, it floats in front of you, and does not need to be wielded actively to grant its bonus.

Duration: Long (1 hour)

Abjuration [Force]

Lists: Arcane

Notes: If you cast this spell twice, you can gain both body armor and a shield. The armor created by this spell is treated as a separate piece or armor from any other armor the creature is wearing, so it does not stack with any existing bonuses. Since this armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Explosive Miscalculation: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Dual*: You create both armor and a shield.

Mage Hand**1st Level****Range:** Close (30 ft.)**Effect:** By concentrating as a swift action, you can move an object within range up to 10 feet per round.

Your effective Strength is –4, allowing you to hold and move objects up to 25 pounds. You cannot perform tasks requiring fine motor skills (with a DR higher than 0).

Duration: Short (Focus + 5 rounds)

Evocation [Telekinesis]

Lists: Arcane

Explosive Miscalculation: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Magic Missile**1st Level****Targets:** See text**Range:** Medium (100 ft.)**Effect:** You create a number of missiles equal to half your spellpower. Each missile strikes one target creature for 1d10 force damage. You can direct each missile to strike the same or different targets.

Evocation [Force]

Lists: Arcane, Magic

Notes: Force spells also affect the Ethereal Plane.

Retargeting Miscalculation: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

2 – *Lifeseeking*: Any missiles you do not explicitly target will automatically strike a living creature within range. The missiles are able to unerringly strike creatures you cannot see or are not aware of, including invisible or concealed creatures. You can direct the missiles to avoid specific targets, allowing you to strike a hidden foe among your allies.

Mark of Scrying**4th Level**

You create a mark that allows you to scry on your target.

Target: One creature or object**Range:** Medium (100 ft.)**Components:** Somatic only**Effect:** The target gains an invisible mark on its forehead (or similarly prominent feature). As long as the mark remains, you can focus on the mark (a standard action) to see and hear as if you were where the target is. However, this perception is limited, and you can only see and hear within a 20 foot radius of the target. Special abilities which improve your senses, such as darkvision, do not apply when scrying through the mark.

While you are scrying through the mark, it becomes visible. A DR 10 Awareness check is sufficient to notice the mark once it is visible, though the target usually cannot see its own mark due to the mark's location.

Duration: Long (1 hour)

Divination [Scrying]

Lists: Arcane, Divine, Law, Nature

Notes: The mark's shape is the Draconic word for "sight". Although it is invisible, the mark can be detected with *see invisibility* or a DR 30 Awareness check, if the mark is not covered by armor or other clothing.

The mark can be removed by scrubbing it away, which usually takes a minute of work, or by dispelling it with *dispel magic* or similar effects.

Retargeting Miscalculation: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

2 – *Hidden*: When you cast the spell, you can freely choose where the mark appears on the target's body.

2 – *Widened*: While scrying, you can see and hear within a 100 foot radius of the target.

3 – *Persistent*: The mark lasts for thirty days.

Mark of Tracking**2nd Level**

You create an invisible mark which allows you to follow your target anywhere.

Target: One creature or object**Range:** Medium (100 ft.)**Components:** Somatic only**Effect:** The target gains an invisible mark on its forehead (or similarly prominent feature). As long as the mark remains, you know the approximate direction and distance to the target. If the target is farther than 10 miles away from you, or is on another plane, you do not gain the benefits of this spell.**Duration:** Long (1 hour)

Divination [Knowledge]

Lists: Arcane, Divine, Nature

Notes: The mark's shape is the Draconic word for "tracking". It appears on the target's forehead or other similarly prominent body feature. Although it is invisible, the mark can be detected with *see invisibility* or a DR 30 Awareness check, if the mark is not covered by armor or other clothing.

The mark can be removed by scrubbing it away, which usually takes a minute of work, or by dispelling it with *dispel magic* or similar effects.

Retargeting Miscalculation: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

2 – *Hidden*: When you cast the spell, you can freely choose where the mark appears on the target's body.

3 – *Persistent*: The mark lasts for thirty days.

Martyr’s Gift

8th Level

Meld into Stone

2nd Level

You selflessly shield your allies from harm by sacrificing your own health.

Emanation: Large (50 ft.) emanation from you

Target: You

Effect: Whenever an ally in the area takes damage, you may choose to take that damage instead. This damage ignores all forms of damage reduction and similar abilities. If you take damage in excess of your hit points in this way, the excess damage is dealt directly as critical damage.

Abjuration/Vivimancy [Life]Lists: Divine, Good, Protection

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Mask of the Deceiver

1st Level

You create a trustworthy facade for your ally, making their words feel genuine and true.

Target: One willing creatureRange: Close (30 ft.)

Components: Somatic only

Effect: Whenever the target makes Bluff and Persuasion checks, it rolls twice and takes the higher result.

Duration: Short (Focus + 5 rounds)

IllusionLists: Arcane, Trickery

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

3 – Empowered: The target also gains a +5 bonus to Bluff and Persuasion checks.

3 – Persistent: The spell’s duration becomes Long (1 hour).

Maze

9th Level

Target: One creatureRange: Medium (100 ft.)

Attack: Spellpower vs. Mental

Success: The target is teleported into an extradimensional labyrinth of force planes. Each round, as a full-round action, it may attempt a DR 20 Intelligence check to escape the labyrinth. If the target doesn’t escape, the maze disappears after 5 minutes, forcing the target back to the location where it was originally banished.

Failure: As above, but the DR of the Intelligence check to escape is 10.

Conjuration [Planar, Teleportation]

Lists: Arcane, Trickery

Notes: 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 can escape the spell automatically.

When leaving the maze, the target reappears where it had been when the maze spell was cast. If this location is filled with a solid object, the target appears in the nearest open space.

You can only affect any individual creature with this spell once per 24 hours.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Target: One solid stone object of your size or larger

Effect: You and your equipment meld into the target block of stone. While in the stone, you can move, breathe, and speak as if the stone was air, but you cannot see or hear out of the stone unless you move your head out of the stone. In addition, you are unable to move farther than 5 feet from your original entrance point.

Minor physical damage to the stone does not harm you, but if its size is reduced to be smaller than yours, or if it is otherwise altered to be unsuitable for the spell (such as by transmute flesh and stone), you are expelled and take 5d6 points of damage.

If you leave the stone completely, the spell immediately ends.

Duration: Long (1 hour)

Transmutation [Alteration, Earth]Lists: Nature

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – Meld into Plants: You can also meld into plants.

2 – Compact: You can meld into an object one size category smaller. This augment can be used multiple times.

Message

1st Level

Targets: Up to five creaturesRange: Medium (100 ft.)

Components: Somatic only

Effect: Whenever you whisper, you may cause any or all of the targets to hear the message as if you were whispering in their ears.

Duration: Short (Focus + 5 rounds)

DivinationLists: Arcane

Notes: This is not telepathic communication, and observers can still read your lips. Very close observers may also hear the message.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – Mass: The whispers of all targets can be shared in this way, rather than only yours.

3 – Persistent: The spell’s duration becomes Long (1 hour).

Meteor Swarm

9th Level

Mind Blank

4th Level

You call a swarm of meteors that streak down from the heavens, leaving a fiery trail behind them. The meteors crash into your foes, driving flying creatures to the ground and knocking creatures off their feet.

The target is protected from all effects that influence emotions or thoughts.

Range: Medium (100 ft.)
Burst: Large (50 ft.) radius cylinder, 100 ft. high
Targets: Everything in the area

Attack: Spellpower vs. Reflex
Success: 1d8 fire damage per two spellpower. If the target is on the ground, it falls prone. If the target is in the air, and is Gargantuan or smaller, it is driven to the ground. It takes falling damage as appropriate for the distance descended.
Critical Success: As above, but double damage.
Failure: Half damage, and no additional effects.

Evocation [Destructive, Fire]
Lists: Arcane, Fire
Notes: Fire spells shed light equivalent to a torch. They do not function underwater. They can ignite combustible materials, such as dry wood and cloth.
If a destructive spell deals enough damage to an interposing barrier to shatter or breaks through it, its effects may continue beyond the barrier if the area permits; otherwise, it stops at the barrier just as any other spell effect does.
Localized Miscast: The spell targets you, or originates from your location, instead of its intended location. In addition, it only extends out 5 feet from your location, rather than its normal area.

Target: One willing creature
Range: Close (30 ft.)

Effect: The target is immune to all Mind effects, even beneficial ones.
Duration: Short (Focus + 5 rounds)

Abjuration [Shielding]
Lists: Arcane
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:
3 – Mass: The spell can affect up to five targets.

Mighty Throw

3rd Level

You momentarily become immensely strong, allowing you to throw your foe a great distance from you.

Target: One creature or object
Range: Touch

Attack: Strength or Spellpower vs. Maneuver (shove)
Success: The target is thrown up to 20 feet per spellpower in any direction. You can throw it vertically, but it flies half as far vertically as it does horizontally. When the creature strikes a solid object, it suffers 1d6 bludgeoning damage per 20 feet of movement remaining.
Critical Success: As above, but the target is thrown 40 feet per spellpower.
Failure: The target takes 1d6 bludgeoning damage per two spellpower as it resists the force of the throw.

Transmutation [Augment, Physical]
Lists: Nature, Strength, Wild
Notes: The somatic components of this spell consist of throwing the target.
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Mirror Image

3rd Level

You create illusory duplicates of yourself that mirror your every move, making it difficult for enemies to know which image to attack.

Target: You

Effect: You gain one image per two spellpower. As long as you have images remaining, targeted attacks against you have a 50% miss chance. Whenever an attack misses in this way, it strikes an image, destroying it. If you run out of images, the spell is expended.
Each image is considered a separate creature for the purpose of attacks and effects which can target multiple creatures. All images are considered to exist within your space for the purposes of targeting, though they visually drift into nearby spaces.
Duration: Short (Focus + 5 rounds) or until expended

Illusion [Figment, Visual]
Lists: Arcane
Notes: This spell offers no defense against creatures unable to see you or your images.
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
3 – Endless: A new image is created whenever an image is destroyed, preventing you from running out of images. Attacks that target you and all existing images simultaneously will still hit you without a miss chance.

Missile Storm

4th Level

You unleash a swarm of missiles which seek out and destroy your foes.

Targets: Up to five creatures
Range: Medium (100 ft.)

Effect: 1d6 force damage per two spellpower

Evocation [Force]
Lists: Arcane, Magic
Notes: Force spells also affect the Ethereal Plane.
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:
3 – Myriad: The spell targets any number of creatures within range.

Moment of Prescience**3rd Level**

You extend your mind a fraction of a second into the future, allowing you to succeed where you would have failed.

Target: You	
Casting Time: Immediate action	
Special: You can cast this spell any time you could use a legend point, even while casting another spell.	
Effect: You gain a legend point.	
Duration: Until the end of the round	
Divination	Lists: Divination
Notes: After using this spell, you cannot cast it again for 1 hour.	
Explosive Miscalculation: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	

Order's Wrath**3rd Level**

Target: One nonlawful creature	Range: Medium (100 ft.)
Attack: Spellpower vs. Mental	
Success: 1d6 divine damage per spellpower, and the target is slowed (unable to act in movement phase, move at half speed) for 2 rounds.	
Critical Success: Double damage, and the target is stunned (unable to take actions) for 1 round instead of slowed.	
Failure: Half damage, and no additional effects.	
Evocation [Lawful]	Lists: Law
Retargeting Miscalculation: The spell targets a random valid target within range (including yourself, if applicable).	

Phantasmal Killer**4th Level**

You create a phantasmal image of the most fearsome creature imaginable to your foe.

Target: One creature	Range: Close (30 ft.)
Attack: Spellpower vs. Mental and Fortitude	
Success (Mental): The target is frightened (flees if close to its fear) for 5 rounds.	
Critical Success (Mental and Fortitude): The target dies.	
Failure: The target is shaken (20% failure near its fear) for 5 rounds.	
Enchantment/Illusion [Death, Fear, Mind]	
Lists: Arcane, Trickery	
Retargeting Miscalculation: The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
3 – Mass: The spell can affect up to five targets.	

Planar Disruption**2nd Level**

You disrupt a creature's body by partially thrusting it into another plane.

Target: One creature	Range: Medium (100 ft.)
Attack: Spellpower vs. Mental	
Success: 1d6 physical damage per spellpower.	
Critical Success: Double damage, and if the creature is an outsider native to another plane, it is sent back to its home plane.	
Failure: Half damage, and no additional effects.	
Conjuration [Planar, Teleportation]	Lists: Arcane, Divine
Retargeting Miscalculation: The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
3 – Mass: The spell can affect up to five targets. Its damage becomes 1d8 physical damage per two spellpower.	

Poison**4th Level**

Calling upon the venomous powers of natural predators, you inject your foe with a potent poison.

Target: One creature	Range: Close (30 ft.)
Triggered Attack: At the end of every round, you make a Spellpower vs. Fortitude against the target.	
Success: If this is the first successful attack, the target is sickened (moves at half speed). If this is the second successful attack, the target is nauseated (unable to act in action phase, move at half speed). If this is the third successful attack, the target is paralyzed (helpless, unable to move).	
Failure: If this is the third failed attack, the target resists the poison. No further attacks are made, though the effects of any previous attacks linger until the end of the spell.	
Duration: 5 minutes	
Vivimancy [Flesh, Physical,	Lists: Destruction, Divine, Nature
Poison]	
Notes: Physical spells cannot be dismissed or dispelled, and do not allow spell resistance.	
Retargeting Miscalculation: The spell targets a random valid target within range (including yourself, if applicable).	

Polar Ray**6th Level**

You fire a blue-white ray of frigid air and ice, freezing your foe in place.

Target: One creature or object	Range: Close (30 ft.)
Attack: Spellpower vs. Reflex	
Success: 1d6 cold damage per spellpower. In addition, the target is slowed (unable to act in movement phase, move at half speed) for 2 rounds.	
Critical Success: As above, but double damage.	
Failure: As above, but half damage.	
Evocation [Cold]	Lists: Arcane, Water
Retargeting Miscalculation: The spell targets a random valid target within range (including yourself, if applicable).	

Power Word Blind**6th Level**

Target: One creature	Range: Close (30 ft.)
Components: Verbal only	
Attack: Spellpower vs. Fortitude	
Success: The target is blinded (<i>unable to see, defenseless</i>) for 2 rounds.	
Critical Success: The target is blinded (<i>unable to see, defenseless</i>) for one year.	
Failure: The target is partially blinded (<i>impaired, lose special vision abilities</i>) for 2 rounds.	
Duration: Brief (2 rounds) or one year	
Vivimancy [Flesh]	Lists: Arcane
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).	

Power Word Fear**3rd Level**

Target: One creature	Range: Close (30 ft.)
Components: Verbal only	
Attack: Spellpower vs. Mental	
Success: The target is frightened (<i>flees if close to its fear</i>) by you for 2 rounds.	
Critical Success: The target is frightened (<i>flees if close to its fear</i>) by you for one year.	
Failure: The target is shaken (20% failure near its fear) by you for 2 rounds.	
Duration: Brief (2 rounds) or one year	
Enchantment [Compulsion, Mind]	Lists: Arcane
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).	

Power Word Impair**4th Level**

Target: One creature	Range: Close (30 ft.)
Components: Verbal only	
Attack: Spellpower vs. Mental	
Success: The target is severely impaired (50% failure) with attacks and checks for 2 rounds.	
Critical Success: The target is severely impaired (50% failure) with attacks and checks for one year.	
Failure: The target is impaired (20% failure) with attacks and checks for 2 rounds.	
Duration: Brief (2 rounds) or one year	
Enchantment [Compulsion, Mind]	Lists: Arcane
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).	

Power Word Stagger**1st Level**

Target: One creature	Range: Close (30 ft.)
Components: Verbal only	
Attack: Spellpower vs. Fortitude	
Success: The target is staggered (<i>unable to act in movement phase</i>) for 2 rounds.	
Critical Success: The target is staggered (<i>unable to act in movement phase</i>) for one year.	
Duration: Brief (2 rounds) or one year.	
Vivimancy [Flesh]	Lists: Arcane
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).	

Precognition**1st Level**

Target: One creature	Range: Close (30 ft.)
Effect: The target gains a legend point.	
Duration: Short (Focus + 5 rounds)	
Divination	Lists: Divination
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments:	
3 – Empowered: The target gains an additional legend point. This augment can be used multiple times.	

Prismatic Beam**3rd Level**

Target: One creature	Range: Medium (100 ft.)
Special: The target is struck by a randomly colored beam of light. The beam color determines the effect and the defense used, as shown on Table 10.1: Prismatic Effects (page 177). The damaging effects deal 1d6 damage per spellpower.	
Universal [Light]	Lists: Arcane
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).	

Prismatic Storm**9th Level**

Burst: Large (50 ft.) radius	Range: Medium (100 ft.)
Attack: Spellpower vs. Special	
Special: The target is struck by a randomly colored beam of light. The beam color determines the effect and the defense used, as shown on Table 10.1: Prismatic Effects (page 177). The damaging effects deal 1d8 damage per two spellpower.	
Universal [Light]	Lists: Arcane
Localized Miscast: The spell targets you, or originates from your location, instead of its intended location. In addition, it only extends out 5 feet from your location, rather than its normal area.	

Table 10.1: Prismatic Effects

1d8	Color of Beam	Defense	Success ¹	Critical Success	Failure
1	Red	Reflex	Fire damage and ignited for 2 rounds	Double damage, ignited	Half damage, ignited
2	Orange	Mental	Frightened by you for 2 rounds	Panicked by you for 2 rounds	Shaken by you for 2 rounds
3	Yellow	Reflex	Electricity damage and partially blinded for 2 rounds	Double damage, blinded for 2 rounds	Half damage, partially blinded
4	Green	—	Staggered for 2 rounds	Staggered for 5 minutes	—
5	Blue	Fortitude	Cold damage and slowed for 2 rounds	Double damage, slowed	Half damage, not slowed
6	Indigo	—	Disoriented for 2 rounds	Confused for 2 rounds	—
7	Violet	None	Damage of all energy types (acid, cold, electricity, fire)	Double damage	—
8	Octarine	—	Struck by two beams; roll twice more, ignoring any “8” results.		

¹ See Conditions, page 231 for a summary of the conditions imposed.

Prismatic Spray

6th Level

Prohibition

6th Level

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand.

Burst: Large (50 ft.) cone

Targets: All creatures in the area

Attack: Spellpower vs. Special

Special: The target is struck by a randomly colored beam of light. The beam color determines the effect and the defense used, as shown on Table 10.1: Prismatic Effects (page 177). The damaging effects deal 1d8 damage per two spellpower

Universal [Light]

Lists: Arcane, Chaos

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Emanation: Large (50 ft.) radius from you

Effect: You loudly declare a prohibition on a single, specific action which creatures must not take, such as “Do not use ranged weapons” or “Do not lie”. You may choose any action that must be taken intentionally, but not involuntary actions or states of being, such as breathing or wearing armor. If the rule is too complicated, the spell fails.
The spell grants all creatures that enter the area an understanding of the prohibition, even if they were unable to understand the rule as originally stated. If you break the rule, the spell ends – after you suffer the consequences.

Duration: Short (*Focus + 5 rounds*)

Trigger: A creature breaks the rule

Target: Triggering creature

Effect: 1d8 damage per two spellpower. You know a creature broke the rule, but not which creature.

Abjuration/Divination

Lists: Arcane, Law

Notes: Mindless creatures are given no special insight into the rule. Any individual creature can only take damage for breaking the rule once per round.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Prismatic Wall

5th Level

Zone: Huge (100 ft.) wall, 20 ft. high

Range: Medium (100 ft.)

Effect: This spell creates a shimmering, multicolored plane of light that blocks all sight.

Duration: Short (*Focus + 5 rounds*)

Trigger: A creature passes through the wall

Target: Triggering creature

Attack: Spellpower vs. Reflex

Special: The target is struck by a randomly colored beam of light. The beam color determines the effect and the defense used, as shown on Table 10.1: Prismatic Effects (page 177). The damaging effects deal 1d8 damage per two spellpower

Universal [Light]

Lists: Arcane

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Protection from Alignment

1st Level

Target: One creature	Range: Close (30 ft.)
Special: Choose an alignment other than neutral (chaotic, good, evil, lawful).	
Effect: The target gains damage reduction equal to your spellpower against effects that have the chosen alignment, and physical attacks made by creatures with the chosen alignment.	
Duration: Short (<i>Focus + 5 rounds</i>)	
Abjuration	Lists: Arcane, Chaos, Divine, Evil, Good, Law [Shielding]
Notes: This spell has the subtype of the alignment opposed to the chosen alignment.	
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
3 – <i>Mass</i> : The spell can affect up to five targets.	
3 – <i>Protection from Spells</i> : The target gains spell resistance against spells with the chosen alignment, and spells cast by creatures with the chosen alignment.	
4 – <i>Retribution</i> : Whenever a creature with the chosen alignment makes a physical melee attack against the target, you make a Spellpower vs. Mental attack against the attacking creature. Success means the creature takes 1d8 divine damage per two spellpower.	

Rapid Reversal

3rd Level

Target: One creature	Range: Medium (100 ft.)
Casting Time: Swift action	
Attack: Spellpower vs. Mental	
Success: The target teleports back to the location it occupied at the beginning of the round. If that location is out of range, or is currently occupied, this spell automatically fails.	
Special: After casting this spell, you cannot cast it again for 5 rounds.	
Conjuration [Teleportation]	Lists: Arcane
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).	

Read Mind

2nd Level

Target: One creature	Range: Medium (100 ft.)
Attack: Spellpower vs. Mental	
Success: You can read the target's surface thoughts. You gain a +4 bonus to Bluff, Persuasion, and Intimidate checks against a creature whose mind you are reading.	
Duration: Focus	
Divination [Mind]	Lists: Divination
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
3 – <i>Certain</i> : The spell takes effect automatically, without an attack.	
3 – <i>Mass</i> : The spell can affect up to five targets.	

Regeneration

1st Level

You grant an ally's body the ability to heal itself rapidly.

Target: One living creature	Range: Touch
Effect: At the end of every round, the target heals hit points equal to your spellpower.	
Duration: 5 rounds	
Transmutation [Augment]	Lists: Divine, Nature
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments:	
3 – <i>Critical Wounds</i> : At the end of every round, you can heal the target for one critical damage per two spellpower instead of the normal healing.	
3 – <i>Regrowth</i> : Instead of the normal effect, you can regrow lost portions of the target's body and reattach severed limbs or body parts. Both you and the target must do nothing but concentrate on regrowing the lost body part or reattaching the severed limb for the spell's duration.	

Repulsion

5th Level

An invisible, mobile field surrounds you and prevents creatures from approaching you.

Emanation: Huge (100 ft.) radius from you	Target: The moving creature towards you
Trigger: A creature in the area moves	
Attack: Spellpower vs. Mental	
Success: The target is unable to move towards you for the remainder of the spell. It can stand still, or alter the direction of its movement to move parallel towards you or away from you.	
Critical Success: The target's movement is cancelled, and it is shoved backwards to the edge of the area. If it encounters an obstacle, it stops moving. It cannot move towards you for the remainder of the spell.	
Failure: The target's movement is unimpeded, and it is immune to the spell for the rest of its duration.	
Duration: Short (<i>Focus + 5 rounds</i>)	
Abjuration [Barrier]	Lists: Arcane, Protection
Notes: Unlike most barrier spells, this spell does not collapse if you move towards a creature held at bay by the barrier. The spell continues to prevent that creature from approaching you, but the creature suffers no other ill effect.	
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	

Resist Energy**1st Level**

Target: One creature	Range: Close (30 ft.)
Effect: The target gains damage reduction against energy damage (acid, cold, electricity, fire) equal to your spellpower.	
Duration: Short (<i>Focus + 5 rounds</i>)	
Abjuration [Shielding]	Lists: Arcane, Divine, Nature
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments:	
3 – <i>Empowered:</i> The damage reduction increases to twice your spellpower.	

Resist Magic**3rd Level**

Target: One creature	Range: Close (30 ft.)
Effect: The target gains spell resistance equal to 10 + your spellpower. It can freely choose which spells to allow through this spell resistance.	
Duration: Short (<i>Focus + 5 rounds</i>)	
Special: This spell cannot be dispelled.	
Abjuration [Shielding]	Lists: Arcane, Protection
Notes: To affect a creature with spell resistance with a spell, a caster must make an attack with an accuracy equal to its spellpower. If the attack beats the creature's spell resistance, the spell works normally. Otherwise, the spell has no effect on the creature.	
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
3 – <i>Mass:</i> The spell can affect up to five targets.	
4 – <i>Reflective:</i> Targeted spells resisted by this spell are reflected back at their original caster.	

Resist Poison**1st Level**

Target: One creature	Range: Close (30 ft.)
Casting Time: Swift action	
Effect: The target becomes temporarily unaffected by poisons. Poisons it is exposed to do not make attacks against it. This effect does not prevent the target from becoming poisoned, and any poisons in the target's system when the spell ends will continue their effects normally.	
Duration: Short (<i>Focus + 5 rounds</i>)	
Vivimancy [Flesh]	Lists: Divine, Nature
Notes: This spell does not cure any damage that poison may have already done.	
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
2 – <i>Immunizing:</i> The target is also immune to being poisoned.	
3 – <i>Mass:</i> The spell can affect up to five targets.	

Restoration**3rd Level**

<i>You remove negative conditions from an ally, restoring them to health.</i>	
Target: One willing creature	Range: Close (30 ft.)
Effect: The target is cured of all simple conditions afflicting it. Special effects with unique properties and some unusual conditions cannot be removed in this way.	
Vivimancy [Life]	Lists: Divine, Life, Nature
Notes: The following conditions are considered simple conditions: blinded, confused, dazed, dazzled, deafened, exhausted, fascinated, fatigued, frightened, nauseated, panicked, shaken, sickened, stunned, and taunted.	
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	

Retrieve Object**1st Level**

<i>You teleport an object into your hand.</i>	
Target: One unattended object (Medium or smaller)	Range: Medium (100 ft.)
Effect: The target teleports into your hands.	
Conjuration [Teleportation]	Lists: Arcane
Notes: This spell has no effect on attended objects or intelligent items.	
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
1 – <i>Giant:</i> The spell can affect a target one size category larger. This augment can be used multiple times.	
3 – <i>Forced:</i> If you make a successful Spellpower vs. Mental attack, you can also retrieve attended objects.	

Revelation**9th Level**

<i>You grant the target a powerful vision of a possible future.</i>	
Target: One creature	Range: Medium (100 ft.)
Special: This spell has three versions. Its effects depend on which version is chosen.	
Effect (Revelation of Destruction): You inflict a vision of a terrible future upon the target. It is <i>severely impaired</i> (50% failure) with attacks and checks as it struggles to avoid the certainty of its own doom.	
Effect (Revelation of Prowess): You show the target a vision of its success in the combat to come. It gains the benefits of a <i>precognition</i> spell, except that the target gains three legend points instead of one.	
Effect (Revelation of Truth): You show the target the truth of the world around it. It gains the benefits of a <i>true seeing</i> spell.	
Duration: Short (<i>Focus + 5 rounds</i>)	
Divination	Lists: Arcane, Knowledge
Notes: Creatures without an Intelligence are not affected by this spell.	
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).	

Reverse Gravity

8th Level

Rock Blast

2nd Level

You reverse gravity an area, causing everything within it to fall upwards.

Zone: Medium (20 ft.) radius cylinder, 50 ft. **Range:** Medium (100 ft.) high

Targets: Everything in the area

Effect: Gravity in the area is reversed for the target. It falls upwards, reaching the top of the area within 1 round. if it strikes a solid object, such as a ceiling, it is affected in the same way as it would be during a normal fall. Otherwise, it floats at the top of the area, oscillating slightly.

Duration: Short (Focus + 5 rounds)

Transmutation **Lists:** Arcane, Air, Chaos

Notes: Creatures who can fly or levitate can keep themselves from falling, though the shift in gravity can be disorienting. When the spell ends, everything still floating falls, potentially taking damage for the fall.

Localized Miscast: The spell targets you, or originates from your location, instead of its intended location. In addition, it only extends out 5 feet from your location, rather than its normal area.

You create a blast of rocks that damages everything in its path.

Burst: Medium (20 ft.) line, 10 ft. wide

Targets: Everything in the area

Attack: Spellpower vs. Fortitude

Success: 1d8 bludgeoning damage per two spellpower

Critical Success: Double damage.

Failure: Half damage.

Conjuration [Destructive, Earth, Physical] **Lists:** Nature, Wild

Notes: If a destructive spell deals enough damage to an interposing barrier to shatter or breaks through it, its effects may continue beyond the barrier if the area permits; otherwise, it stops at the barrier just as any other spell effect does.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – *Precise:* The spell only targets enemies in the area.

2 – *Widened:* The spell’s area becomes a Large (50 ft.) line, 10 ft. wide.

Revivify

5th Level

You reconnect a corpse’s soul with its body before the soul has completely passed on.

Target: One dead creature **Range:** Touch

Components: Verbal, Somatic, and Material

Effect: If the target has been dead for no longer than 5 rounds, it is restored to life, as the *lesser resurrection* ritual.

Vivimancy [Life] **Lists:** Divine, Life

Material Components: Diamonds worth at least 500 gp.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – *Extended:* You can affect a target that has been dead for up to one round per spellpower.

Rotburst

3rd Level

You rot the flesh of nearby creatures.

Burst: Small (10 ft.) radius **Range:** Medium (100 ft.)

Targets: Everything in the area

Attack: Spellpower vs. Fortitude

Success: For the next 5 rounds, the target takes physical damage equal to your spellpower at the end of each round. This damage ignores the hardness of non-metallic objects.

Critical Success: As above, but the target takes double damage each round.

Vivimancy [Flesh] **Lists:** Destruction, Nature

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – *Widened:* The spell’s area becomes a Medium (20 ft.) radius.

Rotting Grasp

1st Level

You rot your foe’s flesh with a touch.

Target: One creature or object **Range:** Medium (100 ft.)

Attack: Spellpower vs. Fortitude

Success: For the next 5 rounds, the target takes physical damage equal to your spellpower at the end of each round. This damage ignores the hardness of non-metallic objects.

Critical Success: As above, but the target takes double damage each round.

Failure: As above, except that the effect lasts for 2 rounds.

Vivimancy [Flesh] **Lists:** Destruction, Nature

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Sanctuary

1st Level

Target: One creature	Range: Touch
Effect: The target is protected from attacks. If it takes any actions other than movement, this spell immediately ends.	
Duration: Short (<i>Focus + 5 rounds</i>)	
Trigger: A creature attacks the target	
Target: The attacking creature	
Attack: Spellpower vs. Mental	
Success: The target's attack fails, and it is unable to attack the protected creature for the next 5 rounds.	
Abjuration/Enchantment	Lists: Arcane, Divine, Protection
[Compulsion, Mind, Shielding]	
<i>Notes:</i> This is considered a mental effect on any creature that attempts to attack the target. Creatures immune to mental effects can attack the target freely.	
<i>Explosive Miscast:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments:	
3 – Mass: The spell can affect up to five targets. Each target is protected individually. If a target attacks, it loses its protection, but other targets do not.	

Scorching Ray

3rd Level

You blast your foe with a fiery ray.

Target: One creature or object	Range: Close (30 ft.)
Attack: Spellpower vs. Reflex	
Success: 1d6 fire damage per spellpower. In addition, the target is ignited (1d6 damage/round, 20% failure, Dex DR 15 to extinguish) for 2 rounds.	
Critical Success: As above, but double damage.	
Failure: As above, but half damage.	
Evocation [Destructive, Fire]	Lists: Arcane, Destruction
<i>Retargeting Miscast:</i> The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
3 – Mass: The spell can affect up to five targets. Its damage becomes 1d8 fire damage per two spellpower.	

Scrybolt

7th Level

You attack your foe's life force from a great distance, beyond risk of reprisal.

Target: One creature	Range: One mile (Unrestricted)
Special: You can target any creature that you can unambiguously identify, regardless of its location.	
Attack: Spellpower vs. Mental	
Success: 1d6 life damage per spellpower.	
Critical Success: Double damage.	
Failure: Half damage.	
Divination/Vivimancy [Life, Scrying]	Lists: Arcane, Knowledge
<i>Notes:</i> This is a Scrying spell, and effects that block or inhibit scrying can also prevent this spell from dealing damage.	
<i>Explosive Miscast:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments:	
2 – Distant: The spell's range increases to 10 miles.	

Searing Light

2nd Level

You fire a blast of light that strikes your foe.

Target: One creature or object	Range: Close (30 ft.)
Attack: Spellpower vs. Reflex	
Special: You gain a +5 bonus to accuracy against creatures vulnerable to sunlight.	
Success: 1d6 solar damage per spellpower. In addition, the target is partially blinded (<i>impaired, lose special vision abilities</i>) for 2 rounds.	
Critical Success: Double damage, and the target is blinded (<i>unable to see, defenseless</i>) instead of partially blinded.	
Failure: Half damage, and no additional effects.	
Evocation [Light]	Lists: Divine
<i>Retargeting Miscast:</i> The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
3 – Mass: The spell can affect up to five targets. Its damage becomes 1d8 solar damage per two spellpower.	

See Invisibility

1st Level

Shadow Duplicate

8th Level

Target: One creature

Range: Close (30 ft.)

Effect: The target can see any objects or beings that are invisible within its range of vision as if they were normally visible. Such creatures are visible as translucent shapes, allowing the target to easily distinguish between visible and invisible creatures.

Duration: Short (*Focus* + 5 rounds)

Divination/Transmutation [Augment]

Lists: Arcane

Notes: The spell does not reveal the method used to obtain invisibility. It does not reveal illusions other than invisibility. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – Ethereal: The target can also see ethereal creatures, such as ghosts. Ethereal creatures can be visually distinguished from both visible and invisible creatures. This is a Planar effect.

3 – Mass: The spell can affect up to five targets.

Range: Medium (100 ft.)

Components: Somatic only

Effect: You create an illusory duplicate of yourself. The duplicate looks, sounds, and smells like you, but is intangible. Normally, it mimics your actions perfectly, including speech.
As a swift action, you can attune to the projected image. This has several effects.

- You see and hear from the image’s location, rather from where your body is.
- You can control the image’s actions independently from your own actions. Each round, it can move up to 100 feet in any direction, including vertically.
- If you have line of effect to the image, you may have any spells you cast originate from the image instead of from you. This causes you to measure range, line of effect, and so on from the image’s location, rather than from your location.

As a free action, you can stop attuning to the projected image, restoring your perceptions and spells to your original body.

Duration: Long (1 hour)

Divination/Illusion [Figment, Scrying, Unreal]

Lists: Arcane

Notes: Creatures can identify the duplicate as an illusion, as *create image*. Since the image is not a creature, it is difficult to disrupt, and many spells have no effect on it. However, the image is treated as a scrying sensor for the purpose of abilities that affect scrying sensors.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Seismic Slam

6th Level

You slam your opponent into the ground with a mighty surge of strength, trapping them in the earth.

Target: One creature or object on solid ground

Range: Touch

Attack: Strength or Spellpower vs. Maneuver (shove)

Success: 1d6 bludgeoning damage per spellpower, and the target is immobilized (*Unable to leave its location*) for 2 rounds.

Critical Success: As above, but double damage.

Failure: As above, but half damage.

Transmutation [Augment, Physical]

Lists: Strength

Notes: The somatic components of this spell consist of slamming the target into the ground. The ground beneath the target also takes damage from the spell, which may cause weak ground (such as a building floor) to break.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Shadow Wall

6th Level

You create a wall that blocks your foes and allows your allies through.

Area: Large (50 ft.) solid wall, 10 ft. high

Range: Medium (100 ft.)

Effect: This spell creates an illusion of a wall or similar physical barricade. In the same position, this spell creates a powerful barrier that blocks the passage of most objects and creatures. However, your allies and their equipment can pass through the barrier unimpeded. The wall blocks all spell effects, including those of your allies.

Duration: 5 rounds

Abjuration/Illusion [Barrier, Figment, Unreal]

Lists: Arcane, Trickery

Notes: Creatures can identify that the wall is an illusion, as *create image*. This can allow creatures to see through the wall, but does not allow them to pass through it.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Sever Magic

8th Level

You disconnect your foe from the power of magic, preventing any magic from affecting it.

Target: One creature or object

Range: Medium (100 ft.)

Attack:

Success:
All spells, spell-like abilities, and magic items fail to function on the target for 2 rounds. The target cannot activate them or be affected by them, and any existing effects on the target are suppressed.

Critical Success: As above, except that the effect lasts for thirty days.

Failure: The target has a 20% chance to fail when using spells, spell-like abilities, and magic items for 2 rounds. It is otherwise affected normally by magic.

Abjuration [Antimagic]

Lists: Arcane, Magic

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Shadowbolt

2nd Level

Shadowstep

5th Level

You fire an invisible bolt of energy at your foe.

Target: One creature or object	Range: Close (30 ft.)
Components: Somatic only	
Effect: 1d10 cold damage per two spellpower	
Evocation/Illusion [Energy, Subtle]	Lists: Arcane
<i>Notes:</i> Subtle spells have no obvious effects. A creature affected by a subtle spell is usually unaware that it is under magical influence. The DR to identify a subtle spell with the Spellcraft skill is 10 higher than normal (see Spellcraft, page 62).	
<i>Explosive Miscast:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments:	
3 – <i>Mass:</i> The spell can affect up to five targets. Its damage becomes 1d6 cold damage per two spellpower.	

Target: You
Effect: This spell has three simultaneous effects. First, you become invisible for 5 rounds, as <i>invisibility</i> . Second, you teleport up to 100 feet, as <i>dimension slide</i> . Third, an illusory duplicate of you appears in your original location for 5 rounds, as <i>create image</i> . The image appears superimposed over your original position, preventing onlookers from noticing your disappearance. You can control the image of yourself as you would control any other figment with <i>create image</i> . If not directed, it remains stationary.
Conjuration/Illusion [Figment, Glamer, Teleportation, Unreal]
Lists: Arcane, Trickery
<i>Notes:</i> Creatures can identify the duplicate as illusory, as <i>create image</i> .
<i>Explosive Miscast:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.
Augments:
1 – <i>Sensory:</i> The duplicate affects an additional sense: sound, smell, texture, or temperature. This augment can be used multiple times, affecting a different sense each time.
2 – <i>Scripted:</i> When you cast the spell, you set a simple script for your duplicate to follow. It follows that script automatically. As a swift action, you can concentrate to change the script for the remainder of the spell.

Shadowshield

9th Level

You shield your ally with an invisible force that negates attacks without alerting foes to its presence.

Target: One creature	Range: Close (30 ft.)
Effect: All attacks that would affect the creature, including magical and supernatural attacks, have a 50% chance to fail. The shield is selective, and does not inhibit beneficial effects. Whenever the shield negates an attack, it alters the creature’s appearance (including smell, sound, and other senses, as appropriate) with a glamer. This causes the creature to seem as if were affected by the attack. Outside observers have no way of knowing which attacks were absorbed by the umbra unless they can recognize the illusion. The spell does not attempt to mimic the effects of extraordinary attacks which cannot be disguised, such as attacks which would destroy the creature’s body.	
Duration: Short (<i>Focus</i> + 5 rounds)	
Abjuration/Illusion [Glamer, Shielding, Subtle]	
Lists: Arcane, Protection, Trickery	
<i>Notes:</i> If you are not on the Material Plane or Plane of Shadow when you cast this spell, it has no effect.	
<i>Retargeting Miscast:</i> The spell targets a random valid target within range (including yourself, if applicable).	

Shadowstorm

7th Level

You create an invisible storm of energy that damages your foes.

Area: Medium (20 ft.) radius zone	Range: Medium (100 ft.)
Components: Somatic only	
Effect: At the end of every round, all enemies in the area take 1d8 cold damage per four spellpower.	
Evocation/Illusion [Energy, Subtle]	Lists: Arcane, Trickery
<i>Explosive Miscast:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	

Share Pain

2nd Level Shout

4th Level

Targets: Two willing creatures	Range: Touch
Special: When you cast this spell, you choose which target will be protected.	
Effect: When the protected creature would take hit point damage, it instead loses half that many hit points (rounded down), and the other target loses hit points equal to the other half of the damage (rounded up).	
If the targets get out of range of each other, the effect is suppressed until they return within range.	
Duration: Medium (5 minutes)	
Abjuration/Vivimancy [Life, Shielding]	Lists: Arcane, Divine, Life, Protection
<i>Notes:</i> The loss of hit points caused by this spell is not damage, and is not affected by damage reduction or other abilities which affect damage.	
<i>Explosive Miscal:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments:	
1 – <i>Flexible:</i> As a swift action, you can suppress or resume the spell's effects without dismissing the spell.	
2 – <i>Lifebound:</i> The targets also share healing in the same way that they share damage.	
3 – <i>Distant:</i> The targets are considered to be within range of each other as long as they are on the same plane, regardless of their distance from each other.	

Shield of Faith

1st Level

You create a shimmering, magical shield that protects you.

Target: One creature	Range: Close (30 ft.)
Effect: The target gains a floating shield with a +2 defense bonus. Unlike a mundane shield, this shield does not require a free hand and has no encumbrance penalty or arcane spell failure chance.	
Duration: Short (<i>Focus</i> + 5 rounds)	
Abjuration [Shielding]	Lists: Divine
<i>Explosive Miscal:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	

Shocking Grasp

1st Level

You deliver a powerful electrical shock to your foe.

Target: One creature or object	Range: Touch
Attack: Spellpower vs. Reflex	
Special: You gain a +5 bonus to accuracy if the target is wearing metal armor or otherwise has a significant quantity of metal.	
Success: 1d6 electricity damage per spellpower.	
Critical Success: Double damage, and the target is staggered (<i>unable to act in movement phase</i>) for 5 rounds.	
Failure: Half damage, and no additional effects.	
Evocation [Electricity]	Lists: Arcane, Destruction
<i>Explosive Miscal:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	

You emit an ear-splitting yell that deafens and damages creatures in its path.

Burst: Medium (20 ft.) cone	
Targets: Everything in the area	
Components: Verbal only	
Attack: Spellpower vs. Fortitude	
Special: You gain a +5 bonus to accuracy against brittle or crystalline objects and creatures.	
Success: 1d8 sonic damage per two spellpower. In addition, the target is deafened (<i>unable to hear</i>) for 5 rounds.	
Failure: Half damage, and no additional effects.	
Evocation [Destructive, Sonic]	Lists: Arcane, Destruction, Strength
<i>Explosive Miscal:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments:	
3 – <i>Widened:</i> The spell's area becomes a Large (50 ft.) cone.	

Shrink

1st Level

Target: One creature (Small or larger)	Range: Close (30 ft.)
Attack: Spellpower vs. Fortitude	
Success: The target and its equipment instantly shrinks, halving its height and dividing its weight by 8. This changes the creature's size category to the next smaller one. This has several effects.	
<ul style="list-style-type: none"> • -10 ft. penalty to movement speed. • -4 penalty to Fortitude defense. • -4 penalty to maneuver accuracy and defense. • +1 bonus to other physical attacks and defenses. • +4 bonus to Stealth checks. • Weapons decrease damage die size (see Table 7.2: Weapon Damage and Size (page 104)). 	
Equipment that leaves the target's possession returns to its original size.	
Duration: Short (<i>Focus</i> + 5 rounds)	
Transmutation [Alteration, Sizing]	Lists: Arcane, Nature
<i>Notes:</i> A Small humanoid 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).	
Multiple magical effects which change size do not stack. Size increases offset size decreases on a one-for-one basis.	
<i>Retargeting Miscal:</i> The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
1 – <i>Giant:</i> The spell can affect a target one size category larger. This augment can be used multiple times.	
3 – <i>Mass:</i> The spell can affect up to five targets.	

Shrink Item

3rd Level Sleep

1st Level

Target: One nonmagical object (Medium or smaller)	Range: Close (30 ft.)
Special: As you cast this spell, choose a command word.	
Attack: Spellpower vs. Mental	
Success: The target shrinks to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass). This change effectively reduces its size by four size categories. If the target is physically unable to shrink, such as a ring on a finger, it shrinks as much as it can without causing harm to itself or the physical impediment.	
As a standard action, any creature can speak the command word to return the target to its original size. It must be resting on a stable surface. If the command word is spoken while the target is not stable, such as while it is in the air, it returns to its original size as soon as it finds a resting point. Restoring the target to its normal size ends the spell.	
Duration: Extreme (12 hours) or until discharged	
Transmutation [Alteration]	Lists: Arcane
Notes: If you recast this spell each day on an object, you can keep it at its small size indefinitely.	
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
1 – <i>Giant</i> : The spell can affect a target one size category larger. This augment can be used multiple times.	
2 – <i>Repeatable</i> : After the command word is spoken, the ritual is not discharged. Instead, it is suppressed for 5 minutes, after which time the object shrinks again.	

Silence

2nd Level

Target: One creature or object	Range: Medium (100 ft.)
Attack: Spellpower vs. Mental	
Success: The target becomes unable to make noise. Extraordinarily loud noises, such as the yell of a giant, are merely muffled by the spell rather than completely silenced. The DR to hear such sounds produced by the target is increased by 40. Sonic attacks function normally.	
Spellcasters can still cast spells with verbal components while silenced, but suffer a 20% chance of spell failure.	
Critical Success: As above, except that the silence is absolute. Even extraordinarily loud noises are utterly silenced, and spellcasters are unable to cast spells with verbal components.	
Duration: Short (Focus + 5 rounds)	
Illusion [Glamer]	Lists: Divine
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
1 – <i>Subtle</i> : The target can still hear itself normally, potentially causing it to be unaware of the effect of the spell. In addition, the spell becomes a Subtle effect.	
3 – <i>Mass</i> : The spell can affect up to five targets.	

Target: One creature	Range: Medium (100 ft.)
Components: Somatic only	
Attack: Spellpower vs. Mental	
Success: The target is <i>fatigued</i> (move at half speed, unable to sprint or charge) and attempts to go to sleep as soon as possible, though it will not stop fighting to do so. Awakenning a creature put to sleep by this spell is difficult, and requires a standard action.	
Critical Success: As above, except that the target is <i>exhausted</i> (move at half speed, unable to sprint or charge, impaired) instead of <i>fatigued</i> (move at half speed, unable to sprint or charge). In addition, if the creature goes to sleep, it cannot be awoken by nonmagical means during the spell's duration.	
Duration: Medium (5 minutes)	
Enchantment [Delusion, Mind, Sleep]	Lists: Arcane
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
3 – <i>Mass</i> : The spell can affect up to five targets.	

Slow

3rd Level

You decelerate your enemy's motions, causing it to move and act more slowly than normal.

Target: One creature	Range: Close (30 ft.)
Effect: The target is <i>slowed</i> (unable to act in movement phase, move at half speed).	
Duration: Brief (2 rounds)	
Transmutation [Temporal]	Lists: Arcane
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).	
Augments:	
3 – <i>Mass</i> : The spell can affect up to five targets.	

Sound Burst

2nd Level

You create a cacophony of sound.

Burst: Small (10 ft.) radius	Range: Close (30 ft.)
Targets: Everything in the area	
Attack: Spellpower vs. Fortitude	
Success: 1d8 sonic damage per two spellpower.	
Critical Success: Double damage.	
Failure: Half damage.	
Evocation [Destructive, Sonic]	Lists: Arcane, Destruction
Localized Miscast: The spell targets you, or originates from your location, instead of its intended location. In addition, it only extends out 5 feet from your location, rather than its normal area.	
Augments:	
2 – <i>Widened</i> : The spell's area becomes a Medium (20 ft.) radius.	
3 – <i>Deafening</i> : Affected targets are also <i>deafened</i> (unable to hear) for 2 rounds.	

Spellsight

6th Level

Spiritual Weapon

5th Level

You gain the ability to see magic perfectly.

You bring into being a weapon made of pure force which attacks your foes of its own volition.

Target: You

Effect: You gain the ability to see and understand magic within 300 feet of you. This has three effects.

- You can automatically identify any active spells and spells cast as if you succeeded on a Spellcraft check. (See Spellcraft, page 62, for details.)
- You can “see” any creatures or objects affected by spells perfectly, regardless of concealment or invisibility.
- If you concentrate as a standard action, you can identify all properties of a magic item you touch, as the *identify* ritual.

Duration: Long (1 hour)

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Lists: lists

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

- 1 – *Persistent:* The spell’s duration becomes Extreme (12 hours).
- 2 – *Penetrating:* The sight is not blocked by physical obstacles other than lead.
- 3 – *Distant:* The sight extends to a range of 1 mile.

Target: One creature or object

Range: Medium (100 ft.)

Effect: This spell creates a floating weapon made of magical force. At the beginning of each round, you may spend a swift action to command the weapon. If you do, the weapon moves during the movement phase with a fly speed of 50 feet (perfect maneuverability), and attacks in the action phase. If you do not direct the weapon, it remains motionless.

The weapon is sized for you, and can be any type of weapon you are proficient with, though the weapon’s shape does not alter this spell’s effects. Since it is made of force, the weapon is immune to damage and most effects.

Duration: Long (1 hour)

Trigger: During the action phase, if you commanded the weapon that round

Target: One creature adjacent to the weapon

Attack: Spellpower vs. Armor defense

Success: 1d8 force damage per two spellpower

Critical Success: Double damage.

Evocation [Force]

Lists: Divine, War

Notes: Since the weapon is directed by you, its ability to interact with invisible or concealed creatures is no better than yours. Its defenses are equal to 10 + your spellpower. If the weapon goes out of range of you, the spell ends.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Spider Climb

2nd Level

You grant your ally the ability to climb on walls and ceilings as well as a spider does.

Target: One creature

Range: Close (30 ft.)

Effect: The target gains a **climb speed** of 20 feet. It must use at least one hand to climb in this manner.

Duration: Medium (5 minutes)

Transmutation [Augment]

Lists: Arcane, Nature

Notes: See Climb, page 51, for details about how to climb.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

- 1 – *Accelerated:* The climb speed increases to 40 feet.
- 3 – *Mass:* The spell can affect up to five targets.

Storm of Vengeance

9th Level

Zone: 500 ft. radius cylinder

Range: Long (300 ft.)

Effect: An enormous storm cloud occupies the top 200 feet of the area, as *fog cloud*. Within the area, lightning strikes and thunder rolls. Sunlight is blocked by the dark cloud. This may cause the area to have shadowy illumination, granting everything in it concealment (+4 to physical defenses).

At the end of every round, the storm has an additional effect, as shown on Table 10.2: Storm of Vengeance Effects (page 187). Damaging effects deal 1d8 damage per two spellpower.

Duration: Focus (maximum 10 rounds)

Conjuration/Evocation [Acid, Creation, Electricity, Physical]

Lists: Air, Divine, Nature, Water

Notes: When the storm has multiple effects in the same round, roll a single attack and compare the result to all relevant defenses.

Physical spells cannot be dismissed or dispelled, and do not allow spell resistance.

Localized Miscast: The spell targets you, or originates from your location, instead of its intended location. In addition, it only extends out 5 feet from your location, rather than its normal area.

Table 10.2: Storm of Vengeance Effects

Rounds	Effect	Defense	Success	Failure
Odd (1, 3, 5, 7, 9)	Lightning	Reflex	Electricity damage (enemies only)	Half damage
Even (2, 4, 6, 8, 10)	Thunder	None	Deafened for 5 rounds	—
2, 6, 10	Hail	Fortitude	Bludgeoning damage	Half damage
4, 8	Acid rain	None	Acid damage	—

Stormlord**5th Level Suggestion****4th Level**

You surround yourself in a whirlwind which deflects ranged attacks and batters your foes.

Target: You
Effect: Physical ranged attacks against you have a 50% miss chance. Other attacks that simply work at a distance are not affected.
Duration: Short (<i>Focus + 5 rounds</i>)
Trigger: Creature within Long (<i>300 ft.</i>) range of you makes a physical attack against you
Target: Triggering creature
Attack: Spellpower vs. Fortitude
Success: 1d8 bludgeoning damage per two spellpower.
Critical Success: Double damage.
Failure: Half damage.
Abjuration/Evocation [Air, Electricity, Shielding] Lists: Air, Nature
<i>Explosive Miscast:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Strip the Flesh**7th Level**

You rend parts of your foe's skin off its body, inflicting grievous wounds and leaving it vulnerable.

Target: One creature	Range: Medium (<i>100 ft.</i>)
Attack: Spellpower vs. Fortitude	
Success: 1d6 slashing damage per spellpower. In addition, all damage the target takes is doubled for 2 rounds. This does not apply to the initial damage dealt by this spell.	
Critical Success: As above, except that the doubling of damage lasts for thirty days, and applies to the initial damage dealt by this spell. Effects which accelerate natural healing, such as the Heal skill, also reduce the duration of this effect.	
Failure: Half damage, and no additional effects.	
Vivimancy [Flesh, Physical]	Lists: Arcane, Death, Evil
<i>Notes:</i> Physical spells cannot be dismissed or dispelled, and do not allow spell resistance.	
<i>Retargeting Miscast:</i> The spell targets a random valid target within range (including yourself, if applicable).	

Target: One creature **Range:** Close (*30 ft.*)
Components: Verbal only. The only verbal component is the stated suggestion.

Attack: Spellpower vs. Mental

Special: You suggest a course of action that the target could take. The suggestion must not be longer than a couple of sentences. It must be worded in a way that makes the activity sound reasonable. Asking the creature to do some obviously harmful act makes the spell fail automatically.

You take a -5 penalty to accuracy if the target thinks it is threatened. A very reasonable suggestion can grant a +2 or greater bonus to accuracy.

Success: For 5 rounds, the target is compelled to obey your suggestion. If the suggested activity is completed during that time, the spell's effect ends.

Critical Success: As above, except that the target will obey the suggestion indefinitely, until it completes its task.

Enchantment [Auditory, Delusion, Mind, Speech, Subtle]

Lists: Arcane You can only affect any individual creature with this spell once per 24 hours.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – Mass: The spell can affect up to five targets. All targets must receive the same suggestion.

Summon Monster

1st Level

Summon Nature's Ally

1st Level

Target: Location**Range:** Close (30 ft.)

Effect: This spell summons a facsimile of an extraplanar creature. The creature appears at the target location and acts during the next round.

At the start of each round, you must spend a swift action to control the summoned creature. If you do, you control the creature's actions that round. You can mentally command it to attack your enemies, follow you, or stay in place. Alternately, if you can communicate with the creature using other means, you can give it more complex commands. If you do not control the creature, it acts according to its nature. Most creatures will flee combat or attack indiscriminately.

Special: When you learn this spell, you choose two creatures from the 1st-level list on Table 10.3: Summon Monster List (page 189). You can only summon those creatures with this 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, lawful, or water creature, it is a spell of that type.

Duration: Short (*Focus + 5 rounds*)

Conjuration [Summoning, see text]**Lists:** Arcane, Divine

Notes: You can learn this spell multiple times. Each time, you learn how to summon two additional creatures. The creatures must be chosen from a list with a maximum level equal to the highest level of spells you know how to cast.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – Empowered: You summon creatures from a higher level list. You can use this augment multiple times.

1 – Multiple: You summon 1d3 creatures of the same kind, rather than one creature.

Range: Close (30 ft.)

Effect: This spell summons a natural creature. It appears where you designate and acts on your next turn. You must spend a swift action each round to control the creature summoned by this spell. If you do, it attacks your opponents to the best of its ability. You can direct the creature not to attack, to attack particular enemies, or to perform other actions if you can communicate with it. If you do not actively control the creature summoned by this spell, it acts according to its nature.

When you learn this spell, you choose two creatures from the 1st-level list on Table 10.4: Summon Nature's Ally List (page 190). You can summon those creatures with this or any other *summon nature's ally* 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.

All the creatures on the table are neutral unless otherwise noted.

Duration: Short (*Focus + 5 rounds*)

Conjuration [Summoning]**Lists:** Nature

Notes: You can learn this spell multiple times. Each time, you learn how to summon two additional creatures. The creatures must be chosen from a list with a maximum level equal to the highest level of spells you know how to cast.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – Empowered: You summon creatures from a higher level list. You can use this augment multiple times.

1 – Multiple: You summon 1d3 creatures of the same kind, rather than one creature.

Sunbeam

4th Level

You evoke a dazzling beam of intense light, blinding your foes with the power of the sun itself.

Burst: Large (50 ft.) line, 10 ft. wide

Targets: Everything in the area

Attack: Spellpower vs. Reflex

Special: You gain a +5 bonus to accuracy against creatures vulnerable to sunlight.

Success: 1d8 solar damage per two spellpower. In addition, the target is *partially blinded* (*impaired, lose special vision abilities*) for 2 rounds.

Critical Success: Double damage, and the target is *blinded* (*unable to see, defenseless*) instead of partially blinded.

Failure: Half damage, and no additional effects.

Evocation [Light]**Lists:** Nature, Wild

Notes: This light is considered natural sunlight for the purpose of effects which depend on sunlight.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Table 10.3: Summon Monster List

1st Level		4th Level		Fiendish monstrous spider, Huge	CE
Celestial dog	LG	Archon, lantern	LG	Fiendish snake, giant constrictor	CE
Celestial owl	LG	Celestial giant owl	LG		
Celestial giant fire beetle	NG	Celestial giant eagle	CG	7th Level	
Celestial porpoise ¹	NG	Celestial lion	CG	Celestial elephant	LG
Celestial badger	CG	Mephit (any) ²	N	Avoral (guardinal)	NG
Celestial monkey	CG	Fiendish dire wolf	LE	Celestial baleen whale ¹	NG
Fiendish dire rat	LE	Fiendish giant wasp	LE	Djinni (genie)	CG
Fiendish raven	LE	Fiendish giant praying mantis	NE	Elemental, Huge (any) ²	N
Fiendish monstrous centipede, Medium	NE	Fiendish shark, Large ¹	NE	Invisible stalker	N
Fiendish monstrous scorpion, Small	NE	Yeth hound	NE	Devil, bone	LE
Fiendish hawk	CE	Fiendish monstrous spider, Large	CE	Fiendish megaraptor	LE
Fiendish monstrous spider, Small	CE	Fiendish snake, Huge viper	CE	Fiendish monstrous scorpion, Huge	
NE Fiendish octopus ¹	CE	Howler	CE	Babau (demon)	CE
Fiendish snake, Small viper	CE			Fiendish giant octopus ¹	CE
		5th Level		Fiendish girallon	CE
2nd Level		Archon, hound	K		
Celestial giant bee	LG	Celestial brown bear	LG		
Celestial giant bombardier beetle	NG	Celestial giant stag beetle	LG	8th Level	
Celestial riding dog	NG	Celestial sea cat ¹	NG	Celestial dire bear	LG
Celestial eagle	CG	Celestial griffon	NG	Celestial cachalot whale ¹	NG
Lemure (devil)	LE	Elemental, Medium (any) ²	CG	Celestial triceratops	NG
Fiendish squid ¹	LE	Achaierai	N	Lillend	CG
Fiendish wolf	LE	Devil, bearded	LE	Elemental, greater (any) ²	N
Fiendish monstrous centipede, Large	NE	Fiendish deinonychus	LE	Fiendish giant squid ¹	LE
Fiendish monstrous scorpion, Medium	NE	Fiendish dire ape	LE	Hellcat	LE
Fiendish shark, Medium ¹	NE	Fiendish dire boar	LE	Fiendish monstrous centipede, Colossal	NE
Fiendish monstrous spider, Medium	CE	Fiendish shark, Huge	NE	Fiendish dire tiger	CE
Fiendish snake, Medium viper	CE	Fiendish monstrous scorpion, Large	NE	Fiendish monstrous spider, Gargantuan	CE
		Shadow mastiff	NE	Fiendish tyrannosaurus	CE
3rd Level		Fiendish dire wolverine	NE	Vrock (demon)	CE
Celestial black bear	LG	Fiendish giant crocodile	CE		
Celestial bison	NG	Fiendish tiger	CE		
Celestial dire badger	CG			9th Level	
Celestial hippogriff	CG	6th Level		Couatl	LG
Elemental, Small (any) ²	N	Celestial polar bear	LG	Leonal (guardinal)	NG
Fiendish ape	LE	Celestial orca whale ¹	NG	Celestial roc	CG
Fiendish dire weasel	LE	Bralani (eladrin)	CG	Elemental, elder (any) ²	N
Hell hound	LE	Celestial dire lion	CG	Devil, barbed	LE
Fiendish snake, constrictor	LE	Elemental, Large (any) ²	N	Fiendish dire shark ¹	NE
Fiendish boar	NE	Janni (genie)	N	Fiendish monstrous scorpion, Gargantuan	NE
		Chaos beast	CN	Night hag	NE
Fiendish dire bat	NE	Devil, chain	LE	Bebilith (demon)	CE
Fiendish monstrous centipede, Huge	NE	Xill	LE	Fiendish monstrous spider, Colossal	CE
Fiendish crocodile	CE	Fiendish monstrous centipede, Gargantuan	NE	Hezrou (demon)	CE
Dretch (demon)	CE				
Fiendish snake, Large viper	CE	Fiendish rhinoceros	NE		
Fiendish wolverine	CE	Fiendish elasmosaurus ¹	CE		

¹ May be summoned only into an aquatic or watery environment.

² Each variety must be learned individually.

Sunburst

You cause a globe of searing radiance to explode silently from a point you select.

Burst: Large (50 ft.) radius

Targets: All enemies in the area

Attack: Spellpower vs. Reflex

Special: You gain a +5 bonus to accuracy against creatures vulnerable to lightning.

Success: 1d8 solar damage per two spellpower. In addition, the target is partially blinded (impaired, lose special vision abilities) for 2 rounds.

7th Level Swarm of Bats

You summon a swarm of bats that attack the eyes of your foes.

Burst: Medium (20 ft.) cone

Targets: All enemies in the area

Effect: The target is impaired (20% failure) with vision-related attacks and checks for 2 rounds.

Conjuration [Summoning]

Lists: Arcane, Chaos, Nature

Notes: The bats disappear after 2 rounds.

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Localized Miscast: The spell targets you, or originates from your location, instead of its intended location. In addition, it only extends out 5 feet

Table 10.4: Summon Nature's Ally List

1st Level	Eagle, giant [NG]	5th Level	7th Level
Dire rat	Lion	Arrowhawk, adult	Arrowhawk, elder
Eagle (animal)	Owl, giant [NG]	Bear, polar (animal)	Dire tiger
Monkey (animal)	Satyr [CN; without pipes]	Dire lion	Elemental, greater (any) ²
Octopus ¹ (animal)	Shark, Large ¹ (animal)	Elasmosaurus ¹ (dinosaur)	Djinni (genie) [NG]
Owl (animal)	Snake, constrictor (animal)	Elemental, Large (any) ²	Invisible stalker
Porpoise ¹ (animal)	Snake, Large viper (animal)	Griffon	Pixie ³ (sprite) [NG; with sleep arrows]
Snake, Small viper (animal)	Thoqqua	Janni (genie)	Squid, giant ¹ (animal)
Wolf (animal)		Rhinoceros (animal)	Triceratops (dinosaur)
	4th Level	Satyr [CN; with pipes]	Tyrannosaurus (dinosaur)
2nd Level	Arrowhawk, juvenile	Snake, giant constrictor (animal)	Whale, cachalot ¹ (animal)
Bear, black (animal)	Bear, brown (animal)	Nixie (sprite)	Xorn, elder
Crocodile (animal)	Crocodile, giant (animal)	Tojanida, adult ¹	
Dire badger	Deinonychus (dinosaur)	Whale, orca ¹ (animal)	8th Level
Dire bat	Dire ape		Dire shark ¹
Elemental, Small (any) ²	Dire boar	6th Level	Roc
Hippogriff	Dire wolverine	Dire bear	Salamander, noble [NE]
Shark, Medium ¹ (animal)	Elemental, Medium (any) ²	Elemental, Huge (any) ²	Tojanida, elder
Snake, Medium viper (animal)	Salamander, flamebrother [NE]	Elephant (animal)	
Squid ¹ (animal)	Sea cat ¹	Girallon	9th Level
Wolverine (animal)	Shark, Huge ¹ (animal)	Megaraptor (dinosaur)	Elemental, elder
	Snake, Huge viper (animal)	Octopus, giant ¹ (animal)	Grig [NG; with fiddle] (sprite)
3rd Level	Tiger (animal)	Pixie ³ (sprite) [NG; no special arrows]	Pixie ⁴ (sprite) [NG; with sleep and memory loss arrows]
Ape (animal)	Tojanida, juvenile ¹	Salamander, average [NE]	Unicorn, celestial charger
Dire weasel	Unicorn [CG]	Whale, baleen ¹	
Dire wolf	Xorn, minor	Xorn, average	

¹ May be summoned only into an aquatic or watery environment.

² Each variety must be learned individually.

³ Can't cast irresistible dance

⁴ Can cast irresistible dance

Telekinetic Blast

You blast your foes away from you.

Burst: Medium (20 ft.) radius

Targets: All enemies in the area

Attack: Spellpower vs. Mental

Success: 1d8 bludgeoning damage per two spellpower. In addition, the target is forcibly moved away from you to the edge of the area. If it encounters an occupied space or other obstacle, it stops at the obstacle.

Critical Success: As above, but double damage.

Failure: Half damage.

Evocation [Telekinesis]

Lists: Arcane

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – *Widened:* The spell's area becomes a Large (50 ft.) radius.

5th Level Telekinetic Shove

You push and pull your foes around the battlefield with your mind.

Target: You

Effect: When you cast this spell, you can make a shove attack against a creature within Close (30 ft.) range. This functions like a normal shove attack, except that your accuracy is equal to your spellpower, and you do not need to move with the target to move it. However, you cannot move it beyond Close (30 ft.) range.

At the beginning of each round, you may spend a swift action to focus your mind. If you do, you can use this spell to shove a target during the action phase. You can shove the same target, or a different target, as you choose.

Duration: Short (*Focus* + 5 rounds)

Evocation [Telekinesis]

Lists: Arcane

Notes: You can shove yourself with this spell.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

2nd Level

Telepathy

5th Level

Time Stop

9th Level

Target: You

Effect: You gain telepathy out to a range of 100 feet. This allows you to send mental messages to any creature within range that has a language. Non-telepathic creatures can reply mentally to your messages, but they cannot initiate a telepathic conversation with you.
You can address multiple creatures at once with telepathy, but maintaining separate mental conversations is just as difficult as simultaneously speaking and listening to multiple creatures at the same time.

Duration: Long (1 hour)

Divination

Lists: Divination

Notes: You can use telepathy to communicate with creatures you cannot see. However, you must be aware of the existence and approximate location of a creature to communicate with it. Telepathy is blocked by any physical obstacle that blocks line of effect.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – Distant: The telepathy has a range of 1,000 feet.

2 – Penetrating: The telepathy is not blocked by physical obstacles other than lead.

This spell seems to make time cease to flow for everyone but you. In fact, you step into an alternate timestream, causing you to speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds.

Effect: You can take 1d3+1 rounds of actions immediately. During this time, all other creatures and objects are fixed in time, and cannot be moved or altered by any effect. You can still affect yourself and create areas or new effects, such with *fog cloud* or *summon monster*.
You are still vulnerable to danger, such as from heat or dangerous gases. However, you cannot be detected by any means while you travel.

Transmutation [Temporal]

Lists: Arcane

Notes: Spells active on you have their normal effects, including decreasing their remaining duration as appropriate, but spells active on other creatures have no effects and do not decrease in remaining duration.
You cannot enter an area protected by an *antimagic field* while under the effect of this spell.
Most spellcasters use the additional time to improve their defenses or flee from combat.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Temporal Stasis

6th Level

Totemic Mind

2nd Level

Target: One creature

Range: Medium (100 ft.)

Attack: Spellpower vs. Mental

Success: The target is placed in a state of suspended animation for 5 rounds. Time ceases to flow for it, and it cannot be altered or moved by any effect.

Critical Success: As above, except that the effect is permanent.

Failure: The target moves at one-quarter speed for 5 rounds.

Transmutation [Temporal]

Lists: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – Mass: The spell can affect up to five targets.

You grant your ally the mental prowess of a totem animal.

Target: One creature

Range: Close (30 ft.)

Effect: The target gains a +2 bonus to a mental attribute: Intelligence, Perception, or Willpower. This bonus cannot increase the target's attribute above your spellpower.

Duration: Short (Focus + 5 rounds)

Transmutation (Augment)

Lists: Arcane, Divine, Nature

Augments:

2 – Myriad: The bonus applies to all of the target's mental attributes.

3 – Empowered: The bonus increases to +4.

Third Eye

8th Level

Totemic Power

2nd Level

You gain a mystic third eye, allowing you to see beyond the limitations of your mortal senses.

Target: You

Effect: You gain *blindsight* out to a 100 foot range, allowing you to see perfectly without any light, regardless of concealment or invisibility. In addition, you can foresee events an instant before they occur, preventing you from being *unaware* (*critically threatened on every attack*).

Duration: Long (1 hour)

Divination/Transmutation [Augment, Knowledge]

Lists: Arcane, Knowledge

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

1 – Persistent: The spell's duration becomes Extreme (12 hours).

You grant your ally the physical prowess of a totem animal.

Target: One creature

Range: Close (30 ft.)

Effect: The target gains a +2 bonus to a physical attribute: Strength, Dexterity, or Constitution. This bonus cannot increase the target's attribute above your spellpower.

Duration: Short (Focus + 5 rounds)

Transmutation (Augment)

Lists: Arcane, Divine, Nature, Strength

Augments:

2 – Myriad: The bonus applies to all of the target's physical attributes.

3 – Empowered: The bonus increases to +4.

Transmute Any Object**9th Level****Range:** Medium (100 ft.)

Special: This spell can be used to duplicate the effects of *fabricate*, *passwall*, *shape metal*, *shape stone*, *shape wood*, *transmute flesh and stone*, or *wall of stone*. The object or creature to be transformed must meet any requirements of the spell being duplicated, other than range.

Transmutation [Alteration]

Lists: Arcane

Explosive Miscalc: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Transmute Flesh and Stone**5th Level**

Special: This spell has two versions: transmuting flesh into stone, and transmuting stone into flesh. Its effects depend on which version is chosen.

Target: One creature (Huge or smaller)**Range:** Close (30 ft.)

Special: If the target is not made of flesh (such as a golem), it is unaffected.

Attack: Spellpower vs. Fortitude

Success: 1d6 physical damage per spellpower. For the next 5 rounds, if the target has no hit points remaining at the end of the round, it becomes *petrified* (*turned to stone*) along with its equipment.

Critical Success: Double damage, and the target is immediately *petrified* (*turned to stone*) along with its equipment.

Failure: Half damage, and no additional effects.

Target: One creature (Huge or smaller)**Range:** Close (30 ft.)

Effect: The target is restored to its normal state, including its equipment. Stone which was not originally a petrified creature is unaffected.

Transmutation [Alteration]

Lists: Arcane, Earth

Retargeting Miscalc: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – Mass: The spell can affect up to five targets. The same version must be used for all targets.

Tree Shape**2nd Level****Target:** You

Effect: You transform into a Large tree, shrub, or dead tree trunk. In this form, you are effectively *paralyzed* (*helpless, unable to move*), but you can see around you in any direction as if you were in your normal form.

Duration: Extreme (12 hours)

Transmutation [Alteration]

Lists: Nature

Notes: You can sleep comfortably in this form.

Explosive Miscalc: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Tremorsense**1st Level****Target:** One creature**Range:** Close (30 ft.)

Effect: The target gains the tremorsense ability with a range of 50 feet. If it is touching a surface, it can automatically pinpoint the location of anything within 50 feet that is in contact with the surface, including inanimate objects.

Duration: Short (*Focus + 5 rounds*)

Transmutation [Augment]

Lists: Nature

Notes: Tremorsense functions on surfaces of any kind, regardless of lighting conditions.

Explosive Miscalc: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – Distant: The tremorsense ability has a range of 200 feet.

3 – Mass: The spell can affect up to five targets.

True Seeing**6th Level**

You grant your ally the ability to see all things as they actually are.

Target: One creature**Range:** Touch

Effect: The target sees through normal and magical darkness, sees the truth behind visual figments and glamers, and sees the true form of polymorphed, changed, or transmuted things. In addition, the target can see into the Ethereal Plane from the Material Plane. The effect extends out to Medium (100 ft.) range.

Duration: Short (*Focus + 5 rounds*)

Divination/Transmutation

Lists: Arcane, Divine, Knowledge

[Augment]

Notes: This spell does not negate concealment, including that caused by fog and the like. It does not help against mundane disguises or concealed objects or creatures. In addition, the spell's effects cannot be further enhanced with known magic, so the benefits do not apply when seeing through a scrying effect or similar vision enhancements.

Explosive Miscalc: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

True Strike**1st Level**

You grant your ally a temporary, intuitive insight into the immediate future.

Target: One creature**Range:** Medium (100 ft.)

Effect: The target gains an offensive **legend point**. It is automatically lost at the end of the spell's duration if not used.

Duration: Short (*Focus + 5 rounds*)

Divination [Knowledge]

Lists: Arcane

Retargeting Miscalc: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

3 – Mass: The spell can affect up to five targets.

Unholy Avatar

9th Level

Unliving Heart

1st Level

You embody the essence of evil, allowing you to smite your foes.

Target: You

Effect: At any time during the spell’s duration, you can concentrate as a standard action. If you do, you smite a foe, as described below.

Duration: Long (1 hour)

Target: One nonevil creature **Range:** Medium (100 ft.)

Effect: The target takes 1d10 divine damage per two spellpower. In addition, it is **staggered** (unable to act in movement phase) for 2 rounds.

Evocation [Evil] **Lists:** Divine, Evil

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

You harness the power of unlife to grant yourself a limited ability to avoid death.

Target: You

Effect: You gain temporary hit points equal to twice your spellpower. If you take life damage, you lose all temporary hit points provided by this spell before applying the damage.

In addition, you are treated as being undead for the purpose of spells or abilities which affect undead. This can cause some unintelligent undead, such as skeletons and zombies, to avoid attacking you.

Duration: Long (1 hour)

Vivimancy [Life] **Lists:** Arcane

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Unholy Blight

3rd Level

Target: One nonevil creature **Range:** Medium (100 ft.)

Attack: Spellpower vs. Mental

Success: 1d6 divine damage per spellpower, and the target is **staggered** (unable to act in movement phase) for 2 rounds.

Critical Success: Double damage, and the target is **nauseated** (unable to act in action phase, move at half speed) for 1 round instead of staggered.

Failure: Half damage, and no additional effects.

Evocation [Evil] **Lists:** Evil

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Unliving Eyes

4th Level

Target: One creature **Range:** Close (30 ft.)

Effect: The target gains the ability to “see” any living creatures and their equipment within 30 feet perfectly, regardless of lighting conditions, invisibility, or any other means of concealment. This cannot detect living creatures through solid walls, however.

If the target is undead, the range of the vision is increased to 50 feet.

Duration: Short (Focus + 5 rounds)

Vivimancy [Life] **Lists:** Arcane

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – **Distant:** The range of the vision increases to 200 feet.

2 – **Penetrating:** The vision is not blocked by physical obstacles other than lead.

Ventriloquism

1st Level

Range: Medium (100 ft.)

Components: Somatic only

Effect: Your voice (or any sound that you can normally make vocally) originates from another location within range. As a swift action, you can concentrate to change the apparent origin of your voice. If you move out of range of your designated location, the sound of your voice comes from your own mouth as normal.

Duration: Short (Focus + 5 rounds)

Illusion [Figment] **Lists:** Arcane

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Wail of the Banshee

9th Level

You emit a terrible scream that kills anyone that hears it.

Burst: Large (50 ft.) radius centered on you

Targets: Everything in the area

Components: Verbal only

Attack: Spellpower vs. Fortitude

Success: 1d8 sonic damage per two spellpower. If the target is living and has no hit points remaining, it dies.

Critical Success: As above, but double damage.

Failure: As above, but half damage.

Vivimancy [Auditory, Death] **Lists:** Arcane, Death

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Wall of Fire**2nd Level**

Zone: 20 ft. wall, 10 ft. high	Range: Medium (100 ft.)
Effect: This spell creates a wall made of fire. When the spell is cast, you choose which sides of the wall radiate heat. At the end of each round, all creatures within 10 feet of a side radiating heat take 1d8 fire damage per four spellpower.	
In addition, whenever a creature passes through the wall, make a spellpower vs. Reflex attack against it. Success deals 1d6 fire damage per two spellpower to the creature. Failure deals half damage.	
Duration: Short (<i>Focus + 5 rounds</i>)	
Evocation [Destructive, Fire, Wall]	Lists: Arcane, Fire, Nature
<i>Notes:</i> Any part of the wall takes cold damage in excess of your spellpower in a single round is extinguished.	
<i>Explosive Miscal:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments:	
2 – <i>Dual:</i> Two parallel walls appear, five feet apart. This augment can only be used if the wall is created in a line.	
2 – <i>Widened:</i> The wall appears in a 50 ft. line or a 20 ft. radius.	

Wall of Force**5th Level**

Zone: 100 ft. solid wall, 10 ft. high	Range: Medium (100 ft.)
Effect: This spell creates an invisible wall made of force. Nothing can pass through the wall.	
Duration: Short (<i>Focus + 5 rounds</i>)	
Evocation [Force, Physical, Wall]	Lists: Arcane
<i>Notes:</i> The wall can be destroyed. A 5-foot square of wall has hit points equal to five times your spellpower, and hardness equal to your spellpower.	
Force spells also affect the Ethereal Plane.	
<i>Explosive Miscal:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	

Wall of Thorns**2nd Level**

Zone: 50 ft. line, 5 ft. wide, 5 ft. high	Range: Medium (100 ft.)
Effect: This spell creates a thicket of thorns in the area. Moving out of a square with thorns in it costs 20 feet of movement. The wall can be created where creatures are.	
The wall provides total cover against attacks through the wall. A creature in the wall has cover from attacks on either side of the wall.	
Duration: Short (<i>Focus + 5 rounds</i>)	
Trigger: A creature exits a square in the	Target: The moving creature area
Effect: The target takes piercing damage equal to your spellpower.	
Conjuration [Creation, Physical, Wall]	Lists: Nature
<i>Notes:</i> A <i>wall of thorns</i> can be destroyed. A 5-foot cube of wall has hit points equal to twice your spellpower, is vulnerable to fire damage, and ignores piercing damage. Physical spells cannot be dismissed or dispelled, and do not allow spell resistance.	
<i>Explosive Miscal:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments:	
1 – <i>Shapeable:</i> The wall becomes can be shaped (see Shapeable, page 127).	
3 – <i>Widened:</i> The wall appears in a 100 ft. line.	

Water Walk**1st Level**

Target: One creature or object	Range: Medium (100 ft.)
Effect: The target threatens the surface of any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the target's feet hover an inch or two above the surface.	
If the target is below the surface of a liquid, it rises toward the surface at 60 feet per round. Thick liquids, such as mud and lava, may cause the target to rise more slowly.	
Duration: Short (<i>Focus + 5 rounds</i>)	
Transmutation [Augment, Water]	Lists: Nature, Water
<i>Explosive Miscal:</i> The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments:	
2 – <i>Persistent:</i> The spell's duration becomes Long (1 hour).	
3 – <i>Mass:</i> The spell can affect up to five targets.	

Waves of Fatigue**3rd Level**

Burst: Large (50 ft.) cone	
Targets: All creatures in the area	
Effect: The target is fatigued (<i>move at half speed, unable to sprint or charge</i>) for 2 rounds.	
Vivimancy [Flesh]	Lists: Arcane
Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.	
Augments:	
1 – <i>Selective:</i> The spell only targets enemies in the area.	
3 – <i>Exhaustion:</i> The targets are exhausted (<i>move at half speed, unable to sprint or charge, impaired</i>) instead of fatigued.	

Web

5th Level

Word of Recall

6th Level

You create a many-layered mass of strong, stricky strands that trap creatures caught within them. The strands are similar to spider webs, but larger and tougher.

Zone: 40 foot cube

Range: Medium (100 ft.)

Special: The area must border two solid objects on opposing sides. For example, this spell can be cast between two opposing walls, or between a floor and a ceiling, but not in empty space.

Effect: The area is filled with webs, causing it to be treated as difficult terrain. The webs are thick and strong, but too widely spaced to significantly obscure sight.

Duration: Short (Focus + 5 rounds)

Targets: Everything in the area

Attack: Spellpower vs. Reflex

Success: The target is **immobilized** (Unable to leave its location). It can escape by destroying the webs in its space, or with a grapple or Escape Artist check against a DR equal to 10 + your spellpower.

Conjuration [Creation, Physical] **Lists:** Arcane

Notes: The webs can be destroyed. A 5-foot cube of webs has hit points equal to twice your spellpower, is vulnerable to fire damage, and ignores piercing damage. Any fire can set the webs alight and burn away 5 square feet over the course of 2 rounds. All creatures within flaming webs are **ignited** (1d6 damage/round, 20% failure, Dex DR 15 to *extinguish*) by the flames.

Physical spells cannot be dismissed or dispelled, and do not allow spell resistance.

Localized Miscast: The spell targets you, or originates from your location, instead of its intended location. In addition, it only extends out 5 feet from your location, rather than its normal area.

Target: You

Range: Unlimited (Unrestricted)

Components: Verbal only

Effect: This spell teleports you instantly back to your sanctuary. You must designate the sanctuary when you ready the spell for the day, 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. Exceeding this limit causes the spell to fail.

Conjuration [Teleportation] **Lists:** Divine, Travel

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Zephyr Blade

2nd Level

You imbue a weapon with the power of the wind, allowing it to strike opponents with nothing but the air itself.

Target: One melee weapon

Range: Close (30 ft.)

Effect: The target weapon gains an additional five feet of reach, extending the wielder's threatened area.

In addition, the weapon can also be used to attack as a ranged weapon by expelling blasts of wind. This functions like attacking with the weapon normally, using the wielder's normal attack and damage bonuses, except that the attack is a ranged attack against any creature within Close (30 ft.) range. All damage dealt when attacking in this way is bludgeoning damage instead of the attack's normal damage types. This effect does not increase the wielder's threatened area.

Duration: Short (Focus + 5 rounds)

Evocation/Transmutation [Air, Augment] **Lists:** Nature

Notes: Despite the name of the spell, it can affect melee weapons of any type, even reach weapons. The weapon's extended reach is visible, and opponents can defend themselves normally against the attacks.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Augments:

2 – **Empowered:** The target gains ten feet of reach, rather than five.

3 – **Mass:** The spell can affect up to five targets.

Windstrike

2nd Level

You command the air to bludgeon the target, sending it flying.

Target: One creature or object

Range: Medium (100 ft.)

Attack: Spellpower vs. Fortitude and Maneuver defense (shove)

Success (Fortitude): 1d6 bludgeoning damage per spellpower.

Success (Maneuver): You shove the target in any direction – even vertically. Moving the target up takes twice as much movement as moving the target horizontally.

Failure (Fortitude): Half damage.

Evocation [Air] **Lists:** Air, Nature

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Augments:

2 – **Distant:** The spell's range becomes Extreme (1,000 ft.).

2 – **Forceful:** You gain a +10 bonus to accuracy on the shove attack.

10.5 Cantrip Descriptions

Acid Orb

You conjure a small orb of acid out of nothingness and propel it towards your foe.

Target: One creature or object	Range: Close (30 ft.)
Attack: Spellpower vs. Reflex	
Success: 1d6 acid damage per two spellpower.	
Failure: Half damage.	
Conjuration [Acid, Creation, Physical] Physical spells cannot be dismissed or dispelled, and do not allow spell resistance.	

Augment Attack

You imbue an ally with magical energy, making its next attack more powerful.

Target: One willing creature	Range: Close (30 ft.)
Effect: The next time the target makes a physical attack, the attack deals bonus damage if it hits. The bonus damage is equal to 1d8 damage per two spellpower.	
Duration: 1 round.	
Transmutation [Augment]	
<i>Notes:</i> The creature struck by the enhanced attack can apply spell resistance to avoid taking the bonus damage.	

Combat Telekinesis

You telekinetically control a weapon and use it to attack.

Target: One unattended weapon (Tiny or smaller)
Range: Close (30 ft.)
Casting Time: Swift action
Effect: You can use the target weapon to attack from its location. This functions as if you were attacking with the weapon in your hands, except that you must use your spellpower to determine your attack and damage bonus. You cannot use your Strength, Dexterity, or combat prowess to attack with the target weapon. In addition, you cannot use any magical properties of the weapon. You contribute to overwhelm penalties and threaten enemies from both your location and the weapon’s location. If you take a standard attack action, you can attack with your own hands, with the weapon, or both, as you choose. The weapon’s physical defenses are equal to 10 + half your spellpower. During the movement phase, you can move the weapon up to 30 feet in any direction, including vertically. If the weapon goes outside of the spell’s range, you lose control of it and it falls to the ground.
Duration: 1 round. You can use a swift action at the beginning of each round to maintain control of the weapon.
Evocation [Telekinesis]

Confusion, Lesser

You compel a creature to act randomly, sowing confusion in your foes’ ranks.

Target: One creature	Range: Close (30 ft.)
Attack: Spellpower vs. Mental	
Success: The target is disoriented (<i>moves randomly</i>).	
Critical Success: The target is confused (<i>randomly babbles, flees, attacks nearest, or acts normally</i>).	
Duration: 1 round.	
Enchantment [Compulsion, Mind]	
<i>Notes:</i> You can only affect any individual creature with this spell once per 24 hours.	

Conjure Projectile

You create a small arrow and fire it at your foe.

Target: One creature or object	Range: Medium (100 ft.)
Attack: Spellpower vs. Armor defense	
Success: 1d8 piercing damage per two spellpower	
Conjuration [Creation, Physical]	
<i>Notes:</i> At the end of the spell’s duration, the projectile conjured disappears without a trace. Physical spells cannot be dismissed or dispelled, and do not allow spell resistance.	

Displacement, Lesser

You briefly shift your ally’s image, causing it to appear to be about 1 foot away from its true location.

Target: One creature	Range: Close (30 ft.)
Effect: Targeted physical attacks against the target have a 20% miss chance. Spells and other special attacks suffer no miss chance.	
Duration: 1 round	
Illusion [Glamer]	
Lists: Arcane	

Draining Touch

Target: One living creature	Range: 5 ft.
Effect: 1d6 life damage per two spellpower. You gain temporary hit points equal to half the damage you deal. You can’t gain more hit points than the target had. The temporary hit points disappear after 5 rounds. If you take life damage, you lose all temporary hit points provided by this spell before applying the damage.	
Vivimancy [Life]	

Exhaustion

You momentarily weaken your foe's body.

Target: One creature	Range: Close (30 ft.)
Attack: Spellpower vs. Fortitude	
Success: The target is fatigued (<i>move at half speed, unable to sprint or charge</i>) for 5 rounds.	
Critical Success: The target is exhausted (<i>move at half speed, unable to sprint or charge, impaired</i>) for 5 rounds.	
Vivimancy [Flesh]	

Fear, Lesser

You terrify your foe.

Target: One creature	Range: Medium (100 ft.)
Attack: Spellpower vs. Mental	
Critical Success: The target is frightened (<i>flees if close to its fear</i>) by you.	
Success: The target is shaken (20% failure near its fear) by you.	
Duration: Short (<i>Focus + 5 rounds</i>)	
Enchantment [Fear, Mind] Lists: Arcane	

Flare

You create a burst of bright light in a foe's eyes, impairing its vision.

Target: One creature	Range: Close (30 ft.)
Attack: Spellpower vs. Reflex	
Success: The target's vision is impaired (20% failure) for 5 rounds. This affects all sight-related actions, including physical attacks and targeted spells.	
Illusion [Light]	

Glimpse the Future

1st Level

Target: One willing creature	Range: Close (30 ft.)
Effect: The target gains an offensive legend point.	
Duration: 1 round.	
Divination	

Magic Ray

You fire a ray of magical energy at your foe.

Target: One creature	Range: Close (30 ft.)
Attack: Spellpower vs. Reflex	
Success: 1d6 force damage per two spellpower.	
Failure: Half damage.	
Evocation [Force]	
<i>Notes:</i> Force spells also affect the Ethereal Plane.	

Resist Damage

You surround an ally with a faint yellow barrier that partially shields it from incoming damage.

Target: One creature	Range: Close (30 ft.)
Special: Choose a physical damage type: slashing, piercing, or bludgeoning.	
Effect: The target gains damage reduction against the chosen type of physical damage equal to your spellpower. Physical damage of other types ignores this damage reduction and negates it for 1 round.	
Duration: 1 round.	
Abjuration [Shielding]	

Slow, Lesser

You briefly decelerate your enemy's motions, causing it to move and act more slowly than normal.

Target: One creature	Range: Close (30 ft.)
Attack: Spellpower vs. Mental	
Success: The target is slowed (<i>unable to act in movement phase, move at half speed</i>).	
Failure: The target moves at half speed.	
Duration: 1 round.	
Transmutation [Temporal] Lists: Arcane	

Twist Fate

Target: One creature	Range: Close (30 ft.)
Attack: Spellpower vs. Mental	
Success: You know what the subject is most likely going to do during the next round.	
Critical Success: As above, but after gaining that knowledge, you can impose a -4 penalty to the target's accuracy, defenses, or checks for 1 round.	
Divination Lists: Arcane	

10.6 Rituals

Alarm

1st Level

Casting Time: 1 minute

Zone: Large (50 ft.) radius

Range: Close (30 ft.)

Effect: The area is warded with an alarm. When you perform this ritual, you choose whether to create an audible or mental alarm. If a creature or object of Tiny size or larger moves in the area, the alarm triggers.
An audible alarm creates the sound of a hand bell ringing. It is typically clearly identifiable up to 100 feet away, and audible up to 500 feet away.
A mental alarm causes you to receive a single mental “ping”. This awakens you from normal sleep but does not otherwise disturb concentration. If you have multiple alarms active, you do not know which alarm was triggered.

Duration: Extreme (12 hours)

Abjuration [Trap]

Lists: Arcane, Divine

Notes: A *silence* spell or similar effect can prevent an audible alarm from being heard.
Spell resistance cannot prevent creatures or objects from being detected by the alarm.

Material Components: 5 gp in ritual components.

Augments:
1 – *Sized*: You can increase or decrease the size category of creatures and objects detected by the alarm by 1. This augment can be used multiple times.
1 – *Password*: When performing the ritual, you may specify a password. If the password is spoken aloud, the alarm deactivates for 5 rounds.
2 – *Widened*: The ritual’s area becomes a Huge (100 ft.) radius.
3 – *Permanent*: The ritual’s duration becomes permanent.

Alter Magic Aura

2nd Level

Target: One magical object (Large or smaller)

Range: Touch

Casting Time: 1 minute

Attack: Spellpower vs. Mental

Success: One of the target’s magic auras is altered (see Spellcraft, page 62). You can change the school and descriptors of the aura. In addition, you can decrease the spellpower of the aura by up to half your spellpower, or increase the spellpower of the aura up to a maximum of your spellpower.

Duration: Thirty days

Illusion [Glamer]

Lists: Arcane

Notes: If the target is examined with *identify* or a similar effect, the true aura is revealed.
This ritual has no effect on artifacts.

Material Components: 20 gp in ritual components.

Augments:
1 – *Giant*: The ritual can affect a target one size category larger. This augment can be used multiple times.
1 – *Persistent*: The ritual’s duration becomes one year.
2 – *Permanent*: The ritual’s duration becomes permanent.

Alter Self

2nd Level

Target: You

Range:

Casting Time: 1 minute

Effect: When you perform this ritual, you make a Disguise check to disguise yourself. You gain a +10 bonus on the check, and you take no penalties for emulating a different gender or race.

Duration: Extreme (12 hours)

Transmutation [Alteration]

Lists: Arcane

Material Components: 20 gp in ritual components.

Augments:
3 – *Permanent*: The ritual’s duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Animate Dead

3rd Level

You bind a fragment of a dead creature’s soul to its corpse, reanimating it as an undead skeleton or zombie.

Target: One or more corpses

Range: Touch

Casting Time: 1 minute

Special: The combined levels of all targets cannot exceed your spellpower.

Effect: The target becomes an undead creature that obeys your spoken commands. You choose whether to create a skeleton or a zombie. Creating a zombie require a mostly intact corpse, including most of the flesh. Creating a skeleton only requires a mostly intact skeleton. If a skeleton is made from an intact corpse, the flesh quickly falls off the animated bones.

Duration: Thirty days

Vivimancy [Evil, Negative]

Lists: Arcane, Divine

Notes: No matter how many times you use this ritual, you can control only 4 levels worth of undead creatures per spellpower. 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.
Once destroyed, an undead creature never be animated again, even if the corpse is intact. This does not prevent the corpse from being used to resurrect the creature.

Material Components: 50 gp in black onyx gems.

Augments:
2 – *Permanent*: The ritual’s duration becomes permanent.

Animal Messenger

2nd Level

Appraisal

1st Level

<i>You compel a Tiny animal to go to a spot you designate.</i>		Target: One object Range: Touch	
Target: One Tiny animal Range:		Casting Time: 10 minutes	
Casting Time: 1 minute; see text		Effect: When you perform this ritual, you make a Craft, Knowledge, or Profession check to appraise the target’s value. You gain a +10 bonus on the check.	
Range: Long (300 ft.)		Divination [Knowledge] Lists: Arcane, Divine	
Special: After the first round spent performing the ritual, the target approaches you and awaits your bidding. While performing the ritual, you can attach some small item or note to the target.		Notes: You can use this ritual to appraise an item you have tried to appraise before.	
Effect: You can mentally impress on the target a certain place well known to you or an obvious landmark. The directions must be simple, because an animal’s intelligence is limited, though more intelligent animals may understand more complex instructions.		Material Components: 5 gp in ritual components.	
When the ritual is complete, the animal goes to the designated location and waits there, straying only to gather food and water as necessary, until the duration of the ritual expires. During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries.		Augments:	
Duration: One week		1 – <i>Rapid:</i> The ritual’s casting time becomes 1 minute.	
Enchantment [Compulsion] [Mind-Affecting] Lists: Arcane, Nature		2 – <i>Empowered:</i> You appraise the item’s value perfectly, without needing a check.	
Notes: The most common use for this ritual is to get an animal to carry a message to your allies.			
If the target animal is tamed or trained by someone else, this ritual automatically fails unless the animal’s trainer instructs it to obey you.			
Focus: Food desirable to the animal			
Material Components: 20 gp in ritual components.			
Augments:			
1 – <i>Persistent:</i> The ritual’s duration becomes thirty days.			

Antipathy

9th Level

Arcane Eye

4th Level

<i>You fill nearby creatures of a particular kind with an overpowering revulsion, compelling them to leave the area.</i>		Casting Time: 1 minute	
Casting Time: 1 hour		Range: Medium (100 ft.)	
Zone: Large (50 ft.) radius centered on you		Effect: This ritual creates a magic sensor. As a standard action, you can concentrate to see through the sensor as if you were in its location. While concentrating, you can move the sensor up to 30 feet per round in any direction.	
Special: When you perform this ritual, choose an alignment (chaotic, good, evil, or lawful) or creature type.		You can freely control and see through the sensor even if it moves beyond the spell’s range, or out of your line of effect.	
Effect: When a creature of the chosen type enters the area, you make an attack against it, as described below.		Duration: Long (1 hour)	
Attack: Spellpower vs. Mental		Divination [Scrying] Lists: Arcane	
Success: The target is frightened (<i>flees if close to its fear</i>) by the area.		Notes: A magic sensor is a floating, invisible sphere approximately one inch in diameter. It has 1 hit point and an Armor defense of 8. Its special defenses are the same as yours. The sensor has a 30 foot fly speed with perfect maneuverability. It is unable to enter another plane of existence, even through a <i>gate</i> or similar magical portal.	
Critical Success: The target is panicked (<i>flees or cowers from its fear</i>) by the area.		Material Components: 125 gp in ritual components.	
Failure: The target is shaken (20% failure near its fear) by the area.		Augments:	
Duration: One week		1 – <i>Auditory:</i> You can also hear through the sensor.	
Enchantment [Emotion] [Mind-Affecting] Lists: Arcane, Nature		2 – <i>Accelerated:</i> The eye moves up to 100 feet per round.	
Notes: An affected target is not sure about the area causes its reaction, but it knows that it must leave the area.			
Material Components: 7,500 gp in ritual components.			
Augments:			
4 – <i>Widened:</i> The spell’s area becomes a 1 mile radius.			

Arcane Lock

2nd Level

Atonement

5th Level

Casting Time: 1 minute

Target: One closable object, such as a door or box (Large or smaller)

Range: Touch

Effect: The target object is magically locked. It can be unlocked with a Devices check against a DR equal to 30 + your spellpower. The DR to break it open forcibly increases by 10.
You can freely pass your own *arcane lock*, as if the object were not locked.

Duration: Thirty days

Abjuration/Transmutation [Alteration, Warding] **Lists:** Arcane

Notes: A *knock* spell suppresses the effect for 10 minutes, but does not dispel the *arcane lock*.

Material Components: 20 gp in ritual components.

Augments:
1 – *Password:* When performing the ritual, you may specify a password. If the password is spoken aloud, the alarm deactivates for 5 rounds.
2 – *Permanent:* The ritual’s duration becomes permanent.
2 – *Solid:* The DR to break the object open forcibly increases by an additional 10.

Casting Time: 1 hour

Target: One creature

Range: Touch

Effect: If the target has been punished for a significant transgression against its alignment, deity, or organization, this ritual can undo that punishment. The exact effects of this atonement depend on the nature of the punishment the creature is suffering.
The cost of the ritual depends on the circumstances of the act that provoked the punishment. If the creature’s act was unintentional, or under magical influence, no material components are required. If the creature’s act was intentional, but the creature seeks atonement intentionally, the normal cost must be paid. If the creature’s act was intentional, and the creature does not seek atonement willingly, the material component cost is doubled.

Evocation **Lists:** Divine, Nature

Material Components: 300 gp in ritual components.

Arcane Mark

1st Level

You inscribe your personal sigil on a creature or object.

Target: One creature or object

Range:

Casting Time: 1 minute

Range: Touch

Special: When you learn this ritual, choose a personal rune or mark. It can consist of no more than six characters, and must fit within one square foot.

Effect: Your personal rune or mark is written on the target, as if with black ink. The target is not harmed by the writing.

Duration: Thirty days

Universal **Lists:** Arcane

Notes: The arcane marks of spellcasters of at least 11th level can be learned with a Knowledge (arcana or local) check. The DR is equal to 40 – twice the level of the spellcaster.

Material Components: 5 gp in ritual components.

Augments:
2 – *Permanent:* The ritual’s duration becomes permanent.
3 – *Hidden:* The mark is invisible, rather than visible. Effects such as *see invisibility* can reveal the mark.

Augury

2nd Level

Casting Time: 1 minute

Special: When you perform this ritual, you state an action that a creature (or group of creatures) could take.

Effect: You learn whether the stated action is likely to bring good or bad results for you in the immediate future. The ritual provides one of four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).
- No response (for actions that don’t have especially good or bad results).

This ritual does not describe the future with certainty. It describes which result is most probable. The more unambiguous the action’s effects, the more likely the ritual is to be correct.

Divination [Knowledge] **Lists:** Divine

Notes: This ritual can only foresee events roughly half an hour into the future. Thus, the result might not take into account the long-term consequences of an action.

Material Components: 20 gp in ritual components.

Augments:
2 – *Empowered:* The ritual can foresee events twice as far into the future. This augment can be used multiple times, doubling the distance seen into the future each time.
3 – *Precise:* The ritual also indicates the second most probable outcome, allowing more precision in understanding ambiguous actions.

Awaken

7th Level

Target: One animal

Range: Touch

Casting Time: 24 hours

Effect: The target becomes sentient. Its Intelligence becomes 1d6 – 5. Its type changes from animal to magical beast. It gains the ability to speak and understand one language that you know.

Transmutation [Augment] **Lists:** Nature

Material Components: 1,500 gp in ritual components.

Binding

3rd Level

Break Enchantment

5th Level

You create an invisible cage designed to hold a creature inside.

Target: The entering creature	Range:
Casting Time: 1 hour	
Zone: Small (10 ft.) radius	Range: Close (30 ft.)

Effect: This ritual inscribes a magic circle of ritual components on the ground, denoting the edges of the area. If the circle is broken, the ritual’s effects end immediately. If a creature enters the area, it is bound, as described below.

Attack: Spellpower vs. Mental

Success: The target is unable to escape the area physically, alter the circle in any way, or use abilities that have effects which extend outside the area. If it uses any spells or abilities, the effects stop at the edge of the area, as if the edge of the area was an impassable barrier.

Failure: The target can leave the area, break the circle, and otherwise act normally.

Duration: Extreme (12 hours)

Abjuration [Negation]	Lists: Arcane, Divine
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Notes: You can perform this ritual on an existing *binding* to reset its remaining duration to 24 hours, rather than to create a new *binding*. You must make a new attack against all creatures in the area each time you reset the duration in this way.

The magic circle is obvious, but a DR 26 Spellcraft check is required to identify that the circle belongs to a *binding* ritual. Alternately, the magic of the trap can be identified with a DR 26 Perception check.

Material Components: 50 gp in ritual components.

Augments:

- 2 – *Anchoring*: The target is also affected by a *dimensional anchor*, preventing it from escaping the area with teleportation or similar abilities.
- 2 – *Carved*: The magic circle is inscribed into the ground, rather than originating from materials on the ground. Disrupting the circle is much more difficult, and requires breaking the ground.
- 3 – *Permanent*: The ritual’s duration becomes permanent.

Target: One creature or object	Range: Close (30 ft.)
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Casting Time: 1 minute

Effect: This ritual functions like *dispel magic*, except that it can also remove magical effects that are immune to *dispel magic*, such as curses, if they are 5th level or lower. This spell cannot remove non-magical lingering effects, such as the effects of supernatural abilities or Physical spells.

If the effect comes from some permanent magic item, *break enchantment* does not remove the curse from the item, but it does free the victim from the item’s effects.

Abjuration [Negation]	Lists: Arcane, Divine
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Material Components: 300 gp in ritual components.

Augments:

- 2 – *Empowered*: The ritual can remove magical effects of any level.
- 4 – *Disjoining*: The ritual automatically removes all magical effects, with no roll required.

Clone

7th Level

Casting Time: 24 hours
Range: Touch

Effect: This ritual creates an inert duplicate of a creature. The duplicate body is identical to the creature’s original body, but it has no soul, and rots if not preserved. It can be used in place of the creature’s original body for the purpose of spells and effects which animate or resurrect the dead, such as *animate dead* or *resurrection* (see Resurrecting the Dead, page 124).

Conjuration [Creation]	Lists: Arcane
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Material Components: 1,500 gp in ritual components, and 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.

Bless Water

1st Level

You imbue water with holy power.

Target: One pint of water	Range: Touch
Casting Time: 1 minute	

Effect: The target becomes holy water.

Evocation [Good]	Lists: Divine
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Notes: Large bodies of water can be made holy by performing this ritual multiple times. Holy water can be thrown as a splash weapon, dealing 2d4 points of damage to a struck undead creature or an evil outsider.

Material Components: 5 gp in ritual components.

Commune

5th Level

Casting Time: 10 minutes

Effect: You contact your deity, or agents thereof, and ask questions that can be answered by a simple yes or no. You are allowed up to five questions. 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.

Duration: Medium (5 minutes) or until expended

Divination [Communication] [Planar]	Lists: Divine
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Notes: A cleric without a deity contacts a philosophically aligned deity.

Material Components: 300 gp in ritual components.

Commune with Nature

5th Level

Contagion

3rd Level

You become one with nature, attaining knowledge of the surrounding territory.

Casting Time: 10 minutes
Range: 10 miles or 1,000 feet; see text
Effect: 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 ritual operates in a 10 mile radius. In natural underground settings – caves, caverns, and the like – the radius is limited to 1,000 feet.
Divination [Knowledge] **Lists:** Nature
Notes: The ritual does not function where nature has been replaced by construction or settlement, such as in towns and constructed dungeons.
Material Components: 300 gp in ritual components.

You infect your foe with a contagious disease.

Casting Time: 10 minutes
Target: One creature **Range:** 1 mile (Unrestricted)
Special: You can target any creature you are familiar with within range, regardless of intervening obstacles.
Attack: Spellpower vs. Fortitude
Success: The target contracts a disease selected from the table below, which strikes immediately (no incubation period). The disease’s accuracy for the initial and subsequent incubation periods is equal to your spellpower.
Vivimancy [Flesh] **Lists:** Arcane, Divine, Nature
Material Components: 50 gp in ritual components, and one ounce of fresh flesh or blood that belongs to the target. In general, blood is not considered “fresh” after one hour, while flesh takes up between a day and a week to decay, depending on the conditions.

Comprehend Languages

2nd Level

You grant a creature the ability to understand any language.

Casting Time: 1 minute
Target: One willing creature **Range:** Touch
Effect: The target can understand spoken words and writing in any language. This does not grant it the ability to speak or write in additional languages.
Duration: Long (1 hour)
Divination [Communication] **Lists:** Arcane, Divine, Nature
Notes: This ritual can be foiled by certain obscuring magic (such as the *secret page* ritual). It does not decipher codes or reveal messages concealed in otherwise normal text. You may be unable to understand dead or extremely obscure languages.
Material Components: 20 gp in ritual components.
Augments:
4 – *Permanent:* The ritual’s duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Contact Other Plane

5th Level

Casting Time: 10 minutes
Effect: 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. You are allowed up to five questions. The answers given are correct within the limits of the entity’s knowledge. “Unclear” is a legitimate answer, because even powerful beings of other planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the entity’s interests, a short phrase (five words or less) may be given as an answer instead.
Duration: Medium (5 minutes) or until expended
Divination [Knowledge, Planar] **Lists:** Arcane
Material Components: 300 gp in ritual components.

Disease	Damage
Blinding sickness	1d4 Str ¹
Cackle fever	1d6 Per
Filth fever	1d3 Dex and 1d3 Con
Mindfire	1d6 Int
Red ache	1d6 Str
Shakes	1d6 Dex
Slimy doom	1d6 Con

1 Each time a victim takes 3 or more Strength damage from blinding sickness, he or she must make another Fortitude save or be permanently blinded.

Control Weather

7th Level

Casting Time: 10 minutes; see text
Zone: 2 mile radius cylinder centered on you
Effect: This ritual changes the weather in the area. The weather begins to form as you perform the ritual. You can call forth weather appropriate to the climate and season of the area you are in. For example, you can normally create a thunderstorm, but not if the season is winter or you are in a desert.
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. Contradictory weather conditions are not possible simultaneously.
Duration: Extreme (12 hours)
Evocation [Air] **Lists:** Arcane, Divine, Nature
Notes: *Control weather* can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.
If multiple rituals are being used to control the weather in an area, both effects happen if possible. If the weather patterns are mutually exclusive, both casters make opposed spellpower checks, and the winner determines the weather.
Material Components: 1,500 gp in ritual components.

Create Magic Aura

1st Level

Create Sustenance

2nd Level

Casting Time: 1 minute

Target: One location or nonmagical object (Large or smaller) **Range:** Touch

Effect: The target gains a magical aura (see Spellcraft, page 62). You can choose the school and descriptors of the aura. You can also choose the spellpower, up to a maximum of your spellpower.

Duration: Thirty days

Illusion [Glamer] **Lists:** Arcane

Notes: If the target is examined with *identify* or a similar effect, the false nature of the aura is revealed.

Material Components: 5 gp in ritual components.

Augments:

2 – *Permanent:* The ritual’s duration becomes permanent.

Casting Time: 10 minutes

Range: Close (30 ft.)

Effect: This ritual creates food and drink. The food is sufficient to sustain three Medium creatures per spellpower for 24 hours. The food that this ritual creates is simple fare of your choice – highly nourishing, if rather bland. You can create food suitable to sustain any kind of creature, if you know what it eats.

Food created by this ritual decays and becomes inedible within 24 hours. The water created by this ritual is just like clean rain water, and does not go bad as the food does.

Conjuration [Creation] **Lists:** Arcane, Divine, Nature

Notes: The food can be kept fresh for another 24 hours by performing a *purify sustenance* ritual on it.

Material Components: 20 gp in ritual components.

Create Object

3rd Level

Casting Time: 1 minute

Range: Close (30 ft.)

Effect: When you perform this ritual, you make a Craft check to craft an object. The object appears out of thin air, without any raw materials. The object must be made of nonliving, vegetable matter, such as wood or cloth. The the object created must be Small size or smaller.

Duration: Extreme (12 hours)

Conjuration [Creation] **Lists:** Arcane

Notes: This ritual cannot create poisons, alchemical substances, and other reactive items. When its duration ends, the created object disappears without a trace.

An object created in this way is magical, and can be recognized as such with an appropriate Spellcraft check (see Spellcraft, page 62).

Material Components: 50 gp in ritual components.

Augments:

1 – *Giant:* The spell can create an object one size category larger. This augment can be used multiple times.

2 – *Mineral:* The ritual can also be used to create mineral-based objects, such as stone or metal. The duration of the created item varies with its relative hardness and rarity, as indicated on Table 10.5: Created Object Duration.

2 – *Persistent:* The created item lasts ten times as long before disappearing.

Create Water

1st Level

You create water to ease the thirst of you and your companions.

Casting Time: 1 minute

Range: Close (30 ft.)

Effect: This ritual creates wholesome, drinkable water. It creates up to 5 gallons of water. The water can be created at multiple locations within the ritual’s range, allowing you to fill multiple small water containers.

Conjuration [Creation, Water] **Lists:** Arcane, Divine, Nature

Notes: Conjuration spells can’t create substances or objects within a creature. Water weighs about 8 pounds per gallon.

Material Components: 5 gp in ritual components.

Curse Water

1st Level

Target: One pint of water **Range:** Touch

Casting Time: 1 minute

Effect: The target becomes unholy water.

Evocation [Evil] **Lists:** Divine

Notes: Large bodies of water can be made unholy by performing this ritual multiple times. Unholy water can be thrown as a splash weapon, dealing 2d4 points of damage to a struck good outsider.

Material Components: 5 gp in ritual components.

Table 10.5: Created Object Duration

Hardness and Rarity Examples	Duration
Vegetable matter	12 hours
Stone, crystal, base metals	One hour
Precious metals	5 minutes
Gems	5 minutes
Rare metal ¹	5 rounds

¹ Such as adamantine or mithral. You can’t create a cold iron item magically.

Darkness

2nd Level

Dimensional Lock

5th Level

You create a dark aura around an object of your choosing, preventing light from approaching it.

You create a shimmering emerald field that completely blocks extradimensional travel.

Casting Time: 1 minute	Casting Time: 10 minutes
Target: One object (Small or smaller)	Zone: Large (50 ft.) radius
Range: Touch	Range: Medium (100 ft.)
Emanation: Medium (20 ft.) radius from the target	Effect: Extradimensional travel into or out of the spell's area is impossible. All Planar, Summoning, and Translocation effects are prohibited.
Effect: Light within or passing through the area is dimmed to be no brighter than shadowy illumination.	Duration: Thirty days
Duration: Long (1 hour)	Abjuration [Negation]
Illusion [Glamour, Light]	Lists: Arcane, Divine
Notes: Any effect or object which blocks light also blocks this spell's emanation.	Notes: This ritual does not interfere with the movement of creatures already in ethereal or astral form when the ritual is finished. Also, this not prevent summoned creatures from disappearing at the end of a summoning spell.
Material Components: 20 gp in ritual components.	Material Components: 300 gp in ritual components.
Augments:	
1 – <i>Giant</i> : The ritual can affect a target one size category larger. This augment can be used multiple times.	
2 – <i>Widened</i> : The spell's area becomes a Large (50 ft.) radius.	

Detect Scrying

3rd Level

Divination

4th Level

Casting Time: 1 minute	Casting Time: 10 minutes
Emanation: Large (50 ft.) radius from you	Effect: When you perform this ritual, you ask a question concerning a specific goal, event, or activity that is to occur within one week. You receive a useful piece of advice in reply to your question. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen.
Effect: You automatically locate all magical sensors within the area, and immediately become aware of any attempt to observe you by means of a Scrying spell or effect.	This ritual does not describe the future with certainty. It provides advice which is likely to be correct. The more unambiguous the question, the more likely the ritual is to be correct.
Duration: Extreme (12 hours)	Divination [Knowledge]
Divination [Awareness]	Lists: Divine
Material Components: 125 gp in ritual components.	Notes: This ritual can only foresee events roughly a week into the future. Thus, the advice might not take into account the long-term consequences of an action.
Augments:	Material Components: 125 gp in ritual components.
2 – <i>Tracing</i> : When you detect a scrying attempt, you make an opposed spellpower check against the scrying creature (d20 + spellpower). If you win, you get a visual image of the scrier and an accurate sense of his or her direction and distance from you.	Augments:
3 – <i>Permanent</i> : The ritual's duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.	2 – <i>Empowered</i> : The ritual can foresee events twice as far into the future. This augment can be used multiple times, doubling the distance seen into the future each time.

Discern Location

8th Level

Dream

5th Level

Casting Time: 10 minutes	Target: One creature
Target: One creature or object	Range: Unlimited (Unrestricted)
Range: Unlimited (Unrestricted)	Casting Time: 10 minutes
Special: You can target any creature or object you are familiar with, regardless of its location. To find a creature, you must have seen it once or have an item which once belonged to it. To find an object, you must have seen it once.	Special: You can target any creature that you can unambiguously identify, regardless of its location.
Effect: You learn the location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and plane of existence where the target lies.	Effect: You send the target a dream that it experiences the next time it falls asleep. The dream can be of any length, and the target remembers it perfectly after waking. If the dream lasts longer than 10 minutes, you must extend the duration of the ritual to match the length of the dream. If the target wakes up before the dream message is complete, it will continue dreaming of the remainder of the message the next time it falls asleep.
Divination [Knowledge]	Divination/Illusion [Communication, Mind]
Lists: Arcane, Divine, Nature	Lists: Arcane, Divine, Nature
Material Components: 3,000 gp in ritual components.	Notes: This communication is entirely one-way. You learn nothing about the target's dreams, and it is unable to ask questions of you in its dream. While the target is awake, before the dream is delivered, the magical aura from this effect can be detected and dispelled on the target.
	Material Components: 300 gp in ritual components.

Emancipation

8th Level

Enhance Component

2nd Level

Target: One creature

Range: Medium (100 ft.); see text

Casting Time: 1 minute

Effect: The target is freed from all spells and effects that restrict its actions, including binding, charms, entangle, daze, domination, grappling, nausea, paralysis, petrification, pinning, sleep, slow, stun, *temporal stasis*, and *web*.
You can also use this ritual to free a creature from the effects of the *imprisonment* or *maze* spells. To do so, you must know its name and background, and you must perform this ritual where it was entombed or banished into the maze.

Abjuration [Negation]

Lists: Arcane, Divine

Material Components: 3,000 gp in ritual components.

Target: One object

Casting Time: 1 hour

Range: Touch

Effect: The target object becomes inherently magical. It glows like a torch, but otherwise has no special effects immediately. If the target is used to craft a weapon, shield, or suit of armor, the crafted item gains a +1 enhancement bonus.
The target can only be used to craft one such magical item. If it is split apart and used to create multiple items, only one item will be magical – or none, if the object is split poorly. However, if created item is deconstructed and returned to the its original state, the magic is retained, allowing a different item to be created.
This ritual can be performed multiple times on the same object. If your spellpower is high enough, the enhancement bonus of items created from the target increases by 1. The minimum spellpower to accomplish this is desribed in Table 10.6: Minimum Spellpower for Item Enhancements (page 205).
Transmutation [Augment]

Lists: Arcane, Divine, Nature

Material Components: Ritual components equal to the cost of the material’s new enhancement bonus, as described in Table D.6: Magic Weapon Prices (page 249).

Endure Elements

1st Level

Target: One creature or object

Range: Touch

Casting Time: 1 minute

Effect: The target suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between –50 and 140 degrees Fahrenheit. Its equipment, if any, is also protected.

Duration: Extreme (12 hours)

Abjuration [Shielding]

Lists: Arcane, Divine, Nature

Notes: This ritual does not protect the target from fire or cold damage.

Material Components: 5 gp in ritual components.

Augments:
3 – *Permanent:* The ritual’s duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Enhance Weapon

2nd Level

Casting Time: 1 hour

Target: One weapon

Range: Touch

Effect: If your spellpower is high enough, the target’s enhancement bonus increases by 1. Minimum spellpower are described in Table 10.6: Minimum Spellpower for Item Enhancements (page 205).
Transmutation [Augment]

Lists: Arcane, Divine, Nature

Material Components: Ritual components equal to the cost of the weapon’s new enhancement bonus, as described in Table D.6: Magic Weapon Prices (page 249).

Enhance Armor

2nd Level

Casting Time: 1 hour

Target: One shield or suit of body armor

Range: Touch

Effect: If your spellpower is high enough, the target’s enhancement bonus increases by 1. Minimum spellpower are described in Table 10.6: Minimum Spellpower for Item Enhancements (page 205).
Transmutation [Augment]

Lists: Arcane, Divine, Nature

Material Components: Ritual components equal to the cost of the armor’s new enhancement bonus, as described in Table D.2: Magic Armor Prices (page 239).

Table 10.6: Minimum Spellpower for Item Enhancements

Enhancement Bonus	Minimum Spellpower
+1	4
+2	8
+3	12
+4	16
+5	20

Erase**1st Level Fabricate****5th Level**

Target: One scroll, page, parchment, or other text with writing in ink

Casting Time: 1 minute

Range: Touch

Effect: You erase writing on the target, leaving it as if it had never been written on. You can choose to erase all of the writing, or only specific words.

To erase magical writing, you must succeed on a spellpower check against a DR equal to 10 + the spellpower of the magic.

Transmutation [Alteration]

Lists: Arcane

Notes: It is possible to perform this ritual without reading the writing to be erased, though the ritual grants no special protection against activating such traps.

Material Components: 5 gp in ritual components.

Casting Time: 10 minutes

Targets: One or more nonmagical objects; see text

Range: Medium (100 ft.)

Effect: When you perform this ritual, you make a Craft check to transform the targets into a new item (or items) made of the same materials. You gain a +10 bonus on the check, and you require none of the tools or time expenditure that would normally be necessary.

The total size of all targets combined must be Large size or smaller.

Transmutation [Alteration]

Lists: Arcane, Nature

Material Components: 300 gp in ritual components, and the original objects to be transformed.

Augments:

1 – Giant: The ritual can affect targets with a combined size one size category larger. This augment can be used multiple times.

1 – Rapid: The ritual's casting time becomes 1 minute.

Explosive Runes**3rd Level**

You trace mystic runes that explode when read.

Casting Time: 1 minute

Target: One object with writing on it (Small or smaller)

Range: Touch

Effect: If a creature reads the target object, it explodes, as described below.

When the object explodes, the ritual is discharged.

Duration: Thirty days or until discharged

Burst: Medium (20 ft.) radius centered on the affected object

Targets: Everything in the area

Attack: Spellpower vs. Reflex

Special: The attack automatically succeeds against the exploding object.

Success: 1d8 force damage per two spellpower.

Failure: Half damage.

Abjuration [Force, Trap]

Lists: Arcane

Notes: If the target object is destroyed or rendered illegible, the ritual ends without exploding.

Magic traps such as *explosive runes* can be detected with the Perception skill and disabled with the Devices skill. The DR is 25 + spell level, or DR 28 for *explosive runes*.

Material Components: 50 gp in ritual components.

Augments:

1 – Password: When performing the ritual, you may specify a password. If the password is spoken aloud, the trap deactivates for 5 rounds.

1 – Protective: The target object is not damaged by the explosion.

2 – Permanent: The ritual's duration becomes permanent.

2 – Repeatable: After detonating, the ritual is not discharged. Instead, it is suppressed for 5 minutes, after which time the object can explode again (if it remains intact).

False Vision**4th Level**

Casting Time: 10 minutes

Zone: Large (50 ft.) radius

Range: Close (30 ft.)

Effect: Any Scrying effect used to view anything within the area instead views a figment of your design, as a *create image* that affects all senses. As a standard action, you can concentrate to alter the image within the area.

Duration: Extreme (12 hours)

Illusion [Glamer]

Lists: Arcane

Notes: Creatures can identify the illusion, as *create image*.

Material Components: 300 gp in ritual components.

Augments:

3 – Permanent: The ritual's duration becomes permanent.

Fertility/Infertility**3rd Level**

Casting Time: 1 hour

Zone: 1 mile radius centered on you

Special: This spell has two versions. Its effects depend on which version is chosen.

Fertility: Normal plants within the area are twice as productive.

Infertility: Normal plants within the area are half as productive.

Duration: One year

Transmutation [Alteration]

Lists: Divine

Notes: You may freely designate locations within the area that are not affected.

Material Components: 50 gp in ritual components.

Augments:

1 – Square: The spell's area becomes a square measuring one mile on each side.

2 – Permanent: The ritual's duration becomes permanent.

3 – Empowered Fertility: Plants within the area are instead four times as productive.

3 – Empowered Infertility: Plants within the area do not grow at all.

Find the Path

6th Level Fire Trap

3rd Level

Casting Time: 1 minute**Target:** One creature**Range:** Touch

Effect: When you perform this ritual, you unambiguously specify a location. The target knows exactly what direction it must travel to reach that destination by the most direct physical route. It is not always led in the exact direction of the destination – if there is an impassable obstacle between the target and the destination, the ritual will direct the target around the obstacle, rather than through it.

The guidance provided by this ritual adjusts to match whatever the target's current physical capabilities are, including flight and other unusual movement modes. It does not see into the future, and changing circumstances may cause the most direct path to change over time. The guidance does not consider hostile creatures, traps, and other passable dangers which may impede progress.

When the destination is reached, the ritual's effect is discharged.

Duration: Extreme (12 hours) or until discharged

Divination [Knowledge]

Lists: Arcane, Divine, Nature

Notes: If this ritual is performed inside a *maze*, it allows the target to immediately leave the maze.

Material Components: 750 gp in ritual components.

You create a trap that erupts in a fiery explosion when an intruder opens the item that the trap protects.

Casting Time: 1 minute**Target:** One openable object (Large or smaller)**Range:** Touch

Effect: If a creature opens the target object, it explodes, as described below. When the object explodes, the ritual is discharged.

Duration: Thirty days or until discharged**Burst:** Medium (20 ft.) radius centered on the affected object**Targets:** Everything in the area**Attack:** Spellpower vs. Reflex

Special: The attack automatically succeeds against the exploding object.

Success: 1d8 fire damage per two spellpower.

Failure: Half damage.

Abjuration/Evocation [Energy, Warding] [Fire]

Lists: Arcane, Nature

Notes: If the target object is destroyed or rendered unopenable, the ritual ends without exploding.

Magic traps such as *fire trap* can be detected with the Perception skill and disabled with the Devices skill. The DR is 25 + spell level, or DR 28 for *fire trap*.

Material Components: 50 gp in ritual components.**Augments:**

1 – Password: When performing the ritual, you may specify a password. If the password is spoken aloud, the trap deactivates for 5 rounds.

1 – Protective: The target object is not damaged by the explosion.

2 – Permanent: The ritual's duration becomes permanent.

2 – Repeatable: After detonating, the ritual is not discharged. Instead, it is suppressed for 5 minutes, after which time the object can explode again (if it remains intact).

Find Traps

2nd Level

You grant your ally an intuitive insight into the workings of traps, allowing her to easily spot danger ahead.

Casting Time: 1 minute**Target:** One creature**Range:** Touch

Effect: The target gains a bonus on Perception checks made to find traps equal to one-half your spellpower. In addition, as a full-round action, she may move up 10 feet while searching every square within 10 feet of her for traps with the Awareness skill (see Awareness, page 49). If she detects a trap partway through her movement, she may immediately stop moving.

Duration: Short (Focus + 5 rounds)

Divination [Knowledge]

Lists: Arcana, Divine, Nature

Notes: This ritual does not grant any ability to disable any traps found. See Devices, page 54.

Material Components: 20 gp in ritual components.**Augments:**

3 – Persistent: The ritual's duration becomes Long (1 hour).

Floating Disk

1st Level

Casting Time: 1 minute**Range:** Medium (100 ft.)

Effect: This ritual creates a slightly concave, circular plane of force that can carry loads for you. The disk floats 3 feet above the ground at all times and remains level. It is 4 feet in diameter and 1 inch deep at its center. It can hold up to 500 pounds of weight.

As a swift action, you can command the disk to move up to 50 feet. If you move farther than 30 feet from the disk, it automatically follows you as if you had commanded it. If it remains farther than 30 feet from you for two consecutive rounds, the disk disappears, dropping its contents.

Duration: Extreme (12 hours)

Evocation [Force]

Lists: Arcane

Notes: The disk can hold up to two gallons of liquid.

Material Components: 5 gp in ritual components.**Augments:**

2 – Empowered: The disk can hold twice as much weight. This augment can be used multiple times.

Gate

9th Level

Gentle Repose

2nd Level

Casting Time: 1 minute
Range: Medium (100 ft.)

Effect: This ritual creates an interdimensional connection between your plane of existence and a different plane you specify, allowing travel between those two planes in either direction.
The gate itself is a circular disk between 5 and 20 feet in diameter, 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.
The *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.
A *gate* spell functions much like a *plane shift* spell, except that the gate opens precisely at the point you desire.
Duration: Concentration (up to 5 rounds).
Conjuration [Creation, Planar, Teleportation] **Lists:** Arcane, Divine
Material Components: 7,500 gp in ritual components.
Augments:
 1 – Intraplanar: You can open the gate to another location within your current plane.
 2 – Directional: The gate can only be entered from one end, which you choose when you perform the ritual. Walking through the gate from the other end has no effect and offers no resistance, as if there was nothing there.
 4 – Persistent: The gate can be held open for up to 5 minutes.

You preserve the remains of a dead creature so that they do not decay.

Casting Time: 10 minutes
Target: One nonmagical object
Range: Touch

Effect: Time does not pass for the target, preventing it from decaying or spoiling. This can extend the time a poison or similar item lasts before becoming inert. If used on a corpse, this effectively extends the time limit on raising that creature from the dead (see *resurrection*) and similar effects that require a fresh body. Additionally, this can make transporting a fallen comrade more pleasant.
Duration: Thirty days
Transmutation [Temporal] **Lists:** Arcane, Divine, Nature
Material Components: 20 gp in ritual components.
Augments:
 2 – Permanent: The ritual’s duration becomes permanent.

Hallucinatory Terrain

4th Level

Casting Time: 10 minutes
Zone: One mile radius centered on you

Effect: You make natural terrain in the area 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.
Duration: Extreme (12 hours)
Illusion [Glamer] **Lists:** Arcane
Notes: Creatures can identify the illusion, as *create image*.
Material Components: 125 gp in ritual components.
Augments:
 3 – Permanent: The ritual’s duration becomes permanent.

Geas/Quest

6th Level

Target: One creature
Range:

Casting Time: 10 minutes
Range: Medium (100 ft.)

Effect: When you perform this ritual, you specify a task the target must perform, or an activity the target must refrain from. The target is compelled to obey your command.
If the target is charged to perform a task, it is still able to eat, sleep, and otherwise function normally without performing the task at all times. In general, it should spend at least 12 hours a day performing the task. It cannot use its free time to directly prevent the completion of the task. If the task is completed, the effect is discharged.
If the target is prevented from obeying the command for 24 hours, it takes a –2 penalty to all attacks, checks, and defenses. Each day, another –2 penalty accumulates, up to a total of –10. All penalties are removed 24 hours after the subject resumes obeying the command.
Duration: Thirty days, or until discharged
Enchantment [Auditory, Compulsion, Mind, Speech] **Lists:** Arcane, Divine
Notes: The target is able to follow the literal meaning of the command rather than its intended meaning, potentially allowing it to subvert poorly worded instructions.
This ritual cannot be dispelled with *dispel magic*. A *remove curse* spell only ends the effect if its spellpower is higher than this ritual’s spellpower.
Sorcerers and wizards usually refer to this spell as geas, while clerics call the same spell quest.
Material Components: 750 gp in ritual components.

Identify

1st Level

Casting Time: 10 minutes
Target: One object
Range: Touch

Effect: You learn all of the target’s magic properties, including how to activate any functions it has.
Divination [Knowledge] **Lists:** Arcane, Divine
Notes: If used on a cursed item, this ritual only reveals the properties the item appears to have, not the properties of the curse. This ritual does not function when used on an artifact.
Material Components: 5 gp in ritual components.
Augments:
 1 – Rapid: The ritual’s casting time becomes 1 minute.
 4 – Empowered: The ritual can correctly and completely identify the properties of cursed items and artifacts. The ritual’s casting time becomes 1 hour. This augment cannot be used with the Rapid augment.

Illusory Guise

1st Level

Instant Retrieval

7th Level

Casting Time: 1 minute

Target: One creature

Range: Close (30 ft.)

Effect: When you perform this ritual, you make a Disguise check to disguise the target. You gain a +10 bonus on the check, and you can freely alter the appearance of the target’s clothes and equipment, regardless of their original form.

Duration: Long (1 hour)

Illusion [Glamer, Unreal]

Lists: Arcane

Notes: Creatures can identify the illusion, as *create image*.

Material Components: 5 gp in ritual components.

Augments:

3 – *Malleable:* As a standard action, if the target is within range of you, you can concentrate to alter the target’s appearance, just as if you had performed this ritual again.

3 – *Mass:* The spell can affect up to five targets.

3 – *Permanent:* The ritual’s duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Target: One object (Medium or smaller)

Range:

Casting Time: 10 minutes

Range: Touch

Special: When you perform this ritual, you must specify a command word.

Effect: As a standard action, you can speak the command word to teleport the target object into your hand. The object returns to you regardless of its location. If the object is attended, it is not transported, but you know who has the object and roughly where that creature was located when the summons occurred.

Duration: One year or until discharged

Conjuration/Transmutation [Translocation]

Lists: Arcane

[Teleportation]

Notes: The command word has no effect if said by any other creature. If the object is on another plane, speaking the command word has no effect and does not discharge the ritual.

Material Components: 1,500 gp in ritual components.

Augments:

2 – *Repeatable:* After the command word is spoken, the ritual is not discharged. Instead, it is suppressed for 5 minutes, after which time the object can be teleported to you again.

Instant Refuge

7th Level

Casting Time: 10 minutes

Target: One object

Range: Touch

Special: When you perform this ritual, you must specify a command word.

Effect: As a standard action, a creature holding the target object can speak the command word. This teleports the creature and its equipment to your current location, and discharges the ritual.

Duration: One year or until discharged

Conjuration/Transmutation [Translocation]

Lists: Arcane, Divine

[Teleportation]

Notes: If you are on another plane, speaking the command word has no effect and does not discharge the ritual.

Material Components: 1,500 gp in ritual components.

Augments:

2 – *Repeatable:* After the command word is spoken, the ritual is not discharged. Instead, it is suppressed for 5 minutes, after which time the object can teleport a creature to you again.

Invisibility Purge

3rd Level

You surround the touched object or creature with a mobile sphere of power that reveals invisible objects and creatures.

Casting Time: 1 minute

Target: One object or creature

Range: Close (30 ft.)

Emanation: Large (50 ft.) radius from the target

Effect: All forms of invisibility are suppressed in the area, causing everything invisible to become visible.

Duration: Long (1 hour)

Abjuration [Negation]

Lists: Arcane, Divine

Material Components: 50 gp in ritual components.

Augments:

3 – *Permanent:* The ritual’s duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Ironwood

3rd Level

Casting Time: 1 hour

Target: One wooden object weighing up to 50 pounds

Range: Touch

Effect: The target is transformed into ironwood. 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.

Transmutation [Alteration]

Lists: Nature

Notes: Ironwood armor and weapons created through this spell are as durable as their normal steel counterparts, and are freely usable by druids.

Material Components: 50 gp in ritual components.

Augments:

1 – *Empowered:* The ritual can affect an object that is twice as heavy. This augment can be used multiple times.

Item Attunement

3rd Level

Light

1st Level

Casting Time: 1 hour

Target: One magical object

Range: Touch

Effect: You may use your spellpower in place of your item power to determine the effects of the target’s magical properties.

Duration: One year

Universal

Lists: Arcane, Divine, Nature

Notes: You may only use this ritual to attune to one item at a time. If you perform this ritual again, your attunement to the previous item is lost.

Material Components: 50 gp in ritual components.

Augments:

2 – *Permanent*: The ritual’s duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Casting Time: 1 minute

Target: One creature or object (Medium or smaller)

Range: Touch

Effect: The target glows like a torch, shedding bright light in a Medium (20 ft.) radius (and dim light for an additional 20 feet).

As a swift action, you can suppress or intensify the light, preventing the object from shedding light or causing it to shed light in up to a Large (50 ft.) radius (and dim light for an additional 50 feet). Either effect lasts until you take another swift action to cancel the effect or change the light’s behavior.

Duration: Extreme (12 hours)

Illusion [Figment] [Light]

Lists: Arcane, Divine, Nature

Material Components: 5 gp in ritual components.

Augments:

1 – *Empowered*: The radius of the light doubles. This augment can be used multiple times.

1 – *Giant*: The ritual can affect a target one size category larger. This augment can be used multiple times.

2 – *Permanent*: The ritual’s duration becomes permanent.

Legend Lore

5th Level

Casting Time: 1 hour

Effect: When you perform this ritual, you specify an important person, place, or thing. You gain information about the subject. The amount of information gained depends on how much information you have about the subject.

If the person or thing is at hand, or if you are in the place in question, you learn complete and specific legends immediately after the ritual is complete.

If you only know detailed information about the subject, you learn legends that are either complete or specific, but not both, 1d10 days after the ritual is complete.

If you only know rumors about the subject, you learn incomplete and vague legends 1d10 weeks after the ritual is complete.

Duration: See text

Divination [Knowledge]

Lists: Arcane

Notes: If the person, place, or thing is not of legendary importance, you gain no information. In general, 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 Components: 300 gp in ritual components.

Liveoak

5th Level

Casting Time: 10 minutes

Target: One tree (Huge or smaller)

Range: Touch

Special: When you perform this ritual, you must specify an action and a triggering condition. The condition must be something that a typical human in the target’s place could detect.

Effect: If the triggering condition occurs, the target tree animates for 5 minutes, functioning as a treant. The treant takes whatever action was specified. The actions it can take are limited, and are usually restricted to attacking foes.

At the end of the 5 minutes, the treant tries to return to its original location and take root again. If unable to do so, it takes root where it is. Animating the tree in this way discharges the ritual.

Duration: Thirty days or until discharged

Transmutation [Animation]

Lists: Divine

Material Components: 300 gp in ritual components.

Augments:

2 – *Repeatable*: After animating the tree, the ritual is not discharged. Instead, it is suppressed for 5 minutes, after which time the tree can animate again (if it remains intact).

3 – *Permanent*: The ritual’s duration becomes permanent.

Lifebound Spell

6th Level

Casting Time: 10 minutes

Target: One spell or ritual effect you cast

Range: Medium (100 ft.)

Effect: As long as you live, the target effect cannot be dispelled. If it would be successfully dispelled, it is instead suppressed for 5 minutes. If you die, the effect is immediately dispelled.

Vivimancy [Life]

Lists: Arcane

Notes: This effect cannot be dispelled. It does not increase the duration of the target effect, and has no effect on spells or rituals that do not have a duration.

Explosive Miscast: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Magic Mouth

1st Level

Mending

1st Level

Casting Time: 1 standard action

Range: Close (30 ft.)

Target: One creature or object

Special: When you perform this ritual, you must specify a triggering condition. The condition must be something that a typical human in the target’s place could detect. You must also specify a message of twenty-five words or less.

Effect: When the triggering condition occurs, the target appears to grow an enchanted mouth, and it speaks the chosen message aloud.

Duration: Thirty days or until discharged

Illusion [Figment] **Lists:** Arcane

Notes: The mouth’s pronunciation is too inexact to activate effects that require command words. This ritual can be made permanent with a *permanency* ritual.

Material Components: 5 gp in ritual components.

Augments:

3 – *Permanent:* The ritual’s duration becomes permanent.

Casting Time: 1 minute

Target: One object **Range:** Touch

Effect: The target is healed for 1d6 damage per spellpower.

Transmutation [Alteration] **Lists:** Arcane, Divine, Nature

Notes: This ritual has no effect on broken or destroyed items.

Material Components: 5 gp in ritual components.

Augments:

2 – *Empowered:* For every 5 points of healing granted by this ritual, it can instead heal 1 point of critical damage. This can restore broken items, but has no effect on destroyed items.

Magnificent Mansion

7th Level

Casting Time: 10 minutes

Zone: Up to ten 10-foot cubes **Range:** Close (30 ft.)

Special: When you perform this ritual, you may designate any number of creatures you can see.

Effect: This ritual creates an extradimensional dwelling that has a single entrance on the plane from which the ritual was performed. The entry point looks like a faint shimmering in the air that is 5 feet wide and 10 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 spellpower. A staff of twenty or near-transparent servants, liveried and obedient, wait upon all who enter. The servants function as the *unseen servant* ritual, except that they obey any designated creature, are visible, and can go anywhere in the mansion.

Duration: Extreme (12 hours)

Conjuration [Creation, Translocation] [Planar] **Lists:** Sor/Wiz

Notes: 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.
This ritual can be used to extend the duration of an existing mansion you created by 12 hours, rather than creating an entirely new mansion.

Material Components: 1,500 gp in ritual components.

Augments:

4 – *Permanent:* The ritual’s duration becomes permanent.

Mount

1st Level

Casting Time: 1 minute

Range: Close (30 ft.)

Effect: 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.

Duration: Extreme (12 hours)

Conjuration [Summoning] **Lists:** Arcane

Material Components: 5 gp in ritual components.

Move Earth

6th Level

Casting Time: Ten minutes per cube

Range: Long (300 ft.)

Zone: Up to ten 10-foot cubes, none more than 10 feet below the ground

Effect: This ritual moves dirt, clay, loam, and sand in the area. This can collapse embankments, move hillocks, shift dunes, and so forth. However, it cannot move rock formations.
This ritual does not violently break the surface of the ground. The terrain begins moving as soon as the ritual is started, and finishes moving when the ritual is complete. It moves in wavelike crests and troughs, with the earth reacting with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

Transmutation [Alteration] [Earth] **Lists:** Arcane, Nature

Notes: This ritual 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. It has no effect on earth creatures.

Material Components: 750 gp in ritual components.

Nondetection

3rd Level

Passwall

5th Level

You protect your ally from detection by divination spells.

Target: One creature or object

Range:

Casting Time: 1 minute

Range: Touch

Effect: The target gains spell resistance against Awareness and Scrying spells equal to 10 + your spellpower. In addition, spells that do not directly affect the target simply treat the target as if it did not exist. If you are the target, the spell resistance granted is equal to 15 + your spellpower.

Duration: Extreme (12 hours)

Abjuration [Shielding]

Lists: Arcane, Divine

Material Components: 50 gp in ritual components.

Casting Time: 10 minutes

Zone: Up to five 5-foot cubes

Range: Touch

Effect: This ritual creates a passage through nonmagical wooden, plaster, or stone walls, but not through other materials. The material within the area simply ceases to exist for the duration of the spell. If the wall’s thickness is more than the depth of the passage created, then a single *passwall* makes a niche or short tunnel. Several *passwall* rituals can then form a continuing passage to breach very thick walls. When the effect ends, creatures within the passage are ejected out the nearest exit.

Duration: Extreme (12 hours)

Transmutation [Alteration]

Lists: Arcane, Divine, Nature

Notes: If someone dispels the *passwall* or you dismiss it, creatures in the passage are ejected out of the closest exit. If the *passwall* encounters an impassable barrier, such as a metal wall, it stops at that point and the rest of the area is ignored.

Material Components: 300 gp in ritual components.

Augments:

3 – Permanent: The ritual’s duration becomes permanent.

Overland Flight

6th Level

Casting Time: 10 minutes

Target: One creature

Range: Touch

Effect: As a standard action, the target can concentrate to gain a 30 foot fly speed with good maneuverability for 1 round. When not concentrating, the target falls at only 60 feet per round, preventing it from taking any damage from landing.
The target can use this spell for long-distance movement, concentrating to fly each round. However, it cannot take a forced march. This means it can typically cover 30 miles in an ten-hour period of flight.

Duration: Extreme (12 hours)

Transmutation

Lists: Arcane

Notes: An *unencumbered* (not carrying a heavy load or wearing medium or heavy armor) creature with a fly speed can fly through the air. See Flying, page 222, for more details.

Material Components: 750 gp in ritual components.

Augments:

2 – Accelerated: The fly speed increases to 100 feet.

3 – Mass: The spell can affect up to five targets.

Persistent Image

6th Level

Zone: Large (50 ft.) radius

Range: Medium (100 ft.)

Effect: A figment of your design appears within the area, as *create image*.

Duration: Thirty days

Illusion [Figment, Unreal]

Lists: Arcane

Notes: Creatures can identify the illusion, as *create image*.

Material Components: 750 gp in ritual components.

Augments:

2 – Permanent: The ritual’s duration becomes permanent.

Pass Without Trace

2nd Level

Casting Time: 1 minute

Target: One touched creature

Range: Touch

Effect: The target can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is virtually impossible by nonmagical means; the DR is increased by 20.

Duration: Long (1 hour)

Transmutation

Lists: Nature

Material Components: 20 gp in ritual components.

Augments:

3 – Mass: The ritual can affect up to five targets.

5 – Permanent: The ritual’s duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Phase Door

7th Level

Private Sanctum

5th Level

Casting Time: 10 minutes

Zone: Up to five 5-foot cubes

Range: Touch

Special: When you perform this ritual, you may specify a triggering condition. The condition must be something that a typical human could detect.

Effect: This ritual creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. One phase door offering entrance to the passage appears at each end of the area. The entrances are invisible and inaccessible to all creatures except you, and any creatures who meet the triggering condition.

The passage can be used a number of times equal to half your spellpower before the ritual is expended. A creature using the phase door enters the Ethereal Plane when it enters the passage, and reappears on the Material Plane when it leaves the passage. Creatures inside the passage cannot leave the boundaries of the passage on the Ethereal Plane. The door does not allow light, sound, or spell effects through it, nor can you see through it without using it.

Duration: Extreme (12 hours) or until expended

Conjuration [Creation/Translocation] [Planar]

Lists: Arcane, Divine

Notes: A *true seeing* spell or similar magic reveals the presence of a phase door but does not allow its use. If either end of the passage is dispelled, the passage is destroyed, and anyone within the passage is harmlessly ejected from the closest exit. This ritual can be made permanent with a *permanency* ritual.

If you are not on the Material Plane when you perform this ritual, it has no effect.

Material Components: 1,500 gp in ritual components.

Casting Time: 10 minutes

Zone: Large (50 ft.) radius

Range: Close (30 ft.)

Effect: 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 (Awareness) and Divination (Scrying) spells cannot perceive anything within the area. The ward prevents speech between those inside and those outside (because it blocks sound), but it does not prevent magical communication.

Duration: Extreme (12 hours)

Abjuration [Ward]

Lists: Arcane

Notes: This ritual does not prevent creatures or objects from moving into and out of the area.

Material Components: 300 gp in ritual components.

Augments:

4 – *Permanent:* The ritual’s duration becomes permanent.

Plane Shift

6th Level

Casting Time: 1 minute

Target: Up to five willing creatures

Range: Touch

Effect: The targets teleport to a destination on another plane adjacent to your current plane. Precise accuracy is nigh impossible, and the actual destination is usually 1d100 miles away from the intended destination.

Conjuration [Translocation] [Planar, Teleportation]

Lists: Arcane, Divine

Notes: The Astral Plane connects to every plane, but transit from other planes is usually more limited. From the Material Plane, you can reach the Ethereal Plane, the Plane of Shadow, or the Astral Plane.

Material Components: 1,500 gp in ritual components.

Programmed Image

7th Level

Zone: Large (50 ft.) radius

Range: Medium (100 ft.)

Special: When you perform this ritual, you must specify a triggering condition. The condition must be something that a typical human could detect within the area. In addition, you specify a script for your figment to follow.

Effect: When the triggering condition occurs within the area, a figment of your design appears within the area, as a *create image* that affects all senses. The image persists for 5 minutes, and follows your script during that time.

Duration: Thirty days or until triggered, then Medium (5 minutes)

Illusion [Figment]

Lists: Arcane

Notes: Creatures can identify the illusion, as *create image*.

Material Components: 1,500 gp in ritual components.

Purify Sustenance

1st Level

Casting Time: 1 minute

Zone: 5 cubic feet

Touch

Effect: Spoiled, rotten, poisonous, or otherwise contaminated food and water in the area becomes pure and suitable for eating and drinking. This does not prevent subsequent natural decay or spoilage.

Transmutation [Alteration]

Lists: Arcane, Divine, Nature

Notes: This has no effect on alchemical substances, magical liquids such as holy water, or creatures of any kind.

Material Components: 5 gp in ritual components.

Read Magic

1st Level

Target: You

Effect: You gain the ability to 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 item. After you have read an inscription in this way, you are able to read that particular writing without the use of this ritual.

This effect allows you to identify spells which create writing as part of their effect, such as *glyph of warding* and *symbol* spells, with a Spellcraft check against a DR equal to 10 + spell level.

Duration: Long (1 hour)

Divination [Knowledge]Lists: Arcane, Divine

Material Components: 5 gp in ritual components.

Augments:

4 – *Permanent*: The ritual’s duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Table 10.7: Humanoid Reincarnations

d%	Incarnation
01	Bugbear
02–13	Dwarf
14–25	Elf
26	Gnoll
27–38	Gnome
39–42	Goblin
43–52	Half-elf
53–62	Half-orc
63–74	Halfling
75–89	Human
90–93	Kobold
94	Lizardfolk
95–98	Orc
99	Troglodyte
100	Other

Reincarnate

5th Level

Casting Time: 24 hours

Target: The remains of one dead creatureRange: Touch

Effect: The target returns to life in a new body. It must have been dead for no more than one year, and it must not have died due to old age.

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 target portion must have been part of the creature’s body at the time of death.

This ritual creates an entirely new body for the creature’s soul to inhabit from the natural elements at hand. During the ritual, the body ages to match the age of the original creature at the time it died. The reincarnated creature has 0 hit points, and all negative effects are removed, even curses and missing body parts.

A reincarnated creature is identical to the original creature in all respects, except for its race. It loses all the attribute modifiers and special abilities from its old race. It gains the attribute modifiers and special abilities of its new race. However, its racial bonus feat and languages are unchanged.

If the target is a humanoid creature, its new race should be determined with Table 10.7: Humanoid Reincarnations (page 214). If not, a similar table for creatures of the same type should be used.

Coming back from the dead is an ordeal. All of the target’s spell slots and other daily abilities are expended until it rests. In addition, the target gains a *negative level* (–1 to accuracy, defenses, and checks, –5 hit points). If the subject was 1st level when it died, it takes 2 points of Constitution drain instead. This negative level or Constitution drain lasts as long as the creature remains in its new body. This penalty can be removed by returning to the creature’s proper body, as with *resurrection*, or with the Racial Acclimation feat (page 93).

Conjuration/Vivimancy [Creation, Life, Soul]Lists: Nature

Notes: As *resurrection*.

Material Components: 1,000 gp in ritual components

Remote Senses

3rd Level

Casting Time: 1 minute

Range: Extreme (1,000 ft.) (Unrestricted)

Effect: This ritual creates a magic sensor. You don’t need line of sight or line of effect to create the sensor, but the destination must be known – a place familiar to you or an obvious one. As a standard action, you can concentrate to see and hear through the sensor as if you were in its location. While concentrating, you can rotate the sensor to see and hear in any direction.

Duration: Short (Focus + 5 rounds)

Divination [Scrying]Lists: Arcane, Divine

Notes: A magic sensor is a floating, invisible sphere approximately one inch in diameter. It has 1 hit point and an Armor defense of 8. Its special defenses are the same as yours.

Material Components: 50 gp in ritual components.

Augments:

2 – *Apparition*: A figment of you appears with the sensor, as *create image*. While concentrating on the sensor, you can speak through the figment and be heard. This is an Illusion [Figment] effect.

3 – *Persistent*: The ritual’s duration becomes Extreme (12 hours).

Remove Curse

4th Level

Casting Time: 1 minute

Target: One creature or objectRange: Touch

Effect: All curses affecting the target are removed. This ritual cannot remove a curse that is part of an item’s magical effects, but it allows a creature using a cursed item to remove and discard the item.

Abjuration [Antimagic]Lists: Arcane, Divine, Nature

Material Components: 125 gp in ritual components.

Remove Disease

3rd Level

Resurrection

5th Level

Casting Time: 1 minute

Target: One creature

Range: Touch

Effect: All diseases affecting the target are removed. This also removes parasites, such as green slime.

Vivimancy [Flesh]

Lists: Divine, Nature

Material Components: 50 gp in ritual components.

Resilient Spell

3rd Level

You bind a spell or ritual’s power to yourself, allowing it to resist attempts at dispelling.

Casting Time: 10 minutes

Target: One spell or ritual effect affecting you.

Effect: The DR to dispel the target effect is increased by 5. If it would be successfully dispelled, it is instead merely suppressed for 5 minutes. Preventing the effect from being dispelled in this way expends this ritual.

Duration: Permanent, or until expended

Universal

Lists: Arcane, Divine, Nature

Notes: This effect cannot be dispelled. It does not increase the duration of the target effect, and has no effect on spells or rituals that do not have a duration.

Explosive Miscalculation: The spell does not have its normal effect. Instead, the magical energy explodes, dealing 1d6 damage per two spellpower to you and all creatures adjacent to you.

Restore Senses

3rd Level

Casting Time: 1 minute

Target: One creature

Range: Touch

Effect: One of the target’s physical senses, such as sight or hearing, is restored to full capacity. This can heal both magical and physical conditions, but it cannot completely replace missing body parts required for a sense to function (such as missing eyes).

Vivimancy [Flesh]

Lists: Divine, Nature

Material Components: 50 gp in ritual components.

Augments:

1 – Complete: The ritual heals all missing senses, rather than one.

3 – Regenerating: The ritual can restore missing body parts required for a sense to function. It cannot restore additional body parts, such as a missing head.

Casting Time: 1 hour

Target: The remains of one dead creature

Range: Touch

Effect: The target returns to life. It must have been dead for no more than thirty days, and it must not have died due to a **Death** effect or old age. The resurrected creature has 0 hit points. All critical damage and nonmagical poisons and diseases are cured. Magical effects, including magical poisons and diseases, are not removed. If the target’s body is not whole, any missing parts are still missing when it is brought back to life. Coming back from the dead is an ordeal. All of the target’s spell slots and other daily abilities are expended until it rests. In addition, the target gains a **negative level** (–1 to accuracy, defenses, and checks, –5 hit points). If the subject was 1st level when it died, it takes 2 points of Constitution drain instead. This negative level or Constitution drain lasts for thirty days, or until the target gains a level.

Vivimancy [Life, Soul] [Healing]

Lists: Divine

Notes: The target’s soul must be free and willing to return. If not, this ritual has no effect, and the material components are not consumed. This ritual has no effect on creatures killed by death effects, or whose bodies have been turned into undead, such as by *animate dead*. Constructs, elementals, outsiders, and undead creatures can’t be resurrected.

Material Components: 1,000 gp in diamonds or diamond dust.

Augments:

2 – Ancient: The ritual can resurrect a target that has been dead for up to fifty years. This augment can be used multiple times, increasing the time limit by fifty years each time.

2 – Complete: The remains do not need to be intact. The target portion must be at least Fine size, and must have been part of the creature’s body at the time of death. When the creature is resurrected, its body is restored to full health, including any missing body parts. The cost for the ritual becomes 5,000 gp.

Scrying

5th Level

Secret Page

3rd Level

Casting Time: 1 hour

Target: One creature

Range: Unlimited (Unrestricted)

Special: You can target any creature that you can unambiguously identify, regardless of its location.

Attack: Spellpower vs. Mental

Special: Your accuracy with this attack is modified based on how well you know the subject and what sort of physical connection (if any) you have to that creature, as shown on Table 10.8: Scrying Modifiers (page 216).

Success: A scrying sensor appears in the target’s space, allowing you to see as if you were in its location. The sensor moves with the target at a speed of up to 150 feet. If the sensor is separated from the target, the sensor disappears.

Failure: No scrying sensor appears, and the target is immune to any further attempts you make for 24 hours.

Duration: Medium (5 minutes)

Divination [Scrying]

Lists: Arcane, Divine, Nature

Notes: A magic sensor is a floating, invisible sphere approximately one inch in diameter. It has 1 hit point and an Armor defense of 8. Its special defenses are the same as yours.

Notes: If you use a reflective surface as you perform this ritual, such as a crystal ball or mirror, you can show other creatures the view through the sensor. Some magic items have special abilities if used in this way.

Material Components: 300 gp in ritual components.

Augments:

1 – *Persistent*: The ritual’s duration becomes Long (1 hour).

2 – *Rapid*: The ritual’s casting time becomes 1 minute.

Table 10.8: Scrying Modifiers

Knowledge	Accuracy Modifier
None ¹	–10
Secondhand (you have heard of the subject)	–5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	+5
Connection	Accuracy Modifier
Likeness or picture	+2
Possession or garment	+4
Body part, lock of hair, bit of nail, etc.	+10
Location	Accuracy Modifier
Same plane	+0
Adjacent or overlapping planes ²	–5
Disconnected planes ³	–10

1 You must have some sort of connection to a creature you have no knowledge of. 2 Such as the Material Plane and the Ethereal Plane. 3 Such as the Material Plane and any outer plane.

Casting Time: 10 minutes

Target: One object with writing on it (Small or smaller)

Range: Touch

Special: When you perform this ritual, you must specify a command word.

Effect: The writing on the target is transformed into completely different text. Even magical writing can be transformed in this way.

As a standard action, any creature can speak the command word to tranform the text back into its original form. This discharges the ritual.

Duration: Thirty days or until discharged

Transmutation [Alteration]

Lists: Arcane

Material Components: 50 gp in ritual components.

Augments:

2 – *Permanent*: The ritual’s duration becomes permanent.

2 – *Repeatable*: After the command word is spoken, the ritual is not discharged. Instead, it is suppressed for 5 minutes, after which time the text is hidden again.

Sending

4th Level

Casting Time: 10 minutes

Target: One creature

Range: Unlimited (Unrestricted)

Special: You can target any creature with whom you are familiar, regardless of its location. You must have seen the creature at least once.

Effect: You send the target a short verbal message. The message must be twenty-five words or less, and speaking the message must not take longer than five rounds.

After receiving the message, the target has five rounds to reply with a similarly restricted message. After that time, the sending is complete.

Divination [Communication]

Lists: Arcane, Divine

Material Components: 125 gp in ritual components.

Augments:

2 – *Extraplanar*: The target can be on any plane, not just the plane you are currently on. This is a Planar effect.

4 – *Demanding*: You also make a Spellpower vs. Mental attack against the target. A successful attack means the target is compelled to obey the message, as the *suggestion* spell. This is an Enchantment [Delusion, Mind, Speech, Subtle] effect.

Sensor Swarm

5th Level

Casting Time: 10 minutes
Effect: This ritual creates a number of magic sensors equal to your spellpower. The sensors originally appear within your square, but they can travel within one mile of you (regardless of intervening obstacles). When you perform this ritual, you specify instructions that the sensors will obey. The instructions must be no more than twenty-five words long.

In order to report its findings, a sensor must return to your hand. You can command a sensor you are holding to replay in your mind all it has seen during its existence. This requires one full-round action per hour of information. This process destroys the sensor.

If a sensor ever gets farther from one mile from you, it is destroyed.

Duration: Extreme (12 hours) or until expended

Conjuration [Creation]

Lists: Arcane

Notes: A magic sensor is a floating, invisible sphere approximately one inch in diameter. It has 1 hit point and an Armor defense of 8. Its special defenses are the same as yours. The sensor has a 30 foot fly speed with perfect maneuverability. It is unable to enter another plane of existence, even through a *gate* or similar magical portal.

Material Components: 300 gp in ritual components.

Augments:

1 – *Darksight*: The sensors benefit from the *darkvision* spell.

2 – *Invisibility Piercing*: The sensors benefit from the *see invisibility* spell.

Shape Weapon

2nd Level

Target: One weapon
Casting Time: 10 minutes
Range: Touch

Effect: The target transforms into any other weapon from the same weapon group.

Transmutation [Alteration]

Lists: Arcane

Notes: This spell has no effect on natural attacks or unarmed strikes.

Material Components: 20 gp in ritual components.

Augments:

2 – *Empowered*: The target transforms into any other manufactured weapon (but not an improvised weapon).

Shaping

2nd Level

Casting Time: 10 minutes

Target: One nonmagical object (Small or smaller) **Range:** Touch

Effect: When you perform this ritual, you make a Craft check to change the target's shape. The Craft check made is appropriate to the material. You gain a +10 bonus on the check, and you need no additional tools. This ritual can only affect a target object with a hardness of 5 or less.

Transmutation [Alteration]

Lists: Arcane, Divine, Nature

Notes: Large wooden objects can be crafted by performing this ritual multiple times.

Material Components: 20 gp in ritual components.

Augments:

1 – *Giant*: The ritual can affect a target one size category larger. This augment can be used multiple times.

1 – *Hardened*: The maximum hardness of the target object is increased by 5. This augment can be used multiple times.

Sequester

7th Level

Casting Time: 10 minutes

Target: One willing creature or object (Large or smaller) **Range:** Touch

Effect: The target is placed in a state of suspended animation, as the critical effect of the *temporal stasis* spell. In addition, it is invisible.

Duration: One year

Illusion/Transmutation [Glamer, Temporal]

Lists: Arcane

Material Components: 1,500 gp in ritual components.

Augments:

1 – *Giant*: The ritual can affect a target one size category larger. This augment can be used multiple times.

2 – *Permanent*: The ritual's duration becomes permanent.

Soul Bind

9th Level

Casting Time: 1 minute

Target: The corpse of one dead creature **Range:** Close (30 ft.)

Effect: The target's soul is imprisoned in a black sapphire gem. This prevents the target from being resurrected or turned into an undead as long as the gem is intact. A creature holding the gem is able to resurrect or animate the creature.

Duration: Thirty days

Vivimancy [Soul]

Lists: Arcane, Divine

Notes: The black sapphire gem used to hold the target's soul must be worth at least 5,000 gp.

Material Components: 7,500 gp in ritual components.

Augments:

2 – *Permanent*: The ritual's duration becomes permanent.

Shape Metal

4th Level

Special: This ritual functions like *shape wood*, except that you make a Craft (metal) check, and you shape metal instead of wood.

Transmutation [Alteration]

Lists: Arcane, Divine, Nature

Material Components: 125 gp in ritual components.

Shape Stone

3rd Level

Special: This ritual functions like *shape wood*, except that you make a Craft (stone) check, and you shape stone instead of wood.

Transmutation [Alteration] [Earth]

Lists: Arcane, Divine, Nature

Material Components: 50 gp in ritual components.

Speak with Dead

3rd Level

Telepathic Bond

3rd Level

Casting Time: 10 minutes

Target: The corpse of one dead creature

Range: Close (30 ft.)

Effect: The target gains the semblance of life and intellect, allowing it to answer several questions that you put to it. You may ask up to five questions. 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). A perfectly fresh, intact corpse knows almost as much as the creature did, though it speaks cryptically. The more damaged or decayed the corpse is, the more brief, repetitive, or vague its answers are. In general, a corpse’s answers become useless after a week of decay. If the corpse’s mouth is destroyed (or if it has no mouth), it cannot speak at all.

Duration: 10 minutes

Divination/Vivimancy [Communication, Flesh]

Lists: Arcane, Divine [Speech]

Notes: This ritual has no effect if the target has been subject to *Speak with Dead* within the past week, or has been turned into an undead creature.

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 corpse is unable to learn new information, or even remember any previous questions asked of it.

Material Components: 50 gp in ritual components.

You forge a mental link binding two allies together.

Casting Time: 10 minutes

Target: Two willing creatures

Range: Close (30 ft.)

Effect: The targets can communicate mentally through telepathy. The communication is instantaneous across any distance within the same plane.

Duration: Extreme (12 hours)

Divination/Transmutation [Augment]

Lists: Arcane

Notes: No special influence is established as a result of the bond.

Material Components: 50 gp in ritual components.

Augments:

3 – Mass: The spell can affect up to five targets. Each target can communicate with any number of other targets simultaneously.

4 – Interplanar: The targets can communicate across adjacent or overlapping planes. This is a Planar effect.

Sympathy

9th Level

You fill nearby creatures of a particular kind with an overpowering attraction, compelling them to come to an area.

Casting Time: 1 hour

Zone: 1 mile radius (outer), 50 ft. radius (inner)

Range: Close (30 ft.)

Special: When you perform this ritual, choose an alignment (chaotic, good, evil, or lawful) or creature type.

Effect: When a creature of the chosen type enters the outer area, you make an attack against it, as described below. When a creature of the chosen type enters the inner area, it is *fascinated* (unable to act unless threatened), and will not willingly leave the area until the fascination is broken.

Attack: Spellpower vs. Mental

Success: The target feels a strong desire to enter the inner area. It is *severely impaired* (50% failure) with all actions except actions it takes to reach the inner area.

Critical Success: The target is compelled to enter the inner area as soon as physically possible, using any means necessary.

Failure: The target feels a desire to enter the inner area. It is *impaired* (20% failure) with all actions except actions it takes to reach the inner area.

Duration: One week

Enchantment [Emotion] [Mind-Affecting]

Lists: Arcane, Nature

Material Components: 7,500 gp in ritual components.

Augments:

4 – Widened: The spell’s outer becomes a 10 mile radius.

Teleport

6th Level

Casting Time: 1 minute

Target: Up to five willing creatures (Medium or smaller)

Range: Touch

Effect: When you perform this ritual, you specify a destination up to 100 miles away on your current plane, and make an Intelligence check. The DR of the check depends on your familiarity with the destination, as shown on Table 10.9: Teleport DRs (page 219).

Success means the targets teleport to the intended destination. Failure means the targets arrive a random distance away from the intended destination in a random direction. The distance off target is equal to 1d10x1d10% of the distance that they would have traveled to the intended destination. Failure by 10 or more means the targets arrive in a completely different area within range that is visually or thematically similar to the intended destination. If no such area exists within the spell’s range, the ritual simply fails instead.

After teleporting, the targets cannot act during the following round.

Conjuration [Teleportation]

Lists: Arcane

Notes: Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. This ritual is incapable of interplanar travel.

Material Components: 750 gp in ritual components.

Augments:

2 – Giant: The ritual can affect targets one size category larger. This augment can be used multiple times.

2 – Mass: The ritual can affect up to five additional targets. This augment can be used multiple times.

3 – Safe: The teleportation always succeeds if possible, with no check required.

Table 10.9: Teleport DRs

Familiarity	Destination Description	DR
Very familiar	You have been there very often, and feel at home.	5
Studied carefully	You know it well, either because you can currently see it, you’ve been there often, or you have studied it for at least one hour.	10
Seen casually	You have seen it more than once.	15
Viewed once	You have seen it once.	20
False Destination	It does not exist, or has changed beyond recognition.	— ¹

¹ You are automatically treated as if you had failed by 10 or more.

Teleport Object

6th Level

Casting Time: 1 minute	
Target: One touched object (Medium or smaller)	Range: Touch
Effect: The target is teleported to a distant desination you specify, as the <i>teleport</i> ritual.	
Conjuration [Translocation] [Teleportation]	Lists: Arcane
Material Components: 1,500 gp in ritual components.	
Augments:	
1 – Giant: The ritual can affect a target one size category larger. This augment can be used multiple times.	
3 – Mass: The ritual can affect up to five targets.	
3 – Safe: The teleportation always succeeds if possible, with no check required.	

Tiny Hut

3rd Level

Casting Time: 1 minute	
Zone: Medium (20 ft.) radius centered on you	
Effect: The area is surrounded by an opaque sphere which blocks rain, dust, snow, and similar small objects. Wind speed within the area is reduced by 25 mph. The temperature is raised by up to 50 degrees, or lowered by up to 25 degrees, until it reaches 70°F.	
Duration: Extreme (12 hours)	
Evocation	Lists: Arcane
Notes: Most creatures, objects, and spell effects can pass through the hut without affecting it.	
Material Components: 50 gp in ritual components.	
Augments:	
3 – Permanent: The ritual’s duration becomes permanent.	

Tongues

4th Level

Casting Time: 1 minute	
Target: Creature touched	Range: Touch
Effect: The target can speak and understand all langages, including dialects. It can speak only one language at a time, although it can understand all languages.	
Duration: Long (1 hour)	
Divination [Communication]	Lists: Arcane, Divine, Nature
Notes: This ritual does not grant the ability to communicate with creatures that do not have a language. It may be unable to translate dead or extremely obscure languages.	
Material Components: 125 gp in ritual components.	

4 – Permanent: The ritual’s duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Transport via Plants

6th Level

Casting Time: 1 minute	
Target: Up to five willing creatures (Medium or smaller)	Range: Touch
Effect: This ritual functions like <i>teleport</i> , except that both the starting and ending points must be living, Medium or larger plants.	
Conjuration [Teleportation]	Lists: Nature
Material Components: 750 gp in ritual components.	

Tree Stride

5th Level

Casting Time: 1 minute	
Target: You	
Special: This ritual functions like <i>teleport</i> , except that it only affects you, and both the starting and ending points must be Large or larger trees.	
Conjuration [Teleportation]	Lists: Nature
Material Components: 300 gp in ritual components.	

Undetectable Alignment

2nd Level

Casting Time: 1 minute	
Target: One creature or object	Range: Close (30 ft.)
Effect: The target’s alignment cannot be identified by detection spells and similar effects which reveal alignment, such as a paladin’s discernment. Spells and abilities which have different effects depending on the target’s alignment, such as a paladin’s smite, function normally.	
Duration: Extreme (12 hours)	
Abjuration [Shielding]	Lists: Arcane
Material Components: 20 gp in ritual components.	
Augments:	
3 – Permanent: The ritual’s duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.	

Unseen Servant**1st Level****Casting Time:** 1 minute**Range:** Medium (100 ft.)

Effect: This ritual creates 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. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of –6 (so it can lift 12 pounds or drag 60 pounds). It can trigger traps and similar devices, 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 DR higher than 10 or that requires a check using a skill that can't be used untrained. It hovers just off the ground, and moves at a speed of 15 feet.

The servant cannot attack in any way. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. It has no defenses, and all special attacks automatically succeed against it. If the servant gets out of range of you, it ceases to exist.

Duration: Long (1 hour)

Conjuration/Evocation [Creation, Control]

Lists: Arcane*Material Components:* 5 gp in ritual components.**Water Breathing****2nd Level****Casting Time:** 10 minutes**Target:** One willing creature**Range:** Touch

Effect: The target can breathe water as easily as a human breathes air, preventing it from drowning or suffocating underwater.

Duration: Extreme (12 hours)

Transmutation

Lists: Arcane, Divine, Nature*Notes:* The ritual does not prevent the target from being able to breathe air.*Material Components:* 50 gp in ritual components.**Augments:**

3 – Mass: The spell can affect up to five targets.

3 – Permanent: The ritual's duration becomes permanent. You can only make one casting of this ritual permanent. If you use this augment again, the previous effect immediately ends.

Zone of Truth**2nd Level****Casting Time:** 1 minute**Zone:** Medium (20 ft.) radius**Range:** Medium (100 ft.)**Targets:** All creatures in the area**Attack:** Spellpower vs. Mental

Success: The target is unable to speak any deliberate and intentional lies in the area. It is aware of this limitation, and can choose to change its answers to avoid speaking lies.

Failure: The target is able to lie freely in the area.

Duration: Long (1 hour)

Enchantment [Inhibition] [Mind-Affecting]

Lists: Arcane, Divine

Notes: Creatures are affected as soon as they enter the area. Leaving and re-entering the area does not cause a new attack to be made; only the result of the original attack is used.

Material Components: 20 gp in ritual components.

Chapter 11

Advanced Combat

11.1 Attacks

Multiple Attacks

If your combat prowess is at least 6, you can make multiple **strikes** as part of a **standard attack**. This progression is shown on Table 11.1: Strikes per Round.

Table 11.1: Strikes per Round

Combat Prowess	Strikes per Round
1-5	1
6-10	2
11-15	3
16-20	4
21+	5

Some special abilities, such as the *haste* spell, also grant you the ability to make multiple strikes. In all cases, making multiple strikes requires making a standard attack.

Special Attacks

Feint

In place of a **strike**, you can feint to leave your foe off-balance. You make an attack roll with a melee weapon as normal, except that you target your target's Reflex defense instead of its Armor defense. Success means you deal no damage, but you gain a +5 bonus to accuracy with melee attacks against the creature during the next round.

Touch Attacks

In place of a **strike**, you can try to just touch your opponent. Touch attacks target Reflex defense instead of Armor defense, but deal no damage.

Combat Maneuvers

A combat maneuver is an attempt to physically hinder your foe with your body, such as by shoving or tripping it. Unless otherwise noted, using a combat maneuver requires a free hand and replaces a **strike** made during a standard attack. You make an attack roll against a creature within your reach, using your maneuver accuracy instead of your accuracy with your weapon. If your result equals or exceeds your foe's Maneuver defense, your attack hits, and your foe is affected by the maneuver.

Maneuver Accuracy

Your maneuver accuracy is equal to the following:

Combat prowess or attack attribute + special size modifier + other bonuses and penalties

Table 11.2: Combat Maneuvers

Maneuver	Action	Attribute	Brief Description
Dirty Trick	Strike	Str or Dex	Impose penalty on a foe
Disarm	Strike	Str or Dex	Force foe to drop item
Grapple	Standard	Str	Wrestle with a foe
Overrun	Move	Str	Move through a foe
Shove	Strike	Str	Move a foe
Trip	Strike	Str or Dex	Trip a foe

Your attack attribute depends on the maneuver you are using, as described in Combat Maneuvers, page 221. Your special size modifier is described in Table 1.4: Size in Combat (page 12).

Maneuver Descriptions

Dirty Trick: You strike your foe in a sensitive spot, pull its pants down, or creatively use your environment to attack. Success means the creature is **impaired** (20% *failure*) with relevant actions for 1 round. For every 5 points by which you succeed, the creature is impaired for an additional round. You can perform a dirty trick with a free hand, using either Strength or Dexterity.

Disarm: You can strike an item your foe is wearing or holding. Success means you hit the object, and can choose whether or not to deal damage to it. In addition, if the object is not well secured and not held directly in the creature's hands, it falls to the ground in the foe's square. Success by 10 or more causes any item to fall to the ground, even well secured items. Failure means you miss the object.

If you disarm a foe using your bare hand, you can hold a disarmed item rather than letting it fall to the ground. You can perform a disarm attack with a free hand or any melee weapon, using either Strength or Dexterity. Some items that are extraordinarily well secured, such as worn rings, cannot be knocked to the ground.

Grapple: You physically grab and restrain your foe. Success means you and the creature become grappled, which limits your ability to act. You can perform a grapple with a free hand, using Strength. See Grappling, page 224 for more details.

Overrun: As part of a move action, you can try to move directly through creatures in your way. When you attempt to overrun, you make an overrun attack. Each creature in your way can choose to avoid you, allowing you to pass through its square unhindered.

If a creature does not try to avoid you, apply your overrun attack result against its Maneuver defense. Success means you move through the creature's space, though it is considered difficult terrain. Success by 10 or more means the creature is knocked prone, and its space is not considered difficult terrain. Failure means you end your movement immediately. Failure by 10 or more means you end your movement and fall prone.

You must use Strength to overrun, but you do not need a free hand.

Shove: You shove your foe where you want it to go. Success means

you move the creature 5 feet in a direction of your choice. For every 5 points by which you succeed, you can move it an additional 5 feet. You cannot normally move the creature further after moving it outside of your reach. If you have movement remaining in the round, you can move with the creature in order to shove it farther. If the creature encounters a solid object or creature, you must stop shoving it. You can perform a shove with a free hand, using Strength.

Trip: You try to trip your foe. Success means the creature falls prone, causing it to take a -4 penalty to physical accuracy and defenses. It can stand up as a move action. You perform a trip with a free hand, using either Strength or Dexterity.

11.2 Movement and Positioning

Special Move Actions

Move: As a move action, you can move up to your speed.

Stand Up: As a move action, you can stand up from being prone. For most creatures, this requires using a hand to help get up.

Follow: As a move action, you can designate a target creature or object to follow, and the maximum distance you want to follow at. When you do, you immediately move such that your distance to the target is no greater than your desired follow distance. For the rest of the round, whenever that creature or object moves, you move with it to stay within that follow distance.

You can follow the target as far as your movement speed allows; if the target continues beyond that point, you remain stationary where your movement ended. If the target takes an action that makes it impossible to follow, such as teleporting or using certain abilities, you cannot follow it for the rest of the round.

Block: As a move action, you can designate a target creature or object to block, and the area you want to block it from entering. When you do, you automatically move to intercept the target as it approaches the blocked area. Usually, blocking a target requires an opposed initiative check against the target. Success means you successfully keep ahead of the target as it moves, preventing it from entering the area (unless it can move through you). Failure means the target moves around you (if there is room) to enter the area.

Multiple creatures can coordinate to block a single creature. The blocked creature must beat the initiative of all blocking creatures to enter the blocked area.

Withdraw: As a move action, you can designate a target creature or object to withdraw from, and the minimum distance you want to maintain between you and the creature. This functions like following the creature, except that you specify a minimum distance between you and the target instead of a maximum distance.

Charge: As a full-round action, you can move up to your speed in both the movement and action phase, and make a single strike with a +2 bonus to accuracy at the end of your charge. When you charge, you take a -2 penalty to physical defenses until the end of the round.

You must move at least 20 feet to gain the benefit of a charge, and all movement must be in a single straight line. If there are any obstacles in your path which hinder your movement, you cannot charge. If your charge fails or becomes invalid partway through, you move as far as you can and stop.

If your combat prowess is high enough to grant you multiple strikes, the strike at the end of your charge deals double damage for each additional strike granted by your combat prowess.

Struggle: As a full-round action, you can move five feet, regardless of movement penalties. You can use this to move even if your speed is decreased below five feet by penalties.

Movement Impediments

Difficult Terrain

Some terrain is hard to move through, like thick bushes or a swamp. If a square is difficult terrain, it doubles the movement cost required to move out of the square. That generally means it takes ten feet of movement, or fifteen feet if you are moving diagonally. If a square is considered difficult terrain for multiple reasons, the cost increases stack. For example, a square in a swamp that also has thick bushes blocking your passage would take twenty feet of movement, or thirty feet to move diagonally!

Obstacles

An obstacle is anything that gets in your way. Enemies and large solid objects like walls are blocking obstacles: they completely block your movement. If you can get past an obstacle, like a low wall, that square is treated as difficult terrain. Some obstacles require a skill check to bypass.

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. While squeezing, you move half as fast, and you take a -4 penalty to physical accuracy, physical checks, and physical defenses. You can squeeze into tighter spaces with the Escape Artist skill.

Creatures that take up multiple squares take up half their normal number of squares while squeezing. For example, a Large creature who normally takes up four spaces takes up two spaces while squeezing.

Accidentally Squeezing: Sometimes a character ends its movement while moving through a space where it's not normally allowed to stop. When that happens, the character is squeezing in the space until it can move. If squeezing is impossible, the creature immediately moves to the closest available space. Try not to do this.

Special Movement Modes

Some spells and abilities grant creatures the ability to move in unusual ways. These forms of movement are described here.

Burrowing

A creature with a burrow speed can move through the ground at the indicated speed in any direction, even vertically. Unless otherwise noted, the creature can only burrow through dirt and loose earth, not rock or harder substances. It does not leave behind a usable tunnel for other creatures.

Climbing

A creature with a **climb speed** can move a distance equal to its climb speed with a successful Climb check (see Climb, page 51). In addition, it gains a +10 bonus to any Climb checks it makes.

Flying

A creature with a fly speed can fly through the air at the indicated speed. It must be unencumbered (see Encumbrance, page 113). If a creature with a fly speed is encumbered, it is treated as having a glide speed instead (see Gliding, page 223), which it can use to glide even though it is encumbered.

Each creature with a fly speed also has a maneuverability: good, average, poor, or special. Normally, a flying creature must move forward by at least half its fly speed each round. If it does not, it falls. Turning by 90 degrees costs 5 feet of movement, and it can't turn in the same place by more than 90 degrees. It can move up by only one square vertically per square traveled horizontally, but it can fly directly down if it chooses. The creature can fly up at half speed, but can fly down twice as fast.

Good Maneuverability: A flying creature with good maneuverability need not move forward to maintain its flight, allowing it to hover or fly

directly up if it chooses. It must spend a move action each round to move, even if it simply hovers in place. In addition, turning does not cost movement, and it can freely turn in place.

Poor Maneuverability: A flying creature with poor maneuverability must spend five feet of movement to turn by 45 degrees, and it can't turn in the same place by more than 45 degrees. In addition, it can only descend by up to one square vertically per square traveled horizontally without falling.

Special Maneuverability: A flying creature with special maneuverability does not experience gravity like other creatures. In addition to the effects of good maneuverability, it moves up and down at the same speed as it moves horizontally. It can also hover in place without spending a move action.

Falling: If a flying creature loses control, usually by failing to maintain its minimum forward speed, or loses the ability to fly, it falls. While falling, a flying creature can attempt to recover by making a DR 15 Dexterity check as a move action. If it succeeds, it can begin flying as normal. Otherwise, it continues falling for another round.

Gliding

A creature with a glide speed can glide through the air at the indicated speed. It must be unencumbered (see Encumbrance, page 113).

While in the air, a creature with a glide speed can control its fall as a move action. This allows it to move up to its speed horizontally in a direction of its choice while moving only five feet down. If it desires, it can move half as far horizontally and fall down twice as fast. It takes no falling damage if it touches the ground while gliding.

11.3 Circumstances, Bonuses, and Penalties

Table 11.3: Accuracy Modifiers

Attacker's Condition	Accuracy Modifier
Invisible	— ¹
Prone	−4 ²
Squeezing through a space	−4
Vulnerable	−2

1 The defender is [defenseless](#) (−5 defense vs. *melee*).

2 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.

Bonuses and penalties are the most basic way that a roll or numerical statistic can be modified. A bonus increases the roll or statistic, and a penalty decreases it. Bonuses and penalties are also called modifiers.

Stacking Rules

Usually, modifiers stack with each other, meaning that you add or subtract all of the modifiers to get the final result. However, some modifiers do not stack with each other, as described below. When bonuses don't stack with each other, you only apply the largest bonus. Likewise, when penalties don't stack with each other, you only apply the largest penalty.

Special Exceptions:

- Effects from the same source do not stack. Any spell or ability with the same name has the same source.
- Magical effects that alter size do not stack. If multiple effects both increase and decrease size, size increases offset size decreases on a one-for-one basis to determine the creature's final size.
- Effects that grant extra strikes (such as the [haste](#) spell with the Empowered augment) do not stack.

Table 11.4: Physical Defense Modifiers

Defender's Condition	Defense Modifier
Behind active cover	20% miss
Behind passive cover	+4
Blinded	— ¹
Concealed	+4
Crouching or kneeling	−2 ²
Grappling (but attacker is not)	−2
Helpless	— ³
Invisible	see Invisibility , page 224
Overwhelmed	special ⁴
Pinned	— ³
Prone	−4 ²
Squeezing through a space	−4
Stunned	−2 ¹
Unaware of attacker	5
Total defense	+4

1 The defender is [defenseless](#) (−5 defense vs. *melee*).

2 Treat as a bonus against ranged attacks, instead of a penalty

3 The defender's physical defenses are equal to 10 + size modifier.

4 The creature suffers a penalty equal to the number of creatures threatening it.

5 Successful physical strikes automatically threaten critical hits.

- Temporary hit points do not stack.
- If a character has two separate abilities which let him add the same attribute to a given roll or statistic, the attribute is still only added once.
- Effects that reduce the effective spell level of a spell affected by metamagic can never reduce a spell below its original level.

Cover

Cover represents any obstacle that physically prevents you from striking your target, such as a tree or intervening creature. A creature with cover is more difficult to attack.

Determining Cover: 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) or other similar solid obstacle. If you occupy multiple squares, choose one square you occupy for this purpose.

When making an attack against a target that is not adjacent to you, choose a corner of any square you occupy. In addition, choose a square the target occupies. If any line from this corner to any corner of the target 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.

There are two types of cover: active cover and passive cover.

Active Cover

If the obstacle is active and mobile, such as a creature or tree branches blowing in the wind, the defender has active cover. Any attacks against a creature with active cover relative to you have a 20% miss chance. After rolling the attack, the attacker must make a miss chance percentile roll to see if the attack misses due to active cover. If an attack misses due to active cover, the attack is made against the intervening obstacle instead. If the attack is successful, the obstacle takes any damage from the attack normally.

Small Obstacles: Generally, an obstacle smaller than you are does not provide active cover (so a halfling does not provide active cover to a human).

Passive Cover

If the obstacle is stationary, such as a tree trunk or wall, the defender has passive cover. A creature with passive cover relative to you has a +4 bonus to physical defenses.

Small Obstacles: A low obstacle (such as a wall no higher than half your height) provides passive 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. If two creatures are equally distant from the wall, it grants cover to both of them.

Stealth Checks: You can use passive cover to make a Stealth check to hide, but not active cover.

Total Cover: If you don't have line of effect to your target, it is considered to have total cover from you. You can't make an attack against a target that has total cover.

Improved Cover

A creature can benefit from both passive and active cover. However, cover of the same type generally doesn't stack; a creature behind two trees is not substantially more protected than a creature behind a single tree. In some cases, cover may stack. In that case, each additional obstacle increases the miss chance by 10% or grants an additional +2 bonus to defenses, as appropriate.

Exceptionally well covered opponents, such as a creature behind an arrow slit in a castle, may receive additional benefits.

Concealment

Concealment represents anything which makes it more difficult to see your target, such as dim lighting. A creature with concealment from you gains a +4 bonus to physical defenses. Concealment bonuses do not apply if you can't see your opponent (such as if you close your eyes).

Determining Concealment: When making a melee attack against an adjacent target, your target has concealment if its space is entirely within an effect that grants concealment.

Determining concealment for making an attack against a target that is not adjacent to you works exactly like determining cover for ranged attacks.

In addition, some magical effects provide concealment against all attacks, regardless of whether any intervening concealment exists.

Concealment and Stealth Checks: You can use concealment to make a Stealth check to hide.

Grappling

Grappling creatures are physically struggling with each other. While grappled, you suffer certain penalties and restrictions, as described below.

Being In A Grapple

While grappling, you suffer certain penalties and restrictions, as described below. Other than these restrictions, you can act normally. You can also take certain actions in a grapple, as described in Grapple Actions, page 224

- You must use a free hand (or equivalent limbs) to grapple, preventing you from taking any actions which would require having two free hands. If you cannot free a hand, you suffer a -10 penalty to accuracy on all physical attacks, including grapple attacks, until you have a free hand.
- You are **defenseless** (-5 *defense vs. melee*) against creatures you are not grappling with.
- You take a -4 penalty to accuracy with weapons that are not light, since they are too large and cumbersome to be used effectively in a grapple.
- Spellcasting is extremely difficult. You cannot cast spells with somatic components. Using a spell-like ability or casting a spell without

somatic components requires a Concentration check with a DR equal to 20 + double spell level.

- You cannot move normally (but see Move the Grapple, below).

Grapple Actions

While grappled, you can take four special actions to try to affect the grapple.

Bind Foe: As a standard action, you can make a grapple attack to bind your foe with ropes or other restraints. You must have the restraints in hand (in addition to the free hand required to grapple). Apply the result against the Maneuver defense of a creature grappling you. Success means the creature is bound, rendering it helpless and effectively paralyzed. The only physical actions a bound creature can take are to escape or break the bindings. Escaping the bindings requires a grapple attack or Escape Artist check which beats the grapple attack made to bind the creature. Breaking the bindings requires making a Strength check sufficient to break the item used to bind the creature. If you have the time, you can **take 20** on your grapple attack to secure bindings on a helpless foe, including a foe rendered helpless through this attack.

Escape the Grapple: As a standard action, you can make a grapple attack or Escape Artist check to escape from the grapple. Apply the result against the Maneuver defense of each creature grappling you. Success against an individual creature means you are no longer grappling that creature.

Move the Grapple: As a move action, you can make a grapple attack to move the grapple. Apply the result against the Maneuver defense of each creature grappling you. If you beat every creature's Maneuver defense, you can move yourself and all other creatures in the grapple up to half your speed. At the end of your movement, you choose which spaces creatures grappling you are in, as long as they stay adjacent to you.

Pin: As a standard action, you can make a grapple attack to pin a foe. If you succeed, that creature becomes pinned (in addition to being grappled), while you remain only grappled. The only physical action a pinned creature can take is to escape the grapple, though it can take mental actions. At your discretion, you can cover the mouth of a pinned creature to prevent it from speaking.

Helpless Defenders

A helpless creature is completely at an opponent's mercy. Its physical defenses are equal to 10 + its size modifier. Paralyzed, bound, and unconscious creatures are helpless.

Coup de Grace: As a full-round action, you can deliver a coup de grace to a helpless opponent adjacent to you. You automatically hit with your weapon and score a critical hit. If the damage exceeds the struck creature's Fortitude defense, it immediately dies.

Delivering a coup de grace requires focused concentration and methodical action. This leaves you **defenseless** (-5 *defense vs. melee*). If you take damage in excess of your Fortitude defense while delivering a coup de grace, your attempt fails.

A coup de grace attempt requires physical contact, which alerts your target to your action during the movement phase. If your target stops being helpless during your coup de grace attempt for any reason, the attempt automatically fails.

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).

Invisibility

If it is impossible to see your target, you can't attack him normally. However, you can attack a square that you think he occupies. An attack

into a square occupied by an invisible enemy has a 50% miss chance. If an adjacent invisible creature strikes you, you can automatically identify the square he occupied when he struck you.

Surprise Attacks

Sometimes, creatures are not aware that combat is taking place when the combat starts. This most commonly happens with ambushes. Any creature that is not aware of the combat continues taking whatever actions it would normally be taking until it becomes aware of the combat. It is **unaware** (*critically threatened on every attack*) until that point.

11.4 Special Actions

Partial Actions

If you are restricted to only taking a move or standard action, but not both, you can spend a standard action to perform a partial version of a full-round action. For most actions, you spend the first round starting the action, and use a second standard action to complete it. Some full-round actions have specific partial versions described below which you take instead. You can only take these partial actions when you cannot take full-round actions.

Partial Charge

As a standard action, you can move up to your speed and make a single strike against a foe. You must move in a straight line, and your movement must not be impeded in any way. In addition, you take a –2 penalty to physical defenses until the start of your next turn. An interrupted partial charge becomes a move action.

11.5 Special Rules

Base Progressions

Combat Prowess: This measures how skilled a character is in combat (see Combat Prowess, page 7. There are three progressions: Good, Average, or Poor. The effects of each progression are described on Table 11.5: Base Progressions.

A high combat prowess can grant additional attacks, as described in Multiple Attacks, page 221.

Base Defense: This measures how resistant members of the class are to unusual kinds of attacks. There are three kinds of special defenses. Your Fortitude defense represents your ability to resist attacks to your body, such as poisons and diseases. Your Reflex defense represents your ability to avoid attacks, such as lightning bolts and explosions. Your Mental defense represents your ability to resist mental influence, such as fearsome creatures and enchantment spells. There are three progressions: Good, Average, or Poor. The effects of each progression are described on Table 11.5: Base Progressions.

Table 11.5: Base Progressions

Progression	Combat Prowess	Base Defense Bonus
Good	Class level + 2	Five-quarters class level
Average	Four-fifths class level + 2	Class level
Poor	Two-thirds class level + 1	Three-quarters class level

Under normal circumstances, these base progression tables will not need to be referenced. The base progressions given in the tables for each class should be sufficient to determine each character's bonuses and abilities.

Table 11.6: Base Defense Progression Bonuses

Level	Good	Average	Poor
1st	+1	+1	+0
2nd	+2	+2	+1
3rd	+3	+3	+2
4th	+5	+4	+3
5th	+6	+5	+3
6th	+7	+6	+4
7th	+8	+7	+5
8th	+10	+8	+6
9th	+11	+9	+6
10th	+12	+10	+7
11th	+13	+11	+8
12th	+15	+12	+9
13th	+16	+13	+9
14th	+17	+14	+10
15th	+18	+15	+11
16th	+20	+16	+12
17th	+21	+17	+12
18th	+22	+18	+13
19th	+23	+19	+14
20th	+25	+20	+15

Table 11.7: Combat Prowess Progression Bonuses

Level	Good	Average	Poor
1st	+1	+0	+0
2nd	+2	+1	+1
3rd	+3	+2	+2
4th	+4	+3	+2
5th	+5	+4	+3
6th	+6 (x2)	+4	+4
7th	+7 (x2)	+5	+4
8th	+8 (x2)	+6 (x2)	+5
9th	+9 (x2)	+7 (x2)	+6 (x2)
10th	+10 (x2)	+8 (x2)	+6 (x2)
11th	+11 (x3)	+8 (x2)	+7 (x2)
12th	+12 (x3)	+9 (x2)	+8 (x2)
13th	+13 (x3)	+10 (x2)	+8 (x2)
14th	+14 (x3)	+11 (x3)	+9 (x2)
15th	+15 (x3)	+12 (x3)	+10 (x2)
16th	+16 (x4)	+12 (x3)	+10 (x2)
17th	+17 (x4)	+13 (x3)	+11 (x3)
18th	+18 (x4)	+14 (x3)	+12 (x3)
19th	+19 (x4)	+15 (x3)	+12 (x3)
20th	+20 (x4)	+16 (x4)	+13 (x3)

Maximum Bonuses

Some bonuses specify that they cannot increase the value beyond a given point. For example, the *totemic power* spell cannot increase a physical attribute to be higher than the caster's spellpower. These bonuses must always be applied last, and cannot be combined with other bonuses to exceed the maximum value. If multiple bonuses specify different maximum values, use the lower maximum value. If a bonus with a maximum value is applied to a value that already exceeds the maximum value the bonus can provide, simply ignore the bonus and its maximum value.

Doubling

If you double any in-game value twice, it becomes three times as large. An additional doubling would make it four times as large, and so on. For example, if you make an attack that deals double damage and you get a critical hit, you deal triple damage.

Real-World Values: Values that are “real”, such as movement and distance, are an exception. If you double a real-world value twice, it becomes four times as large.

Extraordinary Size Differences

Very Small Creatures

Space: If a creature takes up less than a single square of space, you can fit multiple creatures in that square. You can fit four Tiny creatures in a square, twenty-five Diminutive creatures, or 100 Fine creatures.

Reach: 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. 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.

If a creature without a natural reach uses a reach weapon, it gains no benefits or penalties.

Movement: Creatures three size categories smaller than you are not considered obstacles and do not hinder your movement.

Stealth: Small creatures gain a bonus to Stealth checks equal to their special size modifier.

Very Large Creatures

Space: Very large creatures take up multiple squares. Anything which affects a single square the creature occupies affects the creature.

Reach: 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. Creatures with a large natural reach can attack anyone within their reach, including adjacent foes.

Creatures with a large natural reach using reach weapons can strike at up to double their natural reach but can’t strike at their natural reach or less, just like Medium sized creatures.

Movement: Creatures three size categories larger than you are not considered obstacles and do not hinder your movement.

Stealth: Large creatures take a penalty to Stealth checks equal to their special size modifier.

Immunities: Creatures at least three size categories larger than you are difficult to fight. You cannot score critical hits or contribute to overwhelm penalties against such creatures. If you can reach a vulnerable point on the creature, such as by flying or by using ranged weapons, you can score critical hits, but you still do not contribute to overwhelm penalties.

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 DR 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, 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.

Space: A horse (not a pony) is a Large creature, and thus takes up a space 10 feet (2 squares) across. While mounted, you share your mount’s space completely. Anyone threatening your mount can attack either you or your mount. However, your reach is still that of a creature of your normal

size. Thus, a Medium paladin would threaten all squares adjacent to his Large horse with a longsword, and all squares 10 feet away from his mount with a lance.

In the case of abnormally large mounts (two or more size categories larger than you), you may not completely share space. Such situations should be handled on a case-by-case basis, depending on the nature of the mount.

Combat while Mounted: With a DR 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.

If your mount moves more than its normal speed when charging, you also take the physical defense penalty associated with a charge. If you make an attack at the end of such a charge, you receive the bonus gained from the charge. When charging on horse-back, you deal double damage with a lance (see Charge, page 222).

You can use ranged weapons while your mount is taking a double move, but at a –4 penalty to accuracy. You can use ranged weapons while your mount is sprinting, but at a –8 penalty (see Sprint, page 63). In either case, you make the attack roll when your mount has completed half its movement. You can make a standard 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 (DR 10 + double spell level) or lose the spell. If the mount is sprinting, your Concentration check is more difficult due to the violent motion (DR 15 + double spell level).

If Your Mount Falls in Battle: If your mount falls, you have to succeed on a DR 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, most mounts avoid combat.

Dual Attacking

If you are wielding two weapons at once, you can attack with both weapons whenever you attack. This is called dual attacking. Roll a single attack roll for both weapons. If you hit, roll the base damage die for both weapons and add them together. All other damage modifiers are added only once. If the weapons have different damage bonuses, such as if they are magic weapons with different enhancement bonuses, use the higher of the two damage bonuses.

Critical Hits: Normally, when you score a critical hit, you roll damage separately for each weapon and use the higher of the two results when dealing the bonus damage. If your weapons have different **critical ranges**, it is possible to only score a critical hit with one of the two weapons. In that case, only use that weapon’s damage when dealing extra damage.

Weapon Size: Dual attacking is easiest with light weapons. You take a –1 penalty to accuracy if you use a non-light weapon while fighting with two weapons, or a –2 penalty if neither weapon is light. This penalty does not apply if you alternate attacks between your weapons, instead of attacking with both at once.

Unarmed Attacks: Normally, you can’t make unarmed attacks as if fighting with two weapons. However, monks gain the special ability to make dual attacks with their unarmed attacks (see Flurry of Blows, page ??).

Example: Felix the 1st-level fighter is wielding two short swords against an evil goblin. The goblin has an Armor defense of 15. Felix has a Strength of 3 and a combat prowess of 4. This means his accuracy is +4. If he attacks with both weapons at once, he takes no penalty to his accuracy, because

both weapons are light. If he rolls an 11 or higher, he hits the goblin. His damage bonus is +1 from his Strength, so he rolls 1d6+1 for each weapon. If he rolls a 4 and a 2, he would keep the 4, dealing a total of 5 damage.

Appendix A

Glossary

acid: A kind of **energy**. Acid damage is very effective against most objects. For the Acid spell tag, see Table 9.1: Spell Tags (page 129).

action phase: The action phase is the second of two **phases** in a combat **round**. During the action phase, creatures can **attack**, cast **spells**, and take other major combat actions.

accuracy: The bonus added to a **attack roll**.

Air: See Table 9.1: Spell Tags (page 129).

Antimagic: See Table 9.1: Spell Tags (page 129).

attack: Anything that affects another creature in a potentially harmful way. There are two kinds of attacks: physical attacks and special attacks.

attack roll: A roll required to succeed with an attack. To make an attack roll, roll 1d20 + your **accuracy** with the attack. If the result of the attack roll equals or exceeds the target's **defense**, the attack succeeds. Some attacks, especially magical attacks, have effects even if the attack roll fails.

attribute: A core representation of a character's capacity in a wide range of areas. There are six attributes: **Strength**, **Dexterity**, **Constitution**, **Intelligence**, **Perception**, and **Willpower**.

Auditory: See Table 9.1: Spell Tags (page 129).

Augment: See Table 9.1: Spell Tags (page 129).

Barrier: See Table 9.1: Spell Tags (page 129).

base bonus: A base bonus is the value of a bonus before any temporary modifiers or effects. For example, your base Fortitude defense bonus is equal to the Fortitude defense bonus granted by your class.

blindsight: A creature with blindsight can see perfectly without any light, regardless of concealment or invisibility. Blindsight always has a range, and grants no benefits beyond that range.

charge: Charging is a combat action that consists of running directly at a foe to attack it. It is described at Charge, page 222.

Charm: See Table 9.1: Spell Tags (page 129).

chaotic: Relating to chaos, one of the four **alignment** components. For the Chaotic spell tag, see Table 9.1: Spell Tags (page 129).

class skill: A class skill is a skill which you can train with using skill points from your class. See Skill Training, page 46.

climb speed: A creature with a climb speed can climb as easily as a human walks on land. The effects of a climb speed are described at Climb Speed, page 51.

cold: A kind of **energy**. For the Cold spell tag, see Table 9.1: Spell Tags (page 129).

combat maneuver: A combat maneuver is an attempt to physi-

cally hinder your foe with your body, such as by shoving or tripping it. Most combat maneuvers are made in place of a **strike**.

combat prowess: Your combat prowess represents how skilled you are in physical combat. You can add your combat prowess to your accuracy and damage with physical attacks (see Physical Accuracy, page 8, and Physical Damage, page 9). You can also add your combat prowess to your physical defenses (see Defense Values, page 9). In addition, your combat prowess may grant you additional **strikes** during a round (see Multiple Attacks, page 221).

Compulsion: See Table 9.1: Spell Tags (page 129).

coup de grace: A coup de grace is a powerful attack that you can use on **helpless** (*physical defenses are 10, vulnerable to coup de grace*) creatures. It requires a full-round action, but can instantly kill the target. For details, see Coup de Grace, page 224.

Creation: See Table 9.1: Spell Tags (page 129).

Curse: See Table 9.1: Spell Tags (page 129).

critical damage penalties: If you have **critical damage**, you take a penalty to accuracy, checks, and defenses equal to the amount of critical damage you have.

critical multiplier: Your critical multiplier is the multiplier you add to your damage when you score a critical hit. Your critical multiplier is normally 2, which means your critical hits deal double damage.

critical range: Your critical range is the number of die rolls that you can score a critical hit on. Your critical range is normally 1, which means you score a critical hit by rolling a 20.

critical failure: Critical failure on a check or attack means your result failed to beat the DR by 10 or more. Some skills and abilities have special effects on critical failures.

critical success: Critical success on a check or attack means your result beat the DR by 10 or more. Some skills and abilities have special effects on critical successes.

damage reduction: Damage reduction allows you to ignore a certain amount of incoming damage. Each **round**, you ignore the first points of damage you would take. Damage reduction always specifies an amount of damage it reduces. Once it reduces that much damage, it stops functioning until the end of the round.

Most sources of damage reduction only apply against a specific type of attack. For example, a barbarian's damage reduction only applies against physical damage. If an attack deals multiple types of damage, you must have damage reduction against every type of damage dealt. For example, damage reduction against piercing damage would not help if you are struck by a morningstar, since it deals both bludgeoning and piercing damage.

Many sources of damage reduction can be ignored and negated by a specific type of attack. For example, the *barkskin* spell grants damage reduction that can be ignored and negated by fire and slashing damage. If you are hit an attack that negates your damage reduction, you cannot apply your damage reduction against any other attacks that round. This includes other attacks that resolve simultaneously, but not attacks that resolved earlier in the round. For example, if you had the *barkskin* spell active, and you were hit by a club (bludgeoning damage) and a longsword (slashing damage), you would take full damage both attacks. However, if you were instead hit by a club and a *fireball* spell (fire damage), you would reduce the damage from the club, because the spell resolves later in the round.

darkvision: A creature with darkvision can see in the dark clearly up to a given range. Beyond that, it can see dimly, treating areas of darkness as shadowy illumination. Darkvision does not function if a creature is in a brightly lit area, and does not resume functioning until 1 round after the creature leaves the brightly lit area.

Death: See Table 9.1: Spell Tags (page 129).

defense: A defense is a static number which represents how difficult you are to affect with attacks. See **attack rolls**.

Delusion: See Table 9.1: Spell Tags (page 129).

Detection: See Table 9.1: Spell Tags (page 129).

difficult terrain: Difficult terrain costs double the normal movement cost to move out of.

Difficulty Rating: The Difficulty Rating of a **check** is the check result required to succeed. In general, attacks are rolled to beat **defenses**, and checks are rolled to beat Difficulty Ratings.

disease: An affliction of the body, causing a steady deterioration over time. For the Disease spell tag, see Table 9.1: Spell Tags (page 129).

Earth: See Table 9.1: Spell Tags (page 129).

electricity: A kind of **energy**. For the Electricity spell tag, see Table 9.1: Spell Tags (page 129).

emanation: A zone is a type of spell area. Emanation spells are mobile, and always take radiate from a creature or object. If the creature or object moves, the area moves with it.

encumbrance penalty: A character's encumbrance penalty applies to all Strength and Dexterity-based skill checks the character makes. A character can acquire an encumbrance penalty by wearing armor or by carrying an excessive weight (see Weight Limits, page ??).

energy: There are four types of energy: acid, cold, electricity, and fire. Energy effects often deal damage.

Enchantment: Enchantment spells affect the minds of others, influencing or controlling their behavior or mental capabilities. Almost all enchantment spells are **Mind** spells, and many of them are **Subtle** as well.

enhancement bonus: Magic armor and weapons can have enhancement bonuses. Each +1 of enhancement bonus on magic armor grants temporary hit points equal the item's power, and grants you an additional defensive legend point each day.

You gain a bonus to damage on physical attacks using a magic weapon equal to the weapon's enhancement bonus. In addition, each +1 of enhancement bonus on a weapon grants you an additional offensive legend point each day.

See Armor Enhancement Bonuses, page 239 and Weapon Enhancement Bonuses, page 249 for details.

evil: One of the four **alignment** components. For the Evil spell

tag, see Table 9.1: Spell Tags (page 129).

falling damage: For every 10 feet you fall, you take 1d6 bludgeoning damage, to a maximum of 20d6 damage. If you control your fall with a successful Jump or Tumble check, you can reduce the falling damage you take (see Jump, page 56, and Tumble, page 64).

fast healing: A creature with fast healing automatically heals hit points at the end of every round. Like other healing, this healing offsets damage taken during the round for the purposes of taking **critical damage**: and becoming **disabled** (at 0 hit points).

Fear: See Table 9.1: Spell Tags (page 129).

fire: A kind of **energy**. For the Fire spell tag, see Table 9.1: Spell Tags (page 129).

Figment: See Table 9.1: Spell Tags (page 129).

Flesh: See Table 9.1: Spell Tags (page 129).

Fog: See Table 9.1: Spell Tags (page 129).

Force: See Table 9.1: Spell Tags (page 129).

Glamer: See Table 9.1: Spell Tags (page 129).

good: One of the four **alignment** components. For the Evil spell tag, see Table 9.1: Spell Tags (page 129).

hardness: An object's hardness indicates how durable it is. Whenever a creature or object with hardness takes damage, it reduces that damage by an amount equal to its hardness.

hit value: Your hit value is the number of hit points you gain per level. Your hit value is normally equal to half your Fortitude defense or half your Mental defense, whichever is higher.

Instantaneous: See Table 9.1: Spell Tags (page 129).

lawful: Relating to law, one of the four **alignment** components. For the Lawful spell tag, see Table 9.1: Spell Tags (page 129).

legend point: Legend points can be used to reroll failed rolls, or force your foes to reroll successful rolls against you. See Legend Points, page 11, for details.

Life: See Table 9.1: Spell Tags (page 129).

Light: See Table 9.1: Spell Tags (page 129).

low-light vision: A creature with low-light vision can see more clearly in conditions of dim light. It treats sources of light as if they had double their normal illumination range. In addition, the creature treats environments with ambient dim light, such as a moonlit night, as if they were brightly lit when doing so is beneficial for it.

Mind: See Table 9.1: Spell Tags (page 129).

melee attack: A melee attack is a physical **attack** against a creature within your **reach**.

Morale: See Table 9.1: Spell Tags (page 129).

move: When you move, you usually travel a distance equal to your speed. See Movement and Positioning, page 9, for details. For specific actions that involve movement, see **move action**.

move action: A move action is a minor action that requires motion, such as drawing a sword. You can take move actions during the **movement phase**. For the act of moving from one place to another, see **move**.

movement phase: The movement phase is the first of two **phases** in a combat **round**. During the movement phase, creatures can **move** and take **move actions**. The movement phase is followed by the **action phase**.

Negative: See Table 9.1: Spell Tags (page 129).

overwhelmed: An overwhelmed creature is suffering **overwhelm penalties**.

overwhelm penalties: A creature **threatened** by at least two

creatures suffers a penalty to physical defenses (Armor, Maneuver, Reflex). The size of the penalty is equal to the number of creatures threatening it, to a maximum of -8. These penalties are called overwhelm penalties. A creature suffering overwhelm penalties is **overwhelmed**.

phase: A phase is part of the combat **round**. There are two phases: the **movement phase** and the **action phase**. A phase does not represent a fixed span of time. It is an abstract concept designed to represent a variety of actions that all take place nearly simultaneously.

Physical: See Table 9.1: Spell Tags (page 129).

Planar: See Table 9.1: Spell Tags (page 129).

poison: For a description of poisons and how they work, see Poisons, page 111. For the Poison spell tag, see Table 9.1: Spell Tags (page 129).

Positive: See Table 9.1: Spell Tags (page 129).

potency: The potency of a poison, disease, or similar effect determines its attack bonus.

random effect: Random effects change what they do based on a specific die roll. This does not include effects which require a successful attack or similar roll. The *prismatic beam* spell is an example of a random effect. In addition, the random retargeting of certain miscast spells, such as *scorching ray*, is a random effect.

range: The range of an ability determines how far away it can be used. You can't use abilities on a target outside of the ability's range.

Retritutive: See Table 9.1: Spell Tags (page 129).

reach: Your reach is how far away from your body you can make melee attacks. A typical Medium creature has a five-foot reach.

round: Combat takes place in a series of rounds, which represent about six seconds of action. Rounds are divided into two **phases**: the **movement phase**, and the **action phase**.

Scrying: See Table 9.1: Spell Tags (page 129).

Shielding: See Table 9.1: Spell Tags (page 129).

Sizing: See Table 9.1: Spell Tags (page 129).

Speech: See Table 9.1: Spell Tags (page 129).

spell resistance: A creature with spell resistance can automatically resist spells and magical effects. It functions like an Armor defense, except that it only works against magical effects. To affect the creature with a spell, a caster must make an attack with an accuracy equal to its spellpower. If the attack beats the creature's spell resistance, the spell works normally. Otherwise, the spell has no effect on the creature.

square: A square represents a single 5-ft. by 5-ft. space. A typical Medium creature occupies a single square in combat.

squeezing: A creature can squeeze to move into or through an area that is too small for it to move through normally. While squeezing, a creature takes a -4 penalty to physical accuracy, physical checks, and physical defenses. For details, see Squeezing, page 222.

stabilization roll: A roll made when a creature is **dying** to see if it stabilizes or dies. For details, see Injury, Death, and Dying, page ??.

standard action: You can use a standard action to attack with a weapon, cast a spell, drink a potion, and do most other things that take concentration and effort.

standard attack A standard attack is the most common way to attack with weapons you wield. During the action phase, you can

make a standard attack to **strike** foes with your weapons. If you have a high **combat prowess**, you may be able to make multiple strikes during a standard attack (see Multiple Attacks, page 221).

strike: A strike is a single physical attack with a weapon. You usually make strikes during a **standard attack** in the **action phase**. You can make some special attacks in place of strikes, such as **combat maneuvers**.

Subtle: See Table 9.1: Spell Tags (page 129).

Summoning: See Table 9.1: Spell Tags (page 129).

swim speed: A creature with a swim speed can swim as easily as a human walks on land. The effects of a swim speed are described at Swim Speed, page 64.

Teleportation: See Table 9.1: Spell Tags (page 129).

threaten: When using a melee weapon, you threaten any creatures within the weapon's **reach**. A typical Medium creature threatens creatures in all adjacent squares. If you threaten a creature, you can make **melee** attacks against it, and you can make it suffer **overwhelm penalties**.

threatened area: The area that you can make melee attacks into, as determined by your **reach**. The threatened area of a typical Medium creature consists of all squares adjacent to the creature.

Trap: See Table 9.1: Spell Tags (page 129).

Unreal: See Table 9.1: Spell Tags (page 129).

warp damage: Warp damage is a special kind of damage. Warp damage counts as damage for the purpose of determining how many hit points a character has remaining, just like other kinds of damage. In addition, it cannot be cured by effects that restore hit points, effectively reducing the damaged character's maximum hit points. An hour of rest cures warp damage equal to a character's level. Warp damage is usually caused by spellwarped class abilities (see Spellwarped, page ??).

Water: See Table 9.1: Spell Tags (page 129).

wild magic roll: Whenever a sorcerer casts a spell, he must make a wild magic roll. Success means he gains a bonus to his spellpower with the spell. Failure means the spell's miscast effect occurs in addition to its normal effect, and the sorcerer loses the ability to cast spells of the same level. See Wild Magic, page 37, for details.

zone: A zone is a type of spell area. Zone spells are immobile, and always take effect in a specific area.

Appendix B

Conditions

blinded: A blinded creature cannot see. It automatically fails at actions which depend on vision, including simply seeing the locations of other objects and creatures (but see Awareness, page 49). It is **severely impaired** (50% failure) at any vision-related attacks and checks, even if it knows the location of its targets. Finally, it is **defenseless** (–5 defense vs. *melee*).

bloodied: At or below half hit points. Bloodied creatures take a –5 penalty to Fortitude and Mental defense.

charmed: A charmed creature is mentally influenced to like another creature. It always sees the words and actions of the creature that charmed it in the most favorable way, as a close friend or trusted ally. A charmed creature cannot be controlled like an automaton, but can be persuaded to take particular actions with the Persuasion skill (see Persuasion, page 59). It treats the creature that charmed it as a friend (a +10 relationship modifier) for the purpose of Persuasion checks.

confused: A confused creature is unable to independently control its actions. A confused creature cannot take actions normally. If it is attacked, it automatically attacks a random attacker. Otherwise, at the beginning of each round, it randomly decides to take one of four actions that round: babble incoherently, flee from the caster as if panicked, attack the nearest creature, or act normally. A confused character who can't carry out the indicated action does nothing but babble incoherently.

crouching: A crouching creature gains a +2 bonus to physical defenses against ranged attacks. However, it takes a –2 penalty to physical accuracy with *melee* attacks and physical defenses against *melee* attacks, and moves at half speed.

dazed: A dazed creature cannot act during the movement phase.

dead: A dead creature's soul leaves its body. Dead creatures cannot benefit from normal or magical healing, but they can be restored to life via magic (see Resurrecting the Dead, page 124). A dead body decays normally unless magically preserved.

deafened: A deafened creature cannot hear. It automatically fails at actions which depend on hearing. It is **impaired** (20% failure) at any hearing-related attacks and checks, as well as when casting any spell with verbal components.

defenseless: A defenseless creature is unable to defend itself in *melee* combat. It takes a –5 penalty to physical defenses against *melee* attacks. Any creature not capable of using a weapon or shield to defend itself, such as most unarmed creatures, is defenseless.

disabled: A disabled creature has no hit points remaining. It is both **staggered** (*unable to act in movement phase*) and **bloodied** (*half hit points*).

disoriented: During each movement phase, a disoriented crea-

ture is forced to

dominated: A charmed creature is mentally compelled to obey another creature. It obeys the commands of the creature of the dominated it unquestioningly, as an automaton. If it does not understand the language of the creature that dominated it, it still attempts to obey as much as possible, and simple commands (such as “attack” or “follow”) can usually be communicated successfully.

dying: A dying creature is unconscious and near death. See Dying, page 10.

encumbered: An encumbered creature has its motion restricted by armor or weight. It may be unable to use certain class ability and abilities which require free motion. See Encumbrance, page 113 for details.

entangled: An entangled creature is ensnared in a net or other physical restraint. It moves at half speed, cannot sprint or charge, and is **impaired** (20% failure) with physical attacks and checks.

exhausted: An exhausted creature cannot sprint or charge, moves at half speed, and is **impaired** (20% failure) with attacks and checks. After 1 hour of complete rest, an exhausted creature becomes fatigued. A fatigued creature becomes exhausted by doing something else that would normally cause fatigue.

fascinated: A fascinated creature can take no actions. It remains in place, giving its total attention to some object, creature, or effect. It takes a –5 penalty to skill checks made as reactions, such as Awareness checks. If the creature notices any threat against it, such as an approaching enemy, it is no longer fascinated.

fatigued: A fatigued creature can neither sprint nor charge, and moves at half speed. If the fatigue does not have a set duration, doing anything that would normally cause fatigue causes the fatigued creature to become exhausted. After 8 hours of complete rest, fatigued creatures are no longer fatigued.

frightened: A frightened creature flees by any means necessary if it is within 30 feet of the source of its fear. If unable to flee, it may fight, but is **severely impaired** (50% failure) with attacks and checks while doing so.

grappled: A grappled creature is in wrestling or some other form of hand-to-hand struggle with one or more attackers. While grappled, you suffer certain penalties and restrictions, as described below.

- You must use a free hand (or equivalent limbs) to grapple, preventing you from taking any actions which would require having two free hands. If you cannot free a hand, you suffer a –10 penalty to accuracy with all physical attacks, including grapple attacks, until you have a free hand.
- You take a –4 penalty to physical defenses against creatures

you are not grappling with.

- You take a -4 penalty to accuracy with weapons that are not light, since they are too large and cumbersome to be used effectively in a grapple.
- Spellcasting is extremely difficult. You cannot cast spells with somatic components. Using a spell-like ability or casting a spell without somatic components requires a Concentration check with a DR equal to 20 + double spell level.
- You cannot move normally (but see Move the Grapple, below).

Other than the restrictions listed above, you can act normally. You can also try to move the grapple, escape the grapple, or pin your opponent. See page 221 for more information.

helpless: A helpless creature is completely at an opponent's mercy. Its physical defenses are equal to 10 + its size modifier. Paralyzed, bound, and unconscious creatures are helpless. Helpless creatures can be killed instantly by a coup de grace (see Coup de Grace, page 224).

incorporeal: Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, magic weapons, spells, spell-like effects, or supernatural effects.

ignited: An ignited creature has been set on fire. It takes 1d6 fire damage at the end of each round, and is *impaired* (20% failure) with attacks and checks. As a move action, an ignited creature can make a DR 15 Dexterity check to put out the flames. This action requires a free hand. Dropping prone as part of the action gives a +5 bonus on this check.

immobilized: An immobilized creature can't move out of the space it was in when it became immobilized. Immobilized flying creatures that have the ability to hover can maintain their initial altitude. All other flying creatures subjected to this condition descend at a rate of 20 feet per round until they reach the ground, taking no falling damage.

impaired: An impaired creature has a 20% chance to fail when it attempts some actions. The actions that are impaired are defined in the ability which impairs the creature. For example, a creature affected by the *bane* spell suffers a 20% chance of failure with all attacks and checks.

invisible: An invisible creature or object cannot be seen. Other creatures are *defenseless* (-5 defense vs. *melee*) against an invisible creature. Attackers suffer a 50% miss chance even if they know the location of the invisible creature. See Awareness, page 49 and Stealth, page 63, for how to identify invisible creatures.

nauseated: A nauseated creature moves at half speed, and is unable to act during the action phase.

negative levels: [negative level] A creature with a negative level takes a -1 penalty to accuracy, defenses, and checks. Additionally, the creature's maximum and current hit points are reduced by an amount equal to its level. If the creature has at least as many negative levels as it has levels, it dies.

panicked: A panicked creature must flee by any means necessary from the source of its fear. If unable to flee, it must do nothing other than take the total defense action every round. It may only stop fleeing if it is at least 1,000 feet from the source of its fear, or believes the source of its fear is unable to find or affect it for other reasons (such as if the creature is across a vast chasm).

paralyzed: A paralyzed creature is unable to take physical actions. It has effective Dexterity and Strength scores of -10 and is

helpless, but can take purely mental actions. This can cause flying creatures to crash, swimming creatures to drown, and so on. A creature can move through a space occupied by a paralyzed creature – ally or otherwise. Each square occupied by a paralyzed creature, however, counts as 2 squares.

partially blinded: A partially blinded creature has difficulty seeing. It loses any special vision properties it has, such as darkvision or low-light vision. It is *impaired* (20% failure) at any vision-related attacks and checks.

petrified: A petrified creature has been turned to stone. It is neither alive nor dead, but is unable to take actions, and its body is an inanimate statue. If the statue is broken or damaged before the creature is restored to its original state, the creature has equivalent damage or deformities.

pinned: A pinned creature is held completely immobile in a grapple. Like a helpless creature, its physical defenses are equal to 10 + its size modifier. Unlike a helpless creature, a pinned creature cannot be killed instantly by a coup de grace.

prone: The creature is on the ground. A prone creature takes a -4 penalty to accuracy with physical melee attacks and physical defenses. It gains a -4 bonus to physical defenses against ranged attacks.

Standing up is a move action that generally requires one free hand.

severely Impaired: A severely impaired creature has a 50% chance to fail at a particular kind of action. The type of action that is impaired is defined in the ability which impairs the creature. For example, a creature with a severe visual impairment suffers a 50% chance of failure at all tasks that depend on sight.

severely impaired: A severely impaired creature has a 50% chance to fail when it attempts some actions. The affected actions are defined in the ability which impairs the creature.

shaken: A shaken creature is *impaired* (20% failure) with all actions as long as it is within 30 feet of the source of its fear.

If the source of fear is a creature and is rendered *helpless* (physical defenses are 10, vulnerable to coup de grace), surrenders, or is otherwise unable to fight, this effect is broken.

sickened: A sickened creature moves at half speed.

slowed: A slowed creature cannot act during the movement phase, and moves at half speed.

Stable: A creature who was dying but who has stopped losing hit points and still has critical damage is stable. The creature is no longer dying, but is still unconscious. See Stable, page 10.

staggered: A staggered creature cannot act during the movement phase. A creature with 0 hit points is staggered.

stunned: A stunned creature cannot take actions.

taunted: A taunted creature is compelled to attack the creature that taunted it. It is *impaired* (20% failure) with all attacks that do not directly affect the taunting creature. If the taunting creature is rendered *helpless* (physical defenses are 10, vulnerable to coup de grace), surrenders, or is otherwise unable to fight, this effect is broken.

unaware: An unaware creature does not know that it is being attacked. Successful physical attacks against an unaware creature automatically threaten critical hits. After being attacked, an unaware creature typically stops being unaware of future attacks, even if cannot see or identify its attacker.

unconscious: An unconscious creature is helpless.

unencumbered: An unencumbered creature does not have its motion restricted by armor or weight. See Encumbrance, page [113](#) for details.

Appendix C

Wealth

C.1 Wealth By Level

Characters can generally expect to have a certain amount of total wealth, gained through the course of their adventures. The below chart summarizes the amount of wealth a character can expect to have. This may take the form of currency, precious gems, magic items, land, or anything else of significant value. For the purpose of character wealth, magic items are considered to be worth their market price, regardless of how they were acquired.

Table C.1: Character Wealth

Level	Total wealth	Wealth gained at level
1	75 gp	75 gp
2	200 gp	125 gp
3	400 gp	200 gp
4	800 gp	400 gp
5	1,500 gp	700 gp
6	2,500 gp	1,000 gp
7	4,000 gp	1,500 gp
8	6,500 gp	2,500 gp
9	10,000 gp	3,500 gp
10	16,000 gp	6,000 gp
11	25,000 gp	9,000 gp
12	40,000 gp	15,000 gp
13	60,000 gp	20,000 gp
14	90,000 gp	30,000 gp
15	135,000 gp	45,000 gp
16	205,000 gp	70,000 gp
17	308,000 gp	103,000 gp
18	460,000 gp	152,000 gp
19	680,000 gp	220,000 gp
20	1,000,000 gp	320,000 gp

levels lower, for a total of six items. If the character is lower than 6th level, add 1/2-level items as necessary to total 6 items.

If you want more items, you can trade an item of one level for two items of a lower level. You can also trade two items of a lower level for an item of a higher level, but this should not be used to gain an item of a level higher than the character’s level. Items can be traded according to the table below.

Table C.2: Item Levels

Item Level	Market Price Range	Worth two items of this level
1/2	0 gp - 10 gp	—
1	11 gp - 50 gp	1/2
2	51 gp - 100 gp	1
3	101 gp - 250 gp	2
4	251 gp - 500 gp	3
5	501 gp - 800 gp	4
6	801 gp - 1,200 gp	4
7	1,201 gp - 1,800 gp	5
8	1,801 gp - 2,750 gp	6
9	2,751 gp - 4,000 gp	7
10	4,001 gp - 6,500 gp	8
11	6,501 gp - 10,000 gp	9
12	10,001 gp - 16,000 gp	10
13	16,001 gp - 25,000 gp	11
14	25,001 gp - 37,000 gp	12
15	37,001 gp - 55,000 gp	13
16	55,001 gp - 85,000 gp	14
17	85,001 gp - 125,000 gp	15
18	125,000 gp - 190,000 gp	16
19	190,001 gp - 280,000 gp	17
20	280,001 gp - 400,000 gp	18

C.2 Item Levels

Each item has a level associated with it. This level is different from its spellpower, and has no in-game significance; instead, it represents the level of character for which the item is appropriate. Item levels are based on the price of the item, using the table below.

Using Item Levels

You can equip a character using by using a number of items of appropriate levels instead of by individually spending all of the wealth allotted to the character. To do so, give the character one item of each level, starting with the character’s level and ending five

Appendix D

Magic Items

Magic items are objects that have been imbued with magical energy. They can take almost any form, and their potential uses are only as limited as the magic that created them.

D.1 Magic Item Types

Magic items are divided into three broad categories:

- Apparel items provide access to their abilities while worn. A *flaming burst full plate* and a *ring of protection* are apparel items.
- Implements provide access to their abilities when wielded. A *flaming longsword* and a *wand of fire* are implements.
- Tools provide access to their abilities when used in some way. A *bag of holding* is a tool.

D.2 Using Magic Items

To use a magic item, it must be activated, although sometimes activation simply means wearing or holding the item.

Daily Item Activations

In general, you can activate any combination of magic items you possess a number of times per day equal to half your level (minimum 1). Once you have used up your activations for the day, you can't activate any more magic items until the next day, though you can continue to use items that don't require activation (such as most magic weapons) normally.

Activation Methods

Magic items can be activated in one of four ways:

- Command word
- Specific action
- Spell completion
- Triggered

These methods are described below.

Command Word: A character must speak a special word defined by the item to activate it. Unless otherwise stated, activating a command word magic item is a standard action.

Specific Action: A character must perform a specific action defined by the item to activate it. For example, a creature might need to drink the item, wrap its cloak around itself, or perform some other task. The activation time for such items can be varied. Unless otherwise stated, activating a specific action magic item is a standard action.

Spell Completion: A character must complete a spell defined by the item to activate it. Unless otherwise stated, activating a spell completion magic item is a standard action. Both verbal and somatic components may be required, as appropriate to the spell to be completed.

In order to activate a spell completion item, a character must be able to cast spells of that level and she must have that spell on his spell list.

Triggered: A creature must fulfill some triggering condition defined by the item to activate it. For example, a triggered magic item might activate when a character strikes a foe, is damaged, or is affected by a particular kind of magic. Unless otherwise stated, activating a triggered item is an immediate action. It is done completely mentally, requiring no physical action, so it can be done even while paralyzed. Some triggered items activate automatically, without requiring an action of any kind.

D.3 Magic Item Effects

Most magic items either provide numerical bonuses or emulate the effect of a spell in some way.

Removing Magic Items

Unless otherwise noted, magic items that have effects on the creature using the item must continue to be worn or held as long as the effect lasts. If a magic item is removed before its effect's duration is up, the effect ends. Items which are consumed when used or which do not affect their user are unaffected by this rule.

Special Attacks

If a magic item requires a successful special attack to have its full effect, the accuracy is listed in the item's description. Typically, the accuracy is equal to the item's power.

D.4 Item Description Format

Each general type of magic item gets an overall description, followed by descriptions of specific items.

General descriptions include notes on activation, random generation, and other material. The AD, hardness, hit points, and break DR are given for typical examples of some magic items. The AD assumes that the item is unattended and includes a -10 penalty for the item's effective Dexterity of -10. If a creature holds the item, use the creature's Dexterity in place of the -10 penalty.

Some individual items, notably those that simply store spells and nothing else, don't get full-blown descriptions. Reference the spell's description for details, modified by the form of the item (potion, scroll, wand, and so on). Assume that the spell is cast at the minimum level required to cast it.

Items with full descriptions have their abilities detailed, and each of the following topics is covered in notational form at the end of the description.

Base Power: The next item in a notational entry gives the base power of the item. An item's power can affect how strong its abilities are, as well as its special defenses when unattended and its effective spellpower for the purpose of effects like *dispel magic*. An item's power is equal to its base power or the level of the creature using it + the number of legend points that creature has, whichever is higher.

For potions and scrolls, the item's base power must be at least twice the level of the spell contained. Generally, an item's base power is the same as the minimum spellpower required to create the item.

Aura: Most of the time, a Spellcraft check will reveal the school of magic associated with a magic item and the strength of the aura an item emits. This information (when applicable) is given at the beginning of the item's notational entry. See the Spellcraft skill for details.

Requirements: The qualifications that must be met to create the item,

Market Price: This gold piece value, given following the word "Price," represents the price someone should expect to pay to buy the item. The market price for an item that can be constructed with an item creation feat is usually equal to the base price plus the price for any components.

Cost to Create: The next part of a notational entry is the cost in gp to create the item, given following the word "Cost." This information appears only for items with components which make their market prices higher than their base prices. The cost to create includes the costs derived from the base cost plus the costs of the components.

Items without components do not have a "Cost" entry. For them, the market price and the base price are the same. The cost in gp is 1/2 the market price.

Weight: The notational entry for many wondrous items ends with a value for the item's weight. When a weight figure is not given, the item has no weight worth noting (for purposes of determining how much of a load a character can carry).

arrangement of items. For example, a wolf would be able to wear items on its head, its torso, and on two different sets of legs. Regardless of body shape or size, most creatures may not have more than eight item slots, and many have fewer. A list of common items and their placement on the body is given below.

- Arm items:
 - Bracers, bracelets, gauntlets, and gloves.
- Armor:
 - Body armor, shields
- Head items:
 - Hats, headbands, and helmets
- Leg items:
 - Boots and shoes.
- Rings
- Torso items:
 - Amulets, belts, cloaks, mantles, necklaces, robes, shirts, and vests.

Of course, a character may carry or possess as many items of the same type as he wishes. However, additional equipped items beyond those listed above have no effect.

A rare few apparel items can be "worn" without taking up space on a character's body. The description of an item indicates when it has this property.

D.5 Apparel

Apparel Item Limitations

There are a wide variety of magic items, but there is a limit to how many apparel items a character can wear at any given time. For humanoid-shaped creatures, there are four core areas on the body that can hold magic items: the arms, the head, the torso, and the legs. A creature can wear only one item in the hands, arms, and legs, but it can use two torso items, provided that they are not identical (such as two belts). In addition, it can wear a suit of armor and two magic rings (one on each hand), for a total of eight item slots. Any additional items worn do not function.

Creatures with non-humanoid body structures may have different

Apparel Table

Armor and Shields	Description	Cost	Item Level	Location	Page
Feather –1	–1 encumbrance penalty	100 gp	2nd	Body, Shield	239
Resilient	Can grant damage reduction	200 gp	3rd	Body	241
Feather –2	–2 encumbrance penalty	500 gp	4th	Body, Shield	239
Bashing	Deals more damage when used to bash	800 gp	5th	Shield	239
Flaming Burst	Can deal fire damage when hit or missed	2,000 gp	8th	Body, Shield	240
Freezing Burst	Can deal cold damage when hit or missed	2,000 gp	8th	Body, Shield	240
Ghost Touch	Functions against incorporeal attacks	2,000 gp	8th	Body, Shield	240
Shocking Burst	Can deal electricity damage when hit or missed	2,000 gp	8th	Body, Shield	241
Feather –3	–3 encumbrance penalty	2,500 gp	8th	Body, Shield	239
Spell Resistant	Can grant spell resistance	2,000 gp	8th	Body	241
Feather –4	–4 encumbrance penalty	12,500 gp	12th	Body, Shield	239
Energy Resistant	Reduces energy damage	12,000 gp	12th	Body	239
Feather –5	–5 encumbrance penalty	62,500 gp	16th	Body, Shield	239
Flameforged	Deals fire damage when hit or missed	30,000 gp	14th	Body, Shield	240
Iceforged	Deals fire damage when hit or missed	30,000 gp	14th	Body, Shield	240
Invulnerable	Reduces physical	30,000 gp	14th	Body	241
Sparkforged	Deals fire damage when hit or missed	30,000 gp	14th	Body, Shield	241
Spell Reflecting	Can reflect spells	60,000 gp	16th	Shield	241
Arms	Description	Cost	Item Level	Location	Page
Greatreach Bracers	Can grant increased reach	100 gp	2nd	Arms	243
Burning Gloves	Can throw ball of fire	200 gp	3rd	Arms	242
Bracers of Archery	Grants proficiency with bows	800 gp	5th	Arms	242
Bracers of Armor	Grants invisible body armor	800 gp	5th	Arms	242
Bracers of Repulsion	Can shove foe when hit	800 gp	5th	Arms	242
Gauntlet of the Ram	Can shove foe after unarmed attack	800 gp	5th	Arms	242
Puppeteer's Glove	Can concentrate on Figments more easily	800 gp	5th	location	243
Gauntlets of Strength	Grants +2 Strength	2,000 gp	8th	Arms	242
Gloves of Dexterity	Grants +2 Dexterity	2,000 gp	8th	Arms	242
Throwing Gloves	Grants ability to throw anything accurately	2,000 gp	8th	Arms	243
Gauntlets of Strength, Greater	Grants +4 Strength	12,000 gp	12th	Arms	242
Gloves of Dexterity, Greater	Grants +4 Dexterity	12,000 gp	12th	Arms	243
Head	Description	Cost	Item Level	Location	Page
Hat of Disguise	Can disguise your appearance	200 gp	3rd	Head	244
Mask of Water Breathing	Can grant ability to breathe water	800 gp	5th	Head	244
Circlet of Perception	Grants +2 Perception	2,000 gp	8th	Head	243
Headband of Intellect	Grants +2 Intellect	2,000 gp	8th	Head	243
Circlet of Perception, Greater	Grants +4 Perception	12,000 gp	12th	Head	243
Headband of Intellect, Greater	Grants +4 Intellect	12,000 gp	12th	Head	244
Legs	Description	Cost	Item Level	Location	Page
Boots of Earth's Embrace	Can ignore forced movement	200 gp	3rd	Legs	244
Boots of Speed	Can double movement speed	200 gp	3rd	Legs	244
Boots of Swift Passage	Can teleport you short distances	200 gp	3rd	Legs	245
Boots of Elvenkind	Grants +4 to Stealth	500 gp	4th	Legs	244
Sandals of Sprinting	Grants +4 to Sprint	500 gp	4th	Legs	245
Boots of the Winterlands	Grants benefits in cold environments	800 gp	5th	Legs	245
Boots of Levitation	Can levitate you	800 gp	5th	Legs	244

Boots of Mobility	Grants +4 to Jump, Sprint	1000 gp	6th	Legs	244
Boots of Striding and Springing	Grants +10 foot speed	5,000 gp	10th	Legs	245
Boots of Teleportation	Can teleport you long distances	5,000 gp	10th	Legs	245
Seven League Boots	Can teleport you exactly 25 miles	30,000 gp	14th	Legs	245
Rings	Description	Cost	Item Level	Location	Page
Protection +1	Grants +1 armor enhancement	100 gp	2nd	Ring	246
Energy Resistance	Can briefly reduce energy damage	200 gp	3rd	Ring	246
Protection +2	Grants +2 armor enhancement	500 gp	4th	Ring	246
Nourishment	Grants food and drink automatically	800 gp	5th	Ring	246
Heroic Vengeance	Can deal damage when foe rolls a 20	2,000 gp	8th	Ring	246
Protection +3	Grants +3 armor enhancement	2,500 gp	8th	Ring	246
Sustenance	Grants food, drink, and sleep automatically	5,000 gp	10th	Ring	246
Protection +4	Grants +4 armor enhancement	12,500 gp	12th	Ring	246
Protection +5	Grants +5 armor enhancement	62,500 gp	16th	Ring	246
Torso	Description	Cost	Item Level	Location	Page
Amulet of Mighty Fists +1	Grants +1 unarmed weapon enhancement	200 gp	3rd	Torso	247
Healing Belt	Can heal touched creature	200 gp	3rd	Torso	248
Heroic Recovery	Can heal when you roll a 20	200 gp	3rd	Torso	248
Obscuring Cloak	Can summon fog around you	200 gp	3rd	Torso	248
Amulet of Mighty Fists +2	Grants +2 unarmed weapon enhancement	1,000 gp	6th	Torso	247
Belt of Constitution	Grants +2 Constitution	2,000 gp	8th	Torso	247
Torc of Willpower	Grants +2 Willpower	2,000 gp	8th	Torso	248
Amulet of Mighty Fists +3	Grants +3 unarmed weapon enhancement	5,000 gp	10th	Torso	247
Amulet of Nondetection	Grants resistance to divination spells	5,000 gp	10th	Torso	247
Belt of Dwarvenkind	Grants +2 Constitution, dwarven characteristics	5,000 gp	10th	Torso	247
Vanishing Cloak	Can teleport and summon fog around you	5,000 gp	10th	Torso	249
Belt of Constitution, Greater	Grants +4 Constitution	12,000 gp	12th	Torso	247
Torc of Willpower, Greater	Grants +4 Willpower	12,000 gp	12th	Torso	248
Amulet of Mighty Fists +4	Grants +4 unarmed weapon enhancement	25,000 gp	13th	Torso	247
Amulet of Mighty Fists +5	Grants +5 unarmed weapon enhancement	125,000 gp	17th	Torso	247
Amulet of the Planes	Can transport you to other planes	30,000 gp	14th	Torso	247

Armor Overview

Magic body armor and shields protect the wearer to a greater extent than their nonmagical equivalents. All magic armor has an enhancement bonus to improve your hit points and ability to resist attacks. In addition to an enhancement bonus, magic armor may have special abilities or be made of an unusual material.

Body armor is always created so that even if the type of armor comes with boots or gauntlets, these pieces can be switched for other magic boots or gauntlets.

Armor Enhancement Bonuses

Magic armor can have enhancement bonuses ranging from +1 to +5. Each +1 of enhancement bonus grants temporary hit points equal the item’s power, and grants you an additional defensive legend point each day. If you stop using the armor, you lose the temporary hit points and the legend points.

These bonuses can only be gained once per day, regardless of the number of items you use. If you use both magic body armor and a magic shield, or change between different pieces of armor, use only the highest bonus that applies. If you change from a weaker magical item to a stronger magical item, you gain bonuses equal to the difference between the two items.

Prices

The prices of enhancement bonuses to armor are listed in Table D.2: Magic Armor Prices, and the prices of special abilities are listed on Table ??: Magic Armor Special Abilities. If armor has a special ability, the price of the special ability is added to the price of the armor. The number of special abilities on the armor cannot exceed the enhancement bonus of the armor. Additionally, the price of all special abilities cannot exceed twice the price of the enhancement bonus on the armor.

Table D.2: Magic Armor Prices

Enhancement Bonus	Base Price	Item Level
+1 armor/shield	100 gp	2nd
+2 armor/shield	500 gp	4th
+3 armor/shield	2,500 gp	8th
+4 armor/shield	12,500 gp	12th
+5 armor/shield	62,500 gp	16th

Base Power for Armor and Shields: The base power of a magic shield or magic armor with a special ability is given in the item description. For an item with only an enhancement bonus, the base power is equal to three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two base powers must be met.

Shields: Shield enhancement bonuses do not act as accuracy or damage bonuses when the shield is used in a bash. However, a shield can be enhanced as a weapon.

Hardness and Hit Points: Each +1 of enhancement bonus adds 2 to an armor or shield’s hardness and +10 to its hit points.

Activation: A character benefits from magic armor and shields in exactly the way a character benefits from nonmagical armor and shields - by wearing them. Special abilities on body armor are usually activated if the character is hit or damaged, while special abilities on shields are usually activated if the character avoids an

attack.

Armor Special Abilities

Bashing

Price (Level): 800 gp (5th)

Base Power: 2

Location: Shield

Aura: Faint Transmutation [Augment]

Passive Ability: This shield deals damage with shield bash attacks as if it was two size categories larger than normal (so a Medium-sized light shield deals 1d6 damage, and a Medium-sized heavy shield deals 1d8 damage).

Creation Requirements: Transmutation [Augment] 1st level; spellpower 2 or Craft (as shield) 6

Energy Resistant

Price (Level): 12,000 gp (12th)

Base Power: 8

Location: Body

Aura: Moderate Abjuration [Shielding]

Passive Ability: You have damage reduction against **energy damage** equal to the item’s power. Whenever you resist energy with this item, it sheds light as a torch for 5 rounds. The color of the light depends on the energy damage resisted: green for acid, blue for cold, yellow for electricity, and red for fire.

Creation Requirements: Abjuration [Shielding] 4th level; spellpower 8 or Craft (as armor) 12

Feather

Base Power: 2

Location: Body, Shield

Aura: Faint Transmutation (Augment)

Passive Ability: This armor has a reduced **encumbrance penalty**. The price depends on the penalty reduction, as shown in the table below.

Its base power is equal to three times the item’s penalty reduction. To craft the item, you must have a number of ranks in the relevant Craft skill equal to the item’s base power + 4.

Creation Requirements: Transmutation (Augment) 1st level; spellpower 2 or Craft (as armor) 6

Table D.3: Feather Armor

Bonus	Base Price	Item Level
-1	100 gp	2nd
-2	500 gp	4th
-3	2,500 gp	8th
-4	12,500 gp	12th
-5	62,500 gp	16th

Flaming Burst

Price (Level): 2,000 gp (8th)

Base Power: 6

Location: Body, Shield

Aura: Faint Evocation [Fire]

Triggered Ability (Immediate action): When you are hit or missed by a melee attack, you can activate this item. Body armor triggers if the attack hits, and shields trigger if the attack misses. If you activate the item, the attacking creature takes 1d10 fire damage per two item power.

After you activate this ability, the item is wreathed in flame, causing it to shed light as a torch. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Fire] 3rd level; spellpower 6 or Craft (as armor) 10

Flameforged

Price (Level): 12,000 gp (12th)

Base Power: 10

Location: Body, Shield

Aura: Moderate Evocation [Fire]

Passive Ability: When a creature hits or misses you with a melee attack, the attacking creature takes 1d10 fire damage per two item power. Body armor triggers if the attack hits, and shields trigger if the attack misses. A creature can only be dealt damage by this item once per round.

Creation Requirements: Evocation [Fire] 5th level; spellpower 10 or Craft (as armor) 14

Freezing Burst

Price (Level): 2,000 gp (8th)

Base Power: 6

Location: Body, Shield

Aura: Faint Evocation [Cold]

Triggered Ability (Immediate action): When you are hit or missed by a melee attack, you can activate this item. Body armor triggers if the attack hits, and shields trigger if the attack misses. If you activate the item, the attacking creature takes 1d10 cold damage per two item power.

After you activate this ability, the item radiates frigid cold, causing it to snuff out torches and other small fires within a 5 foot radius. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Cold] 3rd level; spellpower 6 or Craft (as armor) 10

Ghost Touch

Price (Level): 2,000 gp (8th)

Base Power: 4

Location: Body, Shield

Aura: Faint Conjunction [Teleportation]

Passive Ability: You apply the full bonus granted by this armor against the attacks of incorporeal creatures. It can be picked up, moved, and worn by incorporeal creatures at any time. Incorporeal creatures gain this armor's bonus against both corporeal and incorporeal attacks, and they can still pass freely through solid objects.

Creation Requirements: Conjunction [Teleportation] 2nd level; spellpower 4 or Craft (as armor) 8

Glamered

Price (Level): 800 gp (5th)

Base Power: 4

Location: Body

Aura: Faint Illusion [Glamer]

Active Ability (Standard action): If you trace the symbol of a mask on your chest, this armor appears to change shape and form to assume the appearance of a normal set of clothing. You may choose the design of the clothing. The armor retains all its properties (including weight and sound) when glamered.

The armor remains disguised until you trace the symbol of the mask in the reverse direction, at which point it regains its normal appearance.

Creation Requirements: Illusion [Glamer] 2nd level; spellpower 4 or Craft (as armor) 8

Iceforged

Price (Level): 12,000 gp (12th)

Base Power: 10

Location: Body, Shield

Aura: Moderate Evocation [Cold]

Passive Ability: When a creature hits or misses you with a melee attack, the attacking creature takes 1d10 cold damage per two item power. Body armor triggers if the attack hits, and shields trigger if the attack misses. A creature can only be dealt damage by this item once per round.

Creation Requirements: Evocation [Cold] 5th level; spellpower 10 or Craft (as armor) 14

Invulnerable

Price (Level): 12,000 gp (12th)

Base Power: 8

Location: Body

Aura: Moderate Abjuration [Shielding]

Passive Ability: You have physical damage reduction equal to the item's power. This allows you to ignore the first points of physical damage you take each round. Adamantine weapons ignore this damage reduction and negate it for 1 round.

Creation Requirements: Abjuration [Shielding] 4th level; spellpower 8 or Craft (as armor) 12

Resilient

Price (Level): 800 gp (5th)

Base Power: 4

Location: Body

Aura: Faint Abjuration [Shielding]

Active Ability (Standard action): If you strike your chest with a weapon or other hard object, you gain physical damage reduction equal to the item's power for 5 rounds. This allows you to ignore the first points of physical damage you take each round. Adamantine weapons ignore this damage reduction and negate it for 1 round.

Creation Requirements: Abjuration [Shielding] 2nd level; spellpower 4 or Craft (as armor) 8

Shocking Burst

Price (Level): 2,000 gp (8th)

Base Power: 6

Location: Body, Shield

Aura: Faint Evocation [Electricity]

Triggered Ability (Immediate action): When you are hit or missed by a melee attack, you can activate this item. Body armor triggers if the attack hits, and shields trigger if the attack misses. If you activate the item, the attacking creature takes 1d10 electricity damage per two item power.

After you activate this ability, the item crackles with electrical energy, causing you to radiate flashing light as a torch. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Electricity] 3rd level; spellpower 6 or Craft (as armor) 10

Sparkforged

Price (Level): 12,000 gp (12th)

Base Power: 10

Location: Body, Shield

Aura: Moderate Evocation [Electricity]

Passive Ability: When a creature hits or misses you with a melee attack, the attacking creature takes 1d10 electricity damage per two item power. Body armor triggers if the attack hits, and shields trigger if the attack misses. A creature can only be dealt damage by this item once per round.

Creation Requirements: Evocation [Electricity] 5th level; spellpower 10 or Craft (as armor) 14

Spell Reflecting

Price (Level): 60,000 gp (16th)

Base Power: 14

Location: Shield

Aura: Strong Abjuration [Shielding]

Triggered Ability (Immediate action): When you are targeted by a spell or spell-like ability, you can activate this shield to reflect the spell back at its caster exactly like the *spell turning* spell.

After you activate this ability, the shield's surface becomes dully metallic instead of reflective. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Abjuration [Shielding] 7th level; spellpower 14 or Craft (as armor) 18

Spell Resistant

Price (Level): 2,000 gp (8th)

Base Power: 6

Location: Body

Aura: Faint Abjuration [Shielding]

Active Ability (Standard action): If you crouch low and strike the ground with your fist, you gain spell resistance equal to 10 + the item's power. This spell resistance lasts as long as you remain crouching, and for 5 rounds thereafter (maximum 5 minutes). You can move at half speed while crouching.

To affect a creature with spell resistance using a spell, a caster must make an attack with an accuracy equal to its spellpower. If the attack beats the creature's spell resistance, the spell works normally. Otherwise, the spell has no effect on the creature.

Creation Requirements: Abjuration [Shielding] 3rd level; spellpower 6 or Craft (as armor) 10

Arms

Bracers of Archery

Price (Level): 800 gp (5th)

Base Power: 2

Location: Arms

Aura: Faint Transmutation (Augment)

Passive Ability: You are proficient with bows.

Creation Requirements: Transmutation (Augment) 1st level; spellpower 2 or Craft (leather or metal) 6

Bracers of Armor

Price (Level): 800 gp (5th)

Base Power: 2

Location: Arms

Aura: Faint Abjuration [Force]

Passive Ability: You gain a +2 bonus to Armor defense. The protection from these bracers is treated as body armor, and does not stack with any other body armor you wear. Since this armor is made of magical force, incorporeal creatures can't bypass it the way they do normal armor.

Creation Requirements: Abjuration [Force] 1st level; spellpower 2 or Craft (leather or metal) 6

Bracers of Repulsion

Price (Level): 800 gp (5th)

Base Power: 4

Location: Arms

Aura: Faint Evocation [Telekinesis]

Triggered Ability (Immediate action): When a foe damages you with a melee attack, you can activate this item. If you do, you can make a shove attack against the attacking creature at the end of the round. Your accuracy is equal to the item's power + the damage its attack dealt to you.

After you activate this item, barely visible fields of telekinetic energy surround the bracers. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Telekinesis] 2nd level; spellpower 4 or Craft (leather or metal) 8

Burning Gloves

Price (Level): 200 gp (3rd)

Base Power: 2

Location: Arms

Aura: Faint Evocation [Fire]

Active Ability (Standard action): By flicking your fingers, you can create fire in your hand. You can immediately throw this fire at a creature or object within Medium (100 ft.) range. If you do, you make Item power vs. Reflex attack against the target. A successful attack means the target takes 1d6 fire damage per item power. A failed attack deals half damage.

Creation Requirements: Evocation [Fire] 1st level; spellpower 2 or Craft (leather or textiles) 6

Gauntlets of Strength

Price (Level): 2,000 gp (8th)

Base Power: 4

Location: Arms

Aura: Faint Transmutation [Augment]

Passive Ability: You gain a +2 bonus to Strength, up to a maximum Strength equal to the item's power.

Creation Requirements: Transmutation [Augment] 2nd level; spellpower 4 or Craft (bone or metal) 8

Gauntlets of Strength, Greater

Price (Level): 12,000 gp (12th)

Base Power: 8

Location: Arms

Aura: Moderate Transmutation [Augment]

Passive Ability: You gain a +4 bonus to Strength, up to a maximum Strength equal to the item's power.

Creation Requirements: Transmutation [Augment] 4th level; spellpower 8 or Craft (bone or metal) 12

Gauntlet of the Ram

Price (Level): 800 gp (5th)

Base Power: 4

Location: Arms

Aura: Faint Evocation [Telekinesis]

Triggered Ability (Immediate action): When you make a successful unarmed attack with this gauntlet against a foe, you can activate it to immediately make a shove attack against the struck foe. You gain a bonus on the shove attack equal to the damage you dealt. In addition, you do not need to move with the foe to push it backwards.

After you activate this ability, the gauntlet grows small ram horns. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Evocation [Telekinesis] 2nd level; spellpower 4 or Craft (bone or metal) 8

Gloves of Dexterity

Price (Level): 2,000 gp (8th)

Base Power: 4

Location: Arms

Aura: Faint Transmutation [Augment]

Passive Ability: You gain a +2 bonus to Dexterity, up to a maximum Dexterity equal to the item's power.

Creation Requirements: Transmutation [Augment] 2nd level; spellpower 4 or Craft (leather or textiles) 8

Gloves of Dexterity, Greater

Price (Level): 12,000 gp (12th)

Base Power: 8

Location: Arms

Aura: Moderate Transmutation [Augment]

Passive Ability: You gain a +4 bonus to Dexterity, up to a maximum Dexterity equal to the item's power.

Creation Requirements: Transmutation [Augment] 4th level; spellpower 8 or Craft (leather or textiles) 12

Greatreach Bracers

Price (Level): 100 gp (2nd)

Base Power: 1

Location: Arms

Aura: Faint Transmutation [Augment]

Active Ability (Swift action): You can activate this item to increase your **reach** by 5 feet until the end of the round.

After you activate this ability, the bracers visually grow in size, though not in weight or encumbrance. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Transmutation [Augment] 0th level; spellpower 1 or Craft (bone or metal) 4

Puppeteer's Glove

Price (Level): 800 gp (5th)

Base Power: 4

Location: Arms

Aura: Faint Illusion [Figment]

Triggered Ability (Immediate action): When you cast a Figment spell or use an Figment spell-like ability, you can activate this glove. If you do, you can concentrate on the spell or spell-like ability as a swift action by controlling the figment with your glove. If you are unable to control the figment with the glove, such as if you use the gloved hand for any other purpose, you lose your concentration on the figment. You must retain line of sight and line of effect to the figment to control it.

After you activate this ability, the tips of the glove grow faintly visible strings. The strings extend four inches from the glove before vanishing into nothingness. This effect lasts for five rounds, during which time you cannot activate this ability again.

Creation Requirements: Illusion [Figment] 2nd level; spellpower 4 or Craft (leather or textiles) 8

Throwing Gloves

Price (Level): 2,000 gp (8th)

Base Power: 4

Location: Arms

Aura: Faint Transmutation [Augment]

Passive Ability: You can throw any item as if you were proficient with throwing it, granting you a +4 bonus to accuracy. This does not improve your ability to throw items you are already proficient with throwing, such as darts.

Creation Requirements: Transmutation [Augment] 2nd level; spellpower 4 or Craft (leather or textiles) 8

Head

Circlet of Perception

Price (Level): 2,000 gp (8th)

Base Power: 4

Location: Head

Aura: Faint Transmutation [Augment]

Passive Ability: You gain a +2 bonus to Perception, up to a maximum Perception equal to the item's power.

Creation Requirements: Transmutation [Augment] 2nd level; spellpower 4 or Craft (metal) 8

Circlet of Perception, Greater

Price (Level): 12,000 gp (12th)

Base Power: 8

Location: Head

Aura: Moderate Transmutation [Augment]

Passive Ability: You gain a +4 bonus to Perception, up to a maximum Perception equal to the item's power.

Creation Requirements: Transmutation [Augment] 4th level; spellpower 8 or Craft (metal) 12

Headband of Intellect

Price (Level): 2,000 gp (8th)

Base Power: 4

Location: Head

Aura: Faint Transmutation [Augment]

Passive Ability: You gain a +2 bonus to Intelligence, up to a maximum Intelligence equal to the item's power.

Creation Requirements: Transmutation [Augment] 2nd level; spellpower 4 or Craft (metal) 8

Hat of Disguise

Price (Level): 800 gp (5th)

Base Power: 4

Location: Head

Aura: Faint Illusion [Glamer]

Active Ability (Standard action): If you spin this hat on your head once, you can change your appearance for 1 hour. This functions as the *disguise self* ritual.

Creation Requirements: Illusion [Glamer] 2nd level; spellpower 4 or Craft (textiles) 8

Headband of Intellect, Greater

Price (Level): 12,000 gp (12th)

Base Power: 8

Location: Head

Aura: Moderate Transmutation [Augment]

Passive Ability: You gain a +4 bonus to Intelligence, up to a maximum Intelligence equal to the item's power.

Creation Requirements: Transmutation [Augment] 4th level; spellpower 8 or Craft (metal) 12

Mask of Water Breathing

Price (Level): 800 gp (5th)

Base Power: 4

Location: Head

Aura: Faint Transmutation [Augment]

Active Ability (Standard action): If you speak a command word while wearing this mask, you gain the ability to breathe water for 1 hour. This does not prevent you from breathing air, and does not grant you the ability to breathe other liquids.

Creation Requirements: Transmutation [Augment] 2nd level; spellpower 4 or Craft (textiles) 8

Legs

Boots of Earth's Embrace

Price (Level): 200 gp (3rd)

Base Power: 2

Location: legs

Aura: Faint Transmutation [Augment]

Triggered Ability (Immediate action): When you are hit by an attack that would deal physical damage or force you to move (such as a shove attack), you can activate these boots. If you do, until the end of the round, you are immune to forced movement effects and you gain damage reduction against physical damage equal to your item power.

After you activate this ability, the boots appear to be made from solid rock, though this does not impede your movement. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Transmutation [Augment] 1st level; spellpower 2 or Craft (leather or textiles) 6

Boots of Elvenkind

Price (Level): 500 gp (4th)

Base Power: 2

Location: Legs

Aura: Faint Transmutation [Augment]

Passive Ability: You gain a +4 bonus to Stealth checks.

Creation Requirements: Transmutation [Augment] 1st level; spellpower 2 or Craft (leather or textiles) 6

Boots of Levitation

Price (Level): 800 gp (5th)

Base Power: 4

Location: Legs

Aura: Faint Evocation [Telekinesis]

Active Ability (Standard action): By lifting and planting one leg in mid-air, as if climbing an invisible stair, you can gain the benefit of the *levitate* spell on yourself for 5 rounds.

Creation Requirements: Evocation [Telekinesis] 2nd level; spellpower 4 or Craft (leather or textiles) 8

Boots of Mobility

Price (Level): 1,000 gp (6th)

Base Power: 2

Location: Legs

Aura: Faint Transmutation [Augment]

Passive Ability: You gain a +4 bonus to Jump and Sprint checks.

Creation Requirements: Transmutation [Augment] 1st level; spellpower 2 or Craft (leather or textiles) 6

Boots of Speed

Price (Level): 200 gp (3rd)

Base Power: 2

Location: Legs

Aura: Faint Transmutation [Temporal]

Active Ability (Standard action): If you stomp your foot on the ground three times, you gain the effects of the *haste* spell. This benefit lasts as long as you move continuously without taking any other action, and for 5 rounds thereafter (maximum 5 minutes).

Creation Requirements: Transmutation [Temporal] 1st level; spellpower 2 or Craft (leather or textiles) 6

Boots of Striding and Springing

Price (Level): 5,000 gp (10th)

Base Power: 6

Location: Legs

Aura: Faint Transmutation [Augment]

Passive Ability: You gain a +10 foot bonus to your land speed. A high land speed increases your ability to jump, as described in Jump Modifiers, page ??.

Creation Requirements: Transmutation [Augment] 3rd level; spellpower 6 or Craft (leather or textiles) 10

Boots of Swift Passage

Price (Level): 200 gp (3rd)

Base Power: 2

Location: Legs

Aura: Faint Conjunction [Teleportation]

Active Ability (Move action): If you take three rapid steps in the shape of a triangle, you can teleport up to 100 feet to a location you can see, as the *dimension slide* spell.

Creation Requirements: Conjunction [Teleportation] 1st level; spellpower 2 or Craft (leather or textiles) 6

Boots of Teleportation

Price (Level): 5,000 gp (10th)

Base Power: 8

Location: Legs

Aura: Moderate Conjunction [Teleportation]

Active Ability (Standard action): If you click your heels together three times, you can teleport up to 1,000 feet to a location you can specify, as the *dimension door* spell.

Creation Requirements: Conjunction [Teleportation] 4th level; spellpower 8 or Craft (leather or textiles) 12

Boots of the Winterlands

Price (Level): 800 gp (5th)

Base Power: 2

Location: Legs

Aura: Faint Evocation/Transmutation [Augment]

Passive Ability: You can travel across snow and ice without slipping or suffering movement penalties for the terrain. In addition, the boots keep you warm, protecting you in conditions as cold as -50 Fahrenheit.

Creation Requirements: Evocation/Transmutation [Augment] 1st level; spellpower 2 or Craft (leather or textiles) 6

Sandals of Sprinting

Price (Level): 500 gp (4th)

Base Power: 2

Location: Legs

Aura: Faint Transmutation [Augment]

Passive Ability: You gain a +4 bonus to Sprint checks.

Creation Requirements: Transmutation [Augment] 1st level; spellpower 2 or Craft (leather or textiles) 6

Seven League Boots

Price (Level): 30,000 gp (14th)

Base Power: 12

Location: Legs

Aura: Moderate Conjunction [Teleportation]

Active Ability (Move action): If you take an extraordinarily long step, you can teleport exactly 25 miles in a direction you specify. If this would place you within a solid object or otherwise impossible space, the boots will shunt you up to 1,000 feet in any direction to the closest available space, and you take 1d10 physical damage. If there is no available space within 1,000 feet of your intended destination, the effect fails and you take 2d10 physical damage.

Creation Requirements: Conjunction [Teleportation] 6th level; spellpower 12 or Craft (leather or textiles) 16

Winged Boots

Price (Level): 5,000 gp (10th)

Base Power: 8

Location: Legs

Aura: Moderate Transmutation [Augment]

Active Ability (Standard action): If you tap your boots together in midair, you gain a 30 foot fly speed with average maneuverability. See Flying, page 222, for more details. This effect lasts for 5 rounds.

After you activate this ability, small wings sprout from the sides of the boots. This effect lasts for 5 minutes, during which time you cannot activate this ability again.

Creation Requirements: Transmutation [Augment] 4th level; spellpower 8 or Craft (leather or textiles) 12

Rings

Physical Description: Rings have no appreciable weight. Although exceptions exist that are crafted from glass or bone, the vast majority of rings are forged from metal - usually precious metals such as gold, silver, and platinum. A typical ring has AD 13, 10 hit points, hardness 10, and a break DR of 25.

Energy Resistance

Price (Level): 200 gp (3rd)

Base Power: 2

Location: Ring

Aura: Faint Abjuration [Shielding]

Triggered Ability (Immediate action): When you would take **energy damage**, you can activate this ring. If you do, you gain damage reduction against **energy damage** equal to twice the item's power until the end of the round.

After you activate this ability, the ring sheds light as a torch. The color of the light depends on the energy damage resisted: green for acid, blue for cold, yellow for electricity, red for fire, and white for none. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Abjuration [Shielding] 1st level; spellpower 2 or Craft (bone, metal, or jewelry) 6

Heroic Vengeance

Price (Level): 2,000 gp (8th)

Base Power: 6

Location: Ring

Aura: Faint Abjuration

Triggered Ability (Immediate action): When a foe within Medium (100 ft.) range rolls a natural 20 on an attack against you, you can activate this item. If you do, the attacking creature takes 1d10 divine damage per item power.

Creation Requirements: Abjuration 3rd level; spellpower 6 or Craft (bone, metal, or jewelry) 10

Nourishment

Price (Level): 800 gp (5th)

Base Power: 2

Location: Ring

Aura: Faint Conjunction/Transmutation [Creation, Temporal]

Passive Ability: You continuously gain nourishment, and no longer need to eat or drink. The ring must be worn for 24 hours before it begins to work.

Creation Requirements: Conjunction/Transmutation [Creation, Temporal] 1st level; spellpower 2 or Craft (bone, metal, or jewelry) 6

Protection

Base Power: 2

Location: Ring

Aura: Faint Abjuration [Shielding]

Passive Ability: This ring has an enhancement bonus to improve your defenses. Each +1 of enhancement bonus grants temporary hit points equal the item's power, and grants you an additional defensive legend point each day. If you stop using the ring, you lose the temporary hit points and the legend points. The benefits of this ring function in the same way as enhancement bonuses on magic armor, and they not stack with those bonuses.

These bonuses can only be gained once per day, regardless of the number of items you use. If you wear two rings, or change between different rings, use only the highest bonus that applies. If you change from a weaker magical item to a stronger magical item, you gain bonuses equal to the difference between the two items.

Special: The price of the ring depends on its enhancement bonus, as shown in the table below. Its base power is equal to three times its enhancement bonus. To craft the item, you must have a number of ranks in Craft (bone, metal, or jewelry) equal to the item's base power + 4.

Creation Requirements: Abjuration [Shielding] 1st level; spellpower 2 or Craft (bone, metal, or jewelry) 6

Table D.4: Ring of Protection

Bonus	Base Price	Item Level
+1	100 gp	2nd
+2	500 gp	4th
+3	2,500 gp	8th
+4	12,500 gp	12th
+5	62,500 gp	16th

Sustenance

Price (Level): 5,000 gp (10th)

Base Power: 6

Location: Ring

Aura: Faint Conjunction/Transmutation [Creation, Temporal]

Passive Ability: You continuously gain nourishment, and no longer need to eat or drink. In addition, you need only one-quarter your normal amount of sleep (or similar activity, such as elven trance) each day.

The ring must be worn for 24 hours before it begins to work.

Creation Requirements: Conjunction/Transmutation [Creation, Temporal] 3rd level; spellpower 6 or Craft (bone, metal, or jewelry) 10

Torso

Amulet of Mighty Fists

Base Power: 2

Location: Torso

Aura: Faint Transmutation [Augment]

Passive Ability: This amulet has an enhancement bonus to improve your natural attacks and unarmed strikes. You gain a bonus to damage on natural attacks and unarmed strikes equal to this amulet's enhancement bonus. In addition, each +1 of enhancement bonus grants you an additional offensive legend point each day. If you stop using the amulet, you lose the damage bonus and legend points. The benefits of this ring function in the same way as enhancement bonuses on magic weapons, and they not stack with those bonuses.

These legend points can only be gained once per day, regardless of the number of items you use. If you both wear an amulet and wield a magic weapon, or change between different amulets, use only the highest bonus that applies. If you change from a weaker magical item to a stronger magical item, you gain bonuses equal to the difference between the two items.

Special: The price of the amulet depends on its enhancement bonus, as shown in the table below. Its base power is equal to three times its enhancement bonus. To craft the item, you must have a number of ranks in Craft (jewelry) equal to the item's base power + 4.

Creation Requirements: Transmutation [Augment] 1st level; spellpower 2 or Craft (bone or jewelry) 6

Table D.5: Amulet of Mighty Fists

Bonus	Base Price	Item Level
+1	200 gp	3rd
+2	1000 gp	6th
+3	5,000 gp	10th
+4	25,000 gp	13th
+5	125,000 gp	17th

Amulet of the Planes

Price (Level): 30,000 gp (14th)

Base Power: 12

Location: Torso

Aura: Moderate Conjunction [Teleportation, Planar]

Passive Ability: By holding this amulet in one hand and concentrating on a specific plane for 1 minute, you can create the effects of a *plane shift* ritual. Activating the item successfully requires a DR 15 Knowledge (planes) check. If you fail, your activation of the amulet has no effect (but still consumes an item use). If you roll a 1 and fail, you and any creatures with you are transported to a random plane. Each time you successfully activate this item in the same day, the DR of the check increases by 5.

Creation Requirements: Conjunction [Teleportation, Planar] 6th level; spellpower 12 or Craft (bone, jewelry) 16

Amulet of Nondetection

Price (Level): 5,000 gp (10th)

Base Power: 6

Location: Torso

Aura: Faint Abjuration [Shielding]

Passive Ability: You gain the benefits of the *nondetection* ritual. If a divination is attempted against you, the caster must make a spellpower check against a DR equal to 15 + the item's power.

Creation Requirements: Abjuration [Shielding] 3rd level; spellpower 6 or Craft (bone, jewelry) 10

Belt of Constitution

Price (Level): 2,000 gp (8th)

Base Power: 4

Location: Torso

Aura: Faint Transmutation [Augment]

Passive Ability: You gain a +2 bonus to Constitution, up to a maximum Constitution equal to the item's power.

Creation Requirements: Transmutation [Augment] 2nd level; spellpower 4 or Craft (leather or textiles) 8

Belt of Constitution, Greater

Price (Level): 12,000 gp (12th)

Base Power: 8

Location: Torso

Aura: Moderate Transmutation [Augment]

Passive Ability: You gain a +4 bonus to Constitution, up to a maximum Constitution equal to the item's power.

Creation Requirements: Transmutation [Augment] 4th level; spellpower 8 or Craft (leather or textiles) 12

Belt of Dwarvenkind

Price (Level): 5,000 gp (10th)

Base Power: 6

Location: Torso

Aura: Faint Divination/Transmutation [Augment]

Passive Ability: You gain a +2 bonus to Constitution, up to a maximum Constitution equal to the item's power. In addition, you gain dwarven characteristics. You gain a +4 bonus to social checks when dealing with dwarves, but take a -2 penalty with all other creatures. You also gain the benefits of the Stonecunning feat, regardless of whether you meet the prerequisites.

Creation Requirements: Divination/Transmutation [Augment] 3rd level; spellpower 6 or Craft (leather or textiles) 10

Healing Belt

Price (Level): 200 gp (3rd)

Base Power: 2

Location: Torso

Aura: Faint Vivimancy [Positive]

Active Ability (Standard action): If you grab this belt in one hand and touch a creature with the other, the touched creature is healed for 1d6 damage per item power. If you heal yourself, you only need one hand free to grab the belt.

Creation Requirements: Vivimancy [Positive] 1st level; spellpower 2 or Craft (leather or textiles) 6

Obscuring Cloak

Price (Level): 200 gp (3rd)

Base Power: 2

Location: Torso

Aura: Faint Conjunction [Creation, Fog]

Active Ability (Standard action): If you wrap this cloak around yourself with one hand, you can create a cloud of fog centered on you, as the *fog cloud* spell. The effect lasts for 5 rounds. For the first round of the effect, the fog is unusually thick, blocking all sight beyond 10 feet. This can allow you to hide unobserved.

Creation Requirements: Conjunction [Creation, Fog] 1st level; spellpower 2 or Craft (textiles) 6

Heroic Recovery

Price (Level): 200 gp (3rd)

Base Power: 2

Location: Torso

Aura: Faint Abjuration/Vivimancy [Positive]

Triggered Ability (Immediate action): When you roll a natural 20 on an attack roll, you can activate this item. If you do, you heal 1d6 damage per item power.

Creation Requirements: Abjuration/Vivimancy [Positive] 1st level; spellpower 2 or Craft (leather or textiles) 6

Torc of Willpower

Price (Level): 2,000 gp (8th)

Base Power: 4

Location: Torso

Aura: Faint Transmutation [Augment]

Passive Ability: You gain a +2 bonus to Willpower, up to a maximum Willpower equal to the item's power.

Creation Requirements: Transmutation [Augment] 2nd level; spellpower 4 or Craft (metal or jewelry) 8

Torc of Willpower, Greater

Price (Level): 12,000 gp (12th)

Base Power: 8

Location: Torso

Aura: Moderate Transmutation [Augment]

Passive Ability: You gain a +4 bonus to Willpower, up to a maximum Willpower equal to the item's power.

Creation Requirements: Transmutation [Augment] 4th level; spellpower 8 or Craft (metal or jewelry) 12

Vanishing Cloak

Price (Level): 5,000 gp (10th)

Base Power: 8

Location: Torso

Aura: Moderate Conjunction [Creation, Fog, Teleportation]

Active Ability (Standard action): If you wrap this cloak around yourself with one hand, you can teleport up to 100 feet away to a location you can see, as the *dimension slide* spell. In addition, you create a cloud of fog centered on you, as the *fog cloud* spell. You can choose whether the cloud appears at your original location, or at your location after teleporting. For the first round of the effect, the fog is unusually thick, blocking all sight beyond 10 feet. This can allow you to hide unobserved.

Creation Requirements: Conjunction [Creation, Fog, Teleportation] 4th level; spellpower 8 or Craft (textiles) 12

D.6 Implements

Magical implements must be wielded to gain their effects.

Weapons Overview

Magic weapons improve a character’s combat abilities. All magic weapons have an enhancement bonus to improve your damage and ability to hit. In addition to an enhancement bonus, magic weapons may have special abilities or be made of an unusual material.

Weapon Enhancement Bonuses

Magic weapons can have enhancement bonuses ranging from +1 to +5. You gain a bonus to damage on physical attacks using a magic weapon equal to the weapon’s enhancement bonus. In addition, each +1 of enhancement bonus grants you an additional offensive legend point each day.

These legend points can only be gained once per day, regardless of the number of weapons you use. If you use multiple weapons at once, or change between different weapons, use only the highest number of legend points that applies. If you change from a weaker magical weapon to a stronger magical weapon, you gain legend points equal to the difference between the two enhancement bonuses.

Weapon Prices

The prices of enhancement bonuses to weapons are listed in Table D.6: Magic Weapon Prices, and the prices of special abilities are listed on Table D.7: Magic Weapon Special Abilities. If a weapon has a special ability, the price of the special ability is added to the price of the weapon. The number of special abilities on the weapon cannot exceed the enhancement bonus of the weapon. Additionally, the price of all special abilities cannot exceed twice the price of the enhancement bonus on the weapon.

Base Power for Weapons: The base power of a magic weapon with a special ability is given in the item description. For an item with only an enhancement bonus, the base power is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two base powers is used.

Hardness and Hit Points: Each +1 of enhancement bonus adds 2 to a weapon’s hardness and +10 to its hit points.

Table D.6: Magic Weapon Prices

Enhancement Bonus	Base Price	Item Level
+1 weapon	200 gp	3rd
+2 weapon	1,000 gp	6th
+3 weapon	5,000 gp	10th
+4 weapon	25,000 gp	13th
+5 weapon	125,000 gp	17th

Ranged Weapons and Ammunition: The enhancement bonus from a ranged weapon does not stack with the enhancement bonus from ammunition. Only the higher of the two enhancement bonuses applies. Special abilities are applied from both sources, as long as they are not identical. If conflicting special abilities exist, the special ability on the ammunition takes precedence.

Magic ammunition loses its magic after being fired, whether it hits or misses.

Light Generation: Some magic weapons shed light equivalent to a light spell (bright light in a 20-foot radius, shadowy light in a 40-foot radius). The light on such weapons cannot normally be shut off. Some of the specific weapons detailed below always or never glow, as defined in their descriptions.

Activation: Usually, a character benefits from a magic weapon in the same way a character benefits from a mundane weapon - by attacking with it. Special abilities on weapons are usually activated if the character strikes a foe with the weapon.

Magic Weapons and Critical Hits: Some weapon qualities and some specific weapons have an extra effect on a critical hit. These special effects function against creatures not subject to critical hits. When fighting against such creatures, roll for critical hits as you would against any other creature subject to critical hits. On a successful critical roll, apply the special effect, but do not multiply the weapon’s regular damage.

Weapon Special Abilities

Bane

Base Power: 4

Aura: Faint Transmutation [Augment]

Special: A bane weapon excels at attacking a specific type of creature. Any weapon special ability can be designated as a “bane” ability, causing it to only function against a specific kind of creature. In exchange, the ability costs half the normal price in raw materials to add to the weapon. A list of possible foes is described on the following table.

Creation Requirements: Transmutation [Augment] 2nd level; spellpower 4 or Craft (as weapon) 8

Table D.7: Magic Weapon Special Abilities

Special Ability	Description	Cost	Item Level
Bane	Add special ability that only functions against certain creatures	Special	Special
Morphing	Weapon transforms into similar weapon	200 gp	3rd
Entangling	Entangle struck foe	400 gp	4th
Flaming	Ignite struck foe	400 gp	4th
Forceful	Knock back struck foe	400 gp	4th
Thundering	Deafen struck foe and those nearby	400 gp	4th
Freezing	Fatigue struck foe	400 gp	4th
Defending	Trade accuracy and damage for AC	500 gp	4th
Cleaving	Extra strike after dropping foe	800 gp	5th
Returning	Weapon returns after being thrown	1,000 gp	6th
Poisoning	Quickly coat weapon in duplicated poison	1,600 gp	7th
Shocking	Stagger struck foe	1,600 gp	7th
Vampiric	Lick weapon to regain hit points	1,600 gp	7th
Surestrike	Reroll missed attacks	4,000 gp	9th
Thieving	Absorb struck objects into weapon	4,000 gp	9th
Returning, Greater	Weapon returns immediately after being thrown	5,000 gp	10th
Heartseeking	Automatically score critical hit after striking target repeatedly	12,000 gp	12th
Poisoning, Greater	Quickly coat weapon in potent duplicated poison	24,000 gp	13th
Soulreaving	Weapon strikes the soul for delayed damage instead of normal damage	60,000 gp	16th
Vorpal	Sever foe's head in a single blow	140,000 gp	18th

Table D.8: Bane Creature Types

Designated Foe	Designated Foe
Aberrations	Animals
Constructs	Dragons
Elementals	Fey
Giants	Humanoids, civilized
Humanoids, savage	Magical beasts
Monstrous humanoids	Oozes
Outsiders, inner planes	Outsiders, outer planes
Plants	Undead
Vermin	

Cleaving

Price (Level): 200 gp (3rd)

Base Power: 2

Location: Melee

Aura: Faint Transmutation [Augment]

Triggered Ability (Immediate action): When you make a melee attack with this weapon that knocks a creature unconscious or kills it, you can activate this weapon to take an extra strike, as the Cleave feat (Cleave, page 80). If you already have the Cleave feat, activating this weapon instead grants a +5 bonus to accuracy and damage on your cleave attack.

After you activate this ability, the weapon sheds blood red light as a torch. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Transmutation [Augment] 1st level; spellpower 2 or Craft (as weapon) 6

Defending

Price (Level): 2,000 gp (8th)

Base Power: 4

Location: Melee

Aura: Faint Abjuration [Shielding]

Passive Ability: You can use the legend points granted by this weapon's enhancement bonus as defensive legend points, in addition to using them as offensive legend points. This stacks with any defensive legend points granted by armor, but not with other offensive legend points granted by weapons.

Creation Requirements: Abjuration [Shielding] 2nd level; spellpower 4 or Craft (as weapon) 8

Disorienting

Price (Level): 5,000 gp (10th)

Base Power: 8

Location: Melee, Ranged

Aura: Moderate Enchantment [Compulsion]

Triggered Ability (Immediate action): When you strike a foe with this weapon, you can activate it to make the struck creature **disoriented** (*moves randomly*) for 5 rounds. This is a Mind effect.

After you activate this ability, the weapon cackles gleefully. It cackles again every time you strike a foe with it. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Enchantment [Compulsion] 4th level; spellpower 8 or Craft (as weapon) 12

Flaming

Price (Level): 800 gp (5th)

Base Power: 4

Location: Melee, Ranged

Aura: Faint Evocation [Fire]

Active Ability (Standard action): If you speak a command word, you can ignite this weapon in flames and make a single strike with it. The next time you hit with the weapon, the target takes 1d10 fire damage per two item power in addition to the damage from your attack.

If the attack misses, the weapon continues to flame for up to 5 rounds.

Creation Requirements: Evocation [Fire] 2nd level; spellpower 4 or Craft (as weapon) 8

Freezing

Price (Level): 800 gp (5th)

Base Power: 4

Location: Melee, Ranged

Aura: Faint Evocation [Cold]

Active Ability (Standard action): If you speak a command word, you can surround this weapon in bitter cold and make a single attack with it. If this attack hits, the target takes 1d10 cold damage per two item power in addition to the damage from your attack.

If the attack misses, the weapon continues to radiate cold for up to 5 rounds.

Creation Requirements: Evocation [Cold] 2nd level; spellpower 4 or Craft (as weapon) 8

Forceful

Price (Level): 800 gp (5th)

Base Power: 4

Location: Melee, Ranged

Aura: Faint Evocation [Telekinesis]

Active Ability (Standard action): If you speak a command word, you can surround this weapon in telekinetic force and make a single attack with it. The next time you hit with the weapon, you immediately make a shove attack against your target with a circumstance bonus equal to the damage dealt on the attack. You do not have to move with your foe to knock it back the full distance.

If the attack misses, the weapon continues to be surrounded with telekinetic force for up to 5 rounds.

Creation Requirements: Evocation [Telekinesis] 2nd level; spellpower 4 or Craft (as weapon) 8

Fixating

Price (Level): 12,000 gp (12th)

Base Power: 10

Location: Melee

Aura: Moderate Divination

Triggered Ability (Immediate action): If you strike the same foe with this weapon for three consecutive rounds, you can activate this weapon. If you do, your next attack with this weapon against the same target becomes a confirmed critical hit. This attack must be made within 1 round, or the benefit is lost.

After you activate this ability, the weapon twists slightly in your hand to point towards the target, if it is nearby and visible. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Divination 5th level; spellpower 10 or Craft (as weapon) 14

Morphing

Price (Level): 200 gp (3rd)

Base Power: 2

Location: Melee, Ranged

Aura: Faint Transmutation

Active Ability (Standard action): If you grab this weapon with both hands and strike it against your knee or another hard object while visualizing a different weapon type, this weapon transforms into the visualized weapon type. The new weapon type must be from the same weapon group as the weapon's original type. This weapon remains transformed until you transform it again.

Creation Requirements: Transmutation 1st level; spellpower 2 or Craft (as weapon) 6

Morphing, Greater

Price (Level): 2,000 gp (8th)

Base Power: 6

Location: Melee, Ranged

Aura: Faint Transmutation

Active Ability (Standard action): This weapon functions like a *morphing* weapon, except that the weapon's new type may be from any weapon group.

Creation Requirements: Transmutation 3rd level; spellpower 6 or Craft (as weapon) 10

Poisoning

Price (Level): 2,000 gp (8th)

Base Power: 6

Location: Melee

Aura: Faint Conjunction/Transmutation [Creation, Temporal]

Passive Ability: This weapon has a small slot in its hilt (or similar gripping surface). Up to one ounce of liquid can be placed in the slot or removed as a standard action. A nonmagical liquid placed in this slot is kept fresh, decaying at a rate of one minute per day. In addition, a non-magical liquid worth less than 100gp can be quickly duplicated to coat the weapon's surface.

Active Ability (Swift action): If you press a small button on the hilt (or similar gripping surface) of this weapon, the weapon's striking surface becomes coated in the liquid stored in the weapon's slot.

After you activate this ability, it takes 5 rounds for the weapon to create more liquid. During this time, you cannot activate this ability again.

Creation Requirements: Conjunction/Transmutation [Creation, Temporal] 3rd level; spellpower 6 or Craft (as weapon) 10

Poisoning, Greater

Price (Level): 30,000 gp (14th)

Base Power: 12

Location: Melee

Aura: Moderate Conjunction/Transmutation [Creation, Temporal]

Passive Ability: This weapon functions like a *poisoning* weapon, except that it can duplicate nonmagical liquids worth up to 1,000 gp. In addition, up to five different poisons can be stored within the weapon. When you coat the weapon with poison, you may choose which poison to use.

Creation Requirements: Conjunction/Transmutation [Creation, Temporal] 6th level; spellpower 12 or Craft (as weapon) 16

Returning

Price (Level): 800 gp (5th)

Base Power: 2

Location: Melee

Aura: Faint Conjunction [Teleportation]

Passive Ability: After being thrown or fired, a returning weapon teleports back to the creature that threw or fired it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn).

Catching a returning weapon when it comes back is a free action. If you can't catch it, the weapon drops to the ground in the square from which it was thrown.

Creation Requirements: Conjunction [Teleportation] 1st level; spellpower 2 or Craft (as weapon) 6

Returning, Greater

Price (Level): 5,000 gp (10th)

Base Power: 6

Location: Melee

Aura: Faint Conjunction [Teleportation]

Passive Ability: This weapon functions like a *returning* weapon, except that the weapon teleports back to the creature that threw or fired it immediately after the attack is resolved, allowing the creature to make multiple attacks in the same round with the same thrown weapon.

Creation Requirements: Conjunction [Teleportation] 3rd level; spellpower 6 or Craft (as weapon) 10

Soulreaving

Price (Level): 140,000 gp (18th)

Base Power: 14

Location: Melee, Ranged

Aura: Strong Necromancy [Soul]

Passive Ability: It ignores all damage reduction, but it does not deal hit point damage. In fact, a creature struck by the weapon does not feel the attack at all. Damage that would be dealt by the weapon can be delayed indefinitely. While the damage is delayed, it cannot be cured or dispelled.

A soulreaver weapon has no effect on objects or constructs. While wielded, it has physical form only for its wielder, making it impossible to disarm. While not in use, it can be picked up and touched normally.

Active Ability (Standard action): The wielder can strike themselves in the heart with the weapon to convert the delayed damage into real damage. This deals no damage to the wielder, but any creatures that have been dealt damage by the weapon immediately take damage equal to the delayed damage the weapon has stored up for them. Any such damage dealt in excess of the creature's hit points is converted directly into critical damage.

Creation Requirements: Necromancy [Soul] 7th level; spellpower 14 or Craft (as weapon) 18

Shocking

Price (Level): 800 gp (5th)

Base Power: 4

Location: Melee, Ranged

Aura: Faint Evocation [Electricity]

Active Ability (Standard action): If you speak a command word, you can charge this weapon with electricity and make a single strike with it. The next time you hit with the weapon, the target takes 1d10 electricity damage per two item power in addition to the damage from your attack.

If the attack misses, the weapon maintains its charge for up to 5 rounds.

Creation Requirements: Evocation [Electricity] 2nd level; spellpower 4 or Craft (as weapon) 8

Surestrike

Price (Level): 2,000 gp (8th)

Base Power: 6

Location: Melee, Ranged

Aura: Faint Divination [Knowledge]

Triggered Ability (Immediate action): When you miss an attack with this weapon, you can activate it to reroll the attack roll. You must take the second result.

After you activate this ability, you see shadowy glimpses of alternate futures superimposed over objects and creatures you see. This effect lasts for 5 rounds, during which time you cannot activate this ability again.

Creation Requirements: Divination [Knowledge] 3rd level; spellpower 6 or Craft (as weapon) 10

Thieving

Price (Level): 2,000 gp (8th)

Base Power: 6

Location: Melee

Aura: Faint Transmutation [Alteration, Sizing]

Triggered Ability (Immediate action): When you strike an unattended object with this weapon, if the object is at least one size category smaller than the weapon, you may activate the weapon. If you do, the object is absorbed into the weapon, leaving no trace that it ever existed. If you use this weapon to make a successful disarm attempt, the disarmed object is considered unattended, allowing you to activate the weapon to absorb the object.

Passive Ability: Items absorbed by the weapon remain stored in the weapon indefinitely. As a standard action, you can run your hand along the length of the striking surface of the weapon. If you do, the last item absorbed by the weapon appears in your hand.

The weapon can hold no more than three objects at once. If you attempt to absorb an object while the weapon is full, the attempt fails.

Creation Requirements: Transmutation [Alteration, Sizing] 3rd level; spellpower 6 or Craft (as weapon) 10

Thundering

Price (Level): 800 gp (5th)

Base Power: 4

Location: Melee, Ranged

Aura: Faint Evocation [Sonic]

Active Ability (Standard action): If you speak a command word, you can imbue this weapon with a rumbling sonic energy and make a single strike with it. The next time you hit with the weapon, it emits a deafening thundering noise. When it does, you make a special attack vs. Fortitude against all creatures within 10 feet of the struck creature (excluding yourself). Success means a target is **deafened** (*unable to hear*).

If the attack misses, the weapon continues to rumble threateningly for up to 5 rounds.

Creation Requirements: Evocation [Sonic] 2nd level; spellpower 4 or Craft (as weapon) 8

Vampiric

Price (Level): 2,000 gp (8th)

Base Power: 6

Location: Melee

Aura: Faint Necromancy [Life]

Active Ability (Move action): If you lick the striking part of this weapon, you regain hit points equal to the damage dealt by the weapon on its last successful attack. If the weapon has not dealt damage in the past round, you regain no hit points.

Creation Requirements: Necromancy [Life] 3rd level; spellpower 6 or Craft (as weapon) 10

Vorpal

Price (Level): 300,000 gp (20th)

Base Power: 16

Location: Melee

Aura: Strong Transmutation [Augment]

Passive Ability: When you roll a natural 20 with this weapon, you deliver a vorpal blow. You immediately make any number of additional strikes against the struck creature until you miss a strike or hit with 10 successful strikes. All damage dealt in this way is considered to come from a single attack. This effect replaces the normal benefits of delivering a critical hit.

Creation Requirements: Transmutation [Augment] 8th level; spellpower 16 or Craft (as weapon) 20

Staffs

A staff is a long shaft, usually made of wood, that enhances a spellcaster's power. All magic staffs have an enhancement bonus to improve your spell damage and ability to hit. In addition to an enhancement bonus, magic staffs may have special abilities or be made of an unusual material.

Staff Enhancement Bonuses

Magic staffs can have enhancement bonuses ranging from +1 to +5. Each +1 of enhancement bonus grants you an extra damage die with damaging spells. The bonus damage die is of the same size as the other dice rolled by the spell. This only affects spells which gain additional damage dice based on your spellpower.

In addition, each +1 of enhancement bonus grants you an additional offensive legend point each day. These legend points can only be gained once per day, regardless of the number of staffs you use. If you use multiple staffs at once, or change between different staffs, use only the highest number of legend points that applies. If you change from a weaker magical staff to a stronger magical staff, you gain legend points equal to the difference between the two enhancement bonuses.

Staff Prices: Enhancement bonuses on staffs are three times as expensive as wands, but staffs otherwise use the same pricing rules as wands.

Table D.9: Staff Prices

Enhancement Bonus	Base Price	Item Level
+1 staff	150 gp	3rd
+2 staff	750 gp	5th
+3 staff	3,750 gp	9th
+4 staff	18,750 gp	13th
+5 staff	93,750 gp	17th

Physical Description: A typical staff is 4 feet to 7 feet long and 2 inches to 3 inches thick, weighing about 5 pounds. Most staffs are wood, but a rare few are bone, metal, or even glass. (These are extremely exotic.) Staffs often have a gem or some device at their tip or are shod in metal at one or both ends. Staffs are often decorated with carvings or runes. A typical staff is like a walking stick, quarterstaff, or cudgel. It has AC 7, 10 hit points, hardness 5, and a break DR of 24.

Activation: Staffs use the same activation method as wands.

Holy Symbols

A holy symbol is a small object that enhances a divine spellcaster's power. Holy symbols function exactly like wands (see below), except that they enhance all schools of magic at once.

Holy Symbol Prices: Enhancement bonuses on holy symbols are three times as expensive as wands, but holy symbols otherwise use the same pricing rules as wands.

Table D.10: Holy Symbol Prices

Enhancement Bonus	Base Price	Item Level
+1 holy symbol	150 gp	3rd
+2 holy symbol	750 gp	5th
+3 holy symbol	3,750 gp	9th
+4 holy symbol	18,750 gp	13th
+5 holy symbol	93,750 gp	17th

Physical Description: A typical holy symbol is no larger than 4 inches in each dimension and can be easily held in the palm of a hand. Most holy symbols are metal, but they can be made from wood, bone, or even more exotic materials, depending on the deity they symbolize.

Many holy symbols are designed to be worn as an amulet in addition to being held in the hand. When worn in this way, the holy symbol occupies a torso body slot.

Activation: Holy symbols use the same activation method as wands.

Special Ability	Cost	Item Level
Channeling	2,000	6th
Channeling, Greater	8,000	12th

Wands

A wand is a thin baton that enhances a spellcaster's power. Wands always provide an enhancement bonus to spellpower with a particular school of magic. In addition to an enhancement bonus, wands may have special abilities or be made of an unusual material.

Wand Prices: The prices of enhancement bonuses to wands are listed in Table D.11: Magic Wands, and the prices of special abilities are listed on Table D.12: Wand Special Abilities. If a wand has a special ability, the price of the special ability is added to the price of the wand.

Special Ability Limitations: The number of special abilities on the wand cannot exceed the enhancement bonus of the wand. Additionally, the price of all special abilities cannot exceed twice the price of the enhancement bonus on the wand.

Multiple Schools: Some rare wands provide bonuses to two schools. The enhancement bonus on a wand costs twice as much if it provides bonuses to two schools. A wand cannot provide an enhancement bonus to more than two schools.

Physical Description: A typical wand is 6 inches to 12 inches long and about 1/4 inch thick, and often weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are

Table D.11: Magic Wands

Enhancement Bonus	Base Price	Item Level
+1 wand	50 gp	1st
+2 wand	250 gp	3rd
+3 wand	1,250 gp	7th
+4 wand	6,250 gp	10th
+5 wand	31,250 gp	14th

decorated with carvings or runes. A typical wand has AC 7, 5 hit points, hardness 5, and a break DR of 16.

Table D.12: Wand Special Abilities

Special Ability	Cost	Item Level
Enlarging	400 gp	4th
Flaming	400 gp	4th
Freezing	400 gp	4th
Shocking	1,600 gp	7th

Enlarging

Price (Level): 400 gp (4th)
Aura, Spellpower: Faint Universal, 2nd
Activation: Immediate (triggered)
When you cast a spell, you can activate this wand to double the range of the spell.
When you activate this ability, the wand doubles in length. This effect lasts for 5 rounds, during which time you cannot activate the item.
Creation Requirements: No school () 1; spellpower 2nd or Craft (as wand) 6

Flaming

Price (Level): 400 gp (4th)
Aura, Spellpower: Faint Evocation (Energy) [Fire], 2nd
Activation: Immediate (triggered)
When you cast a spell, you can activate this wand to ignite a single creature affected by the spell for 5 rounds.
An ignited creature is vulnerable, causing it to take a –2 penalty to attacks, defenses, and checks. In addition, at the end of each of its turns, it takes 1d6 damage from the fire. If the creature takes a move action, it can attempt a DR 10 Dexterity check to put out the flames. This action requires a free hand. Dropping prone as part of the action gives a +5 bonus on this check.
When you activate this ability, the wand is wreathed in flame, causing it to cast light as a torch. This effect lasts for 5 rounds, during which time you cannot activate the item.
Creation Requirements: Evocation (Energy) [Fire] 1; spellpower 2nd or Craft (as wand) 6

Freezing

Price (Level): 400 gp (4th)
Aura, Spellpower: Faint Evocation (Energy) [Cold], 2nd
Activation: Immediate (triggered)
As you cast a spell, you can activate this wand to fatigue a single creature affected by the spell for 5 rounds. A fatigued creature can neither sprint nor charge and is vulnerable, giving it a –2 penalty to attacks, defenses, and checks.

When you activate this ability, the wand radiate frigid cold, causing it to snuff out torches and other small fires within a 5 foot radius of it. This effect lasts for 5 rounds, during which time you cannot activate the item’s abilities.
Creation Requirements: Evocation (Energy) [Cold] 1; spellpower 2nd or Craft (as wand) 6

Shocking

Price (Level): 1,600 gp (7th)
Aura, Spellpower: Faint Evocation (Energy) [Electricity], 8th
Activation: Immediate (triggered)
Special Attack (Attack Bonus): Fortitude (level + 2)
As you cast a spell, you can activate this wand. If you do, make a Fortitude attack against a single creature affected by the spell. A successful attack causes the target to be staggered for 5 rounds.
A staggered creature may take a single move action or standard action each round, but not both. She cannot take full-round actions, but she may take swift actions. In addition, she is vulnerable, causing her to take a –2 penalty on attacks, defenses, and checks.
When you activate this ability, you crackle with electrical energy, causing you to radiate flashing light as a torch. This effect lasts for 5 rounds, during which time you cannot activate the item’s abilities.
Creation Requirements: Evocation (Energy) [Electricity] 2; spellpower 4th or Craft (as wand) 8

D.7 Tools

Scrolls

A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell.
Physical Description: A scroll is a heavy sheet of fine vellum or high-quality paper. An area about 8 1/2 inches wide and 11 inches long is sufficient to hold one spell. The sheet is reinforced at the top and bottom with strips of leather slightly longer than the sheet is wide. A scroll holding more than one spell has the same width (about 8 1/2 inches) but is an extra foot or so long for each extra spell. Scrolls that hold three or more spells are usually fitted with reinforcing rods at each end rather than simple strips of leather. A scroll has AC 9, 1 hit point, hardness 0, and a break DR of 8.
To protect it from wrinkling or tearing, a scroll is rolled up from both ends to form a double cylinder. (This also helps the user unroll the scroll quickly.) The scroll is placed in a tube of ivory, jade, leather, metal, or wood. Most scroll cases are inscribed with magic symbols which often identify the owner or the spells stored on the scrolls inside. The symbols often hide magic traps.
Activation: To activate a scroll, a spellcaster must read the spell written on it. Doing so involves several steps and conditions.
Decipher the Writing: The writing on a scroll must be deciphered before a character can use it or know exactly what spell it contains. This requires a *read magic* ritual or a successful Spellcraft check (DR 20 + spell level).
Deciphering a scroll to determine its contents does not activate its magic unless it is a specially prepared cursed scroll. A character can decipher the writing on a scroll in advance so that he or she can proceed directly to the next step when the time comes to use the

scroll.

Activate the Spell: Activating a scroll requires reading the spell from the scroll. The character must be able to see and read the writing on the scroll. Activating a scroll spell requires no material components or focus. (The creator of the scroll provided these when scribing the scroll.) Note that some spells are effective only when cast on an item or items. In such a case, the scroll user must provide the item when activating the spell. Activating a scroll spell is subject to disruption just as casting a normally prepared spell would be. Using a scroll is like casting a spell for purposes of arcane spell failure chance.

To have any chance of activating a spell scroll, the scroll user must meet the following requirements.

- The user’s spellpower must be at least equal to the scroll’s spellpower.
- The user must have the spell on his or her spell list. The spell list must be of the same magic type as the scroll (arcane, divine, or nature).
- The user must have the minimum casting attribute required to cast spells of the scroll’s spell level. For arcane magic, the minimum attribute is equal to the spell’s level. For divine and nature magic, the minimum attribute is equal to half the spell’s level.

Determine Effect: A spell successfully activated from a scroll works exactly like a spell cast the normal way. The spellpower of a spell cast from a scroll is equal to twice the spell’s level.

Once a scroll has been activated, the writing disappears from it, leaving behind only faint traces with no magical power.

Scroll Levels: Some spells are acquired by multiple classes at different levels. Use the entry on the table appropriate to the scribing of each individual scroll.

- Table D.13: Scrolls and Potions**
- | Common Spells ¹ | Market Price | Item Level |
|----------------------------|---------------------------|------------|
| 1st-Level | 10 gp | 1st |
| 2nd-Level | 40 gp | 1st |
| 3rd-Level | 100 gp | 2nd |
| 4th-Level | 250 gp | 3rd |
| 5th-Level | 600 gp | 5th |
| 6th-Level | 1500 gp | 7th |
| 7th-Level | 3000 gp | 9th |
| 8th-Level | 7000 gp | 11th |
| 9th-Level | 15000 gp | 12th |
| Paladin Spells | Market Price ² | Item Level |
| 1st-Level | 40 gp | 1st |
| 2nd-Level | 100 gp | 2nd |
| 3rd-Level | 250 gp | 3rd |
| 4th-Level | 600 gp | 5th |

¹ Includes arcane, divine, and nature spells.

² Scrolls and potions based on paladin spells cost as much as a spell of one level higher because of their rarity. The cost to create them is no different than normal, and players attempting to sell such items will find it difficult to find a buyer.

Table D.13: Scrolls and Potions

Common Spells ¹	Market Price	Item Level
1st-Level	10 gp	1st
2nd-Level	40 gp	1st
3rd-Level	100 gp	2nd
4th-Level	250 gp	3rd
5th-Level	600 gp	5th
6th-Level	1500 gp	7th
7th-Level	3000 gp	9th
8th-Level	7000 gp	11th
9th-Level	15000 gp	12th
Paladin Spells	Market Price ²	Item Level
1st-Level	40 gp	1st
2nd-Level	100 gp	2nd
3rd-Level	250 gp	3rd
4th-Level	600 gp	5th

Potions and Oils

A potion is a magic liquid that produces its effect when imbibed. Magic oils are similar to potions, except that oils are applied exter-

nally rather than imbibed. A potion or oil can be used only once. It can duplicate the effect of a spell that has a casting time of a standard action or less.

Potions are like spells cast upon the imbiber. The character taking the potion doesn’t get to make any decisions about the effect - the caster who brewed the potion has already done so. The drinker of a potion is both the effective target and the effective caster of the effect.

The person applying an oil is the effective caster, but the object is the target.

Physical Description: A typical potion or oil consists of 1 ounce of liquid held in a ceramic or glass vial fitted with a tight stopper. The stoppered container is usually no more than 1 inch wide and 2 inches high. The vial has AC 13, 1 hit point, hardness 1, and a break DR of 12. Vials hold 1 ounce of liquid.

Identifying Potions: In addition to the standard methods of identification, PCs can sample from each container they find to attempt to determine the nature of the liquid inside. An experienced character learns to identify potions by memory – for example, the last time she tasted a liquid that reminded her of almonds, it turned out to be a potion of cure moderate wounds.

Activation: Drinking a potion or applying an oil requires no special skill. The user merely removes the stopper and swallows the potion or smears on the oil. The following rules govern potion and oil use.

Drinking a potion or using an oil on an item of gear is a standard action. The potion or oil takes effect immediately.

A creature must be able to swallow a potion or smear on an oil. Because of this, incorporeal creatures cannot use potions or oils.

Any corporeal creature can imbibe a potion. The potion must be swallowed, or in some other way ingested. Any corporeal creature can use an oil.

A character can carefully administer a potion to an unconscious creature as a full-round action, trickling the liquid down the creature’s throat. Likewise, it takes a full-round action to apply an oil to an unconscious creature. Exceptionally large objects or creatures require a greater time expenditure.

Potion Descriptions: The spellpower for a standard potion is equal to twice the spell level of the spell in the potion. Common potions refer to potions of spells on the unrestricted arcane, divine, and nature lists. Any other spells, such as cleric domain spells and restricted arcane spells, are considered “uncommon”.

Potion Mishaps: Extraordinarily powerful potions can be dangerous to imbibe. Whenever you use a potion, if the spellpower of the potion exceeds your level, roll 1d20 and subtract the difference between your level and the potion’s spellpower. Compare the result to Table D.14: Potion Mishaps.

Table D.14: Potion Mishaps

Mishap Result	Mishap Effect
11+	No additional effects
6–10	User also takes damage equal to the potion’s spellpower
1–5	As above, and the user is nauseated for 1 round
0 or below	As above, and the potion does not have its normal effect

Rituals

Table D.15: Ritual Costs

Ritual Level	Cost to Perform	Cost to Scribe	Item Level
1st-Level	5 gp	50 gp	1st
2nd-Level	20 gp	200 gp	3rd
3rd-Level	50 gp	500 gp	4th
4th-Level	125 gp	1250 gp	7th
5th-Level	300 gp	3000 gp	9th
6th-Level	750 gp	7500 gp	11th
7th-Level	1500 gp	15000 gp	12th
8th-Level	3500 gp	35000 gp	14th
9th-Level	7500 gp	75000 gp	16th

Wondrous Items

Wondrous items are items which are inherently magical in some way.

Answerstone

Price (Level): 2,000 gp (8th)

Spellpower: Faint Divination (Knowledge)

Aura: 6th

Activation: Standard (specific action)

If you shake this stone and ask a simple yes or no question (a standard action), you receive an answer of either “yes”, “no”, or “unclear”. The answer has a 75% chance of being correct. If the answerstone is incorrect, it will always answer “unclear”. The answerstone will always answer “unclear” if asked questions about events more than thirty minutes into the future or past, farther than ten miles from its current location. It can only answer questions about observable quantities (including spells).

If you attempt to use an answerstone when you have no uses of magic items remaining, it will give random answers, including answers other than “yes”, “no”, and “unknown”. Although answerstones are usually made of stone, they can also be made of other sturdy materials.

Creation Requirements: Divination (Knowledge) 3; spellpower 6th or Craft (bone, metal, or stone)

Bag of Holding

Price (Level): Varies gp (see text)

Spellpower: Varied Conjunction (Translocation) [Planar]

Aura:

Activation: —

This appears to be a common cloth sack about 2 feet by 4 feet in size. The bag of holding opens into a nondimensional space: Its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount. This weight, and the limits in weight and volume of the bag’s contents, depend on the bag’s type, as shown on the table below.

If the bag is overloaded, or if sharp objects pierce it from the outside, the bag ruptures and is ruined. All contents are lost forever. If a bag of holding is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a

specific item from a bag of holding is a move action - unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action.

If a bag of holding is placed within a portable hole a rift to the Astral Plane is torn in the space: Bag and hole alike are sucked into the void and forever lost. If a portable hole is placed within a bag of holding, it opens a gate to the Astral Plane: The hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the portable hole and bag of holding in the process.

Creation Requirements: Conjunction (Translocation) [Planar] 2; spellpower 4th or Craft (textiles) 8

Bag of Tricks

Price (Level): Varies gp (see text)

Spellpower: Varied Conjunction (Summoning)

Aura:

Activation: —

This small sack appears normal and empty. However, anyone reaching into the bag feels a small, fuzzy ball. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character who drew it from the bag for 1 minute (or until slain or ordered back into the bag), at which point it disappears. It can follow any of the commands described in the Creature Handling skill. Each of the three kinds of a bag of tricks produces a different set of animals. Use the following tables to determine what animals can be drawn out of each.

Animals produced are always random, and only one may exist at a time. If a new animal is drawn from the bag, the previous animal is immediately unsummoned.

Creation Requirements: Conjunction (Summoning) 1 (gray), 3 (rust), or 5 (tan); spellpower 2 (gray), 6 (rust), or 10 (tan) or Craft (textiles) 6 (gray), 10 (rust), or 14 (tan)

Bead of Force

Price (Level): 600 gp (5th)

Spellpower: Moderate Evocation (Control) [Force]

Aura: 10th

Activation: Standard (specific action)

This small black sphere appears to be a lusterless pearl. By holding it in your hand and throwing it at an object or creature, you can surround the struck target with a *resilient sphere*, as the spell. The bead is treated as a thrown weapon with a range increment of 20 feet. Your Reflex attack bonus for the *resilient sphere* effect is equal to your level + 5.

If you miss your target, the bead will still activate if it strikes a solid object, potentially wasting its effect. After being activated, the bead is destroyed.

Creation Requirements: Evocation (Control) [Force] 5; spellpower 10th or Craft (jewelry) 14

Bottle of Air

Price (Level): 800 gp (5th)

Spellpower: Faint Conjunction (Creation)

Aura: 4th

Activation: Standard (specific action)

This item appears to be a normal glass bottle with a cork. By uncorking the bottle (a standard action), you can cause the bottle to continually fill itself with clean air for 1 hour. It will remain

Bag	Bag Weight	Weight Limit	Space Limit	Base Price	Item Level
Type I	15 lb.	250 lb.	5 ft. radius	750 gp	5th
Type II	20 lb.	500 lb.	10 ft. radius	1,500 gp	7th
Type III	25 lb.	1,000 lb.	15 ft. radius	3,000	9th
Type IV	30 lb.	1,500 lb.	20 ft. radius	6,000	10th

Table D.16: Bag of Tricks Types

Bag Type	Base Price	Item Level
Gray	200 gp	3rd
Rust	2,000 gp	8th
Tan	12,000 gp	12th

Table D.17: Bag of Tricks Animals

Roll	Gray Bag	Rust Bag	Tan Bag
1-20	Dire rat	Dire weasel	Snake, giant constrictor
21-40	Cat	Lion	Dire lion
41-60	Badger	Dire badger	Dire wolverine
61-80	Owl	Giant owl	Griffon
81-100	Wolf	Dire wolf	Rhinoceros

filled with clean air even if taken into an airless environment or environment with dangerous gases, allowing you to breathe from the bottle. Liquid can still fill the bottle, and the bottle will continuously bubble as air is created until the liquid is removed.

The bottle can even be shared by multiple creatures who pass it around. Breathing out of the bottle is a standard action, but a creature that does so can then act for as long as it can hold its breath.

Creation Requirements: Conjunction (Creation) 2; spellpower 4th or Craft (ceramics) 8

Candle of Truth

Price (Level): 100 gp (2nd)
Spellpower: Faint Enchantment (Inhibition) [Mind-Affecting]
Aura: 6th
Activation: Standard (specific action)

By lighting this white tallow candle, you can prevent creatures within a Medium (20 ft.) radius of the candle from being able to lie, as the *zone of truth* ritual. The zone lasts as long as the candle remains lit, which is normally 1 hour. If the candle is snuffed, the zone immediately ends. Relighting the candle does not recreate the zone.

Creation Requirements: Enchantment (Inhibition) Mind-Affecting; spellpower 2 or 6thCraft (alchemy) 10

Friendstone

Price (Level): 3,000 gp (9th)
Spellpower: Strong Conjunction/Divination (Scrying, Translocation) [Teleportation]
Aura: 14th
Activation: Standard (specific action)

This item appears to be a glossy, smooth stone about three inches in diameter. It can be used to summon a willing creature from a great distance. By pressing the stone to your forehead and speaking your full name, you can activate the stone to make it attune to you, allowing you to be summoned by a creature using the stone. This

replaces the stone’s attunement to any other creature.
By grasping the stone in your hand and throwing it to the ground, you can activate cause the stone to transport the creature attuned to the stone to the stone’s location. The creature is granted a brief glimpse of the stone’s surroundings, as if looking out through the stone, and may refuse the summoning. If the creature refuses, or if it is physically impossible for the creature to appear, your activation of the stone has no effect. If the creature accepts, the stone is destroyed and the creature is unerringly teleported into the stone’s location.

This item is usually made of stone, but can also be made from glass.

Creation Requirements: Conjunction/Divination (Scrying, Translocation) 7; spellpower 14th or Craft (ceramics or stone) 18th

Witch’s Broom

Price (Level): 60,000 gp (16th)
Spellpower: Strong Divination/Transmutation (Communication, Imbuement)
Aura: 14th
Activation: Standard (specific action)

This broom can fly as directed by its owner, as the *overland flight* ritual. Riding the broom is like riding a mount, except that you do not need to control it and some actions (such as taking cover behind the mount) are infeasible due to the shape of the broom.

In addition to riding the broom, you attune to the broom as a standard action by holding it firmly by the handle and concentrating. If you have attuned to the broom, you can command it to fly on its own by specifying a location or a direction and distance. The broom understands all locations that you know. If the broom is within Extreme (1,000 ft.) range of you and can hear your commands, it will obey your commands after 1 round. Both attuning to the broom and issuing a command to the broom count as activating the broom, but simply riding the broom does not.

Creation Requirements: Divination/Transmutation (Communication, Imbuement) 7; spellpower 14th or Craft (wood) 18

D.8 Special Materials

Some materials are inherently magical. Items made from such materials gain special properties automatically.

Material Types

There are three main types of materials used to create items: metal, wood, and leather. In order to create an item with a special material, the item must normally be made with a material of the appropriate material type. In the case of items that are made from multiple materials, such as polearms, the primary functional part of the item determines which type of special material can be used to create it. For example, the material type for a weapon is generally determined by its striking surface.

Special Material Descriptions

Table D.18: Special Materials

Material Name	Material Type	Effect	Price
Adamantine	Metal	Grant or overcome physical damage reduction	
Cold Iron	Metal	Effective against supernatural creatures	
Darkwood	Wood	Extraordinarily light	
Dragonbone	Metal	Inherently magical	
Dragonhide	Leather	Resist energy	
Dragonscale	Metal	Resist energy	
Ironwood	Metal	Metallic wood	
Mithral	Metal	Extraordinarily light	
Silvered	Metal	Effective against supernatural creatures	

Adamantine: Adamantine is a rare metal that is among the hardest substances known.

Adamantine weapons ignore the hardness of creatures and objects.

Adamantine armor grants its wearer physical damage reduction equal to half your level. This damage reduction is overcome by adamantine weapons.

Adamantine items of any kind have double the hit points and hardness of an equivalent item of the same type.

Cold Iron:

Cold iron is iron that has been magically smelted without the use of heat.

Cold iron items are especially effective against some supernatural creatures, as indicated in the creature descriptions.

Darkwood: Darkwood is a rare magic wood that is very light.

Darkwood weapons have the Finesse weapon property, allowing you to use Dexterity to attack with them instead of Strength.

Darkwood shields have their **encumbrance penalty** reduced by 2.

Darkwood items of any kind weigh half as much as an equivalent item of the same type.

Dragonbone:

Dragon bones can be used in place of metal when creating weapons and armor.

Dragonbone weapons gain an effective enhancement bonus equal to a third of your level (to a maximum of +5 at 15th level). This bonus does not contribute to the number or value of the special abilities a dragonbone weapon can have.

Dragonbone armor grants its wearer spell resistance. To affect a creature with spell resistance using a spell, a caster must make an attack with an accuracy equal to its spellpower. If the attack beats the creature's spell resistance, the spell works normally. Otherwise, the spell has no effect on the creature.

Dragonhide:

Dragon hide can be used as leather when creating weapons and armor.

Dragonhide armor grants damage reduction equal to your level against the energy type used by the dragon the hide is taken from.

Dragonscale:

Dragon scales can be used in place of metal when creating armor. Dragonscale armor grants damage reduction equal to your level against the energy type used by the dragon the hide is taken from.

Ironwood: Ironwood is a magic wood created by the *ironwood* ritual. It has been magically hardened, giving it the strength of iron. Ironwood can be used in place of metal when creating weapons and armor.

Ironwood items have no special properties except that they are made from wood instead of metal.

Mithral: Mithral is a rare metal that is very light, but has the strength of iron.

Mithral weapons have the Finesse weapon property, allowing you to use Dexterity to attack with them instead of Strength.

Mithral armor has its **encumbrance penalty** reduced by 2, and its arcane spell failure reduced by 10.

Mithral items of any kind weigh half as much of an equivalent item of the same type.

Silvered:

Silvered items have silver infused into them in the process of their creation. Only metal items can be silvered.

Silvered items are especially effective against some supernatural creatures, as indicated in the creature descriptions.

D.9 Magic Item Rules

Magic Item Auras

Magic items radiate magical auras which can be detected with the Spellcraft skill (see Spellcraft, page 62). Each item describes the auras that can be detected on it, including the strength, school, and descriptors, as appropriate.

Damaging Magic Items

A magic item is normally unharmed by attacks unless it is untended or is specifically targeted by an effect. A magic item's special defenses are all equal to 10 + the spellpower of the item. The only exceptions to this are intelligent magic items, which apply their Willpower to their Mental defense.

Magic items, unless otherwise noted, take damage as nonmagical items of the same sort. A damaged magic item continues to function, but if it is broken, its magic ceases to function until it is repaired. If it is destroyed, all its magical power is lost.

Repairing Magic Items

A magic item which is broken (but not destroyed) can be repaired for 10% of the value of the item.

Intelligent Items

Some magic items, particularly weapons, have an intelligence all their own. Only permanent magic items (as opposed to those with a single use or those with charges) can be intelligent. (This means that potions, scrolls, and wands, among other items, are never intelligent.)

In general, fewer than 1% of magic items have intelligence.

Cursed Items

Some items are cursed - incorrectly made, or corrupted by outside forces. Cursed items might be particularly dangerous to the user, or they might be normal items with a minor flaw, an inconvenient requirement, or an unpredictable nature. Many cursed items are difficult to identify and remove, requiring the use of rituals such as *remove curse*.

D.10 Magic Item Creation

By investing time, money, and energy, spellcasters and craftsmen of great skill can imbue items with magical power. Learning how to perform this process requires the Imbue Magic feat. In addition, each magical item has certain requirements that must be met before it can be crafted. These requirements can be met in one of two ways: by casting spells into the item, or by using an appropriate Craft skill.

Requirements

Consider the requirements of a *flaming* weapon.

Creation Requirements: Evocation (Energy) 3; spellpower 6th or weaponsmithing 9

This is composed of six parts: the school, the subschool, the spell level, the minimum caster level, the appropriate Craft skill, and the minimum number of ranks in that skill. Which requirements you must meet to create the item depend on how you are creating it.

Using Spells

To create an item with a spell, you must know a single spell that has the school and subschool listed in the magic item's requirements. The spell's level must be at least as high as the spell level listed in the requirements. For example, a wizard who knows the Fireball spell would be able to craft that item, because *fireball* is a 3rd level spell from the Evocation school with the (Energy) subschool. The spell need not match exactly; it can have other components as well. A druid who knows *fire seeds*, a 6th level Evocation/Transmutation (Energy, Imbuement) [Fire] spell, could also craft the item.

Some magic items are more complex, requiring multiple schools, subschools, or descriptors. It may be impossible to craft these items without the Imbuement Admixture feat, allowing you to use multiple spells to craft an item.

Crafting

To craft an item, you must have at least as many ranks in the relevant Craft skill as the magic item requires. In addition, you must have learned how to craft items from the item's school and subschool using that Craft skill. For every 5 ranks you have in a Craft skill, you learn how to make items from an additional subschool and its associated school. You can learn more subschools with the Versatile Crafter feat.

Some magic items are more complex, requiring multiple schools and subschools or even multiple Craft skills. You must know all of those schools and subschools with each Craft skill you use for the item.

Creation Process

Regardless of the type of item being created, item creation always has certain features in common.

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.

Negative Levels: Power and energy that a spellcaster would

normally have is expended when making a magic item. While crafting a magic item, a spellcaster gains a negative level that cannot be removed. After the magic item is complete, the spellcaster still suffers the negative level for two days per day required to make the item. Scrolls and potions are less draining, and only bestow negative levels for one day per day required to make the item. These negative levels cannot be removed by any means.

Time: Creating an item requires one day per 1000 gp in the item's raw materials cost, to a minimum of one day.

Item Cost: Potions and scrolls directly reproduce spell effects, and the power and price of these items depends on the level of the spell they replicate.

Extra Costs: Any potion or scroll that stores a spell with a costly material component also carries a commensurate cost. The creator must expend the material component when creating the item.

Some magic items similarly incur extra costs in material components, as noted in their descriptions.

D.11 Determining Item Prices

Scaling Bonuses

Items which give simple scaling bonuses are easy to price. Each bonus has a fixed price that depends on the statistic being enhanced, as shown on Table D.19: Scaling Item Costs.

Special Abilities

Abilities more complicated than a simple bonus are more difficult to price. However, there are still consistent principles which can be followed. To assign a price to a special ability, follow the steps below.

1. Assign an effective spell level to the ability based on its power.
 - Apparel items with abilities that affect the wearer are treated as having Close range when determining the level of the ability.
2. Decide how the ability will be activated.
3. Determine the price, using Table D.20: Item Prices by Activation Method (page 262).

Table D.19: Scaling Item Costs

Item Effect	+1 Bonus	+2 Bonus	+3 Bonus	+4 Bonus	+5 Bonus
Attack and damage	200 gp	1,000 gp	5,000 gp	25,000 gp	125,000 gp
Armor defense	100 gp	500 gp	2,500 gp	12,500 gp	62,500 gp
Caster level (single school)	50 gp	250 gp	1,250 gp	6,250 gp	31,250 gp
Caster level (all schools)	150 gp	750 gp	3,750 gp	18,750 gp	93,750 gp
Saving throw (single)	50 gp	250 gp	1,250 gp	6,250 gp	31,250 gp
Saving throws (all)	100 gp	500 gp	2,500 gp	12,500 gp	62,500 gp
Item Effect	+2 Bonus	+4 Bonus	+6 Bonus	+8 Bonus	+10 Bonus
Skill (single)	100 gp	500 gp	2,500 gp	12,500 gp	62,500 gp

Table D.20: Item Prices by Activation Method

Spell Level	Specific Action ¹ (Item Level)	Triggered ² (Item Level)	Continuous ³ (Item Level)
Cantrip ⁴	100 gp (2nd)	100 gp (3rd)	200 gp (3rd)
1st	200 gp (3rd)	200 gp (3rd)	800 gp (5th)
2nd	800 gp (5th)	800 gp (5th)	2,000 gp (8th)
3rd	2,000 gp (8th)	2,000 gp (8th)	5,000 gp (10th)
4th	5,000 gp (10th)	5,000 gp (10th)	12,000 gp (12th)
5th	12,000 gp (12th)	12,000 gp (12th)	30,000 gp (14th)
6th	30,000 gp (14th)	30,000 gp (14th)	60,000 gp (16th)
7th	60,000 gp (16th)	60,000 gp (16th)	140,000 gp (18th)
8th	140,000 gp (18th)	140,000 gp (18th)	300,000 gp (20th)
9th	300,000 gp (20th)	300,000 gp (20th)	700,000 gp (—)

1 Actiated with a time-consuming action, such as making a gesture or drinking a potion.

2 Triggered effects should only modify existing actions, rather than constituting new actions, and should not have beneficial effects that last longer than the current round.

3 Only effects that only target you can be made continuous. The spell level should be calculated as if it had no range and Extreme (12 hours) duration.

4 Or other effects weaker than a 1st level spell.

Appendix E

Optional Rules

E.1 Attributes

Other Methods of Attribute Generation

Point buy offers the fairest and most customizable system for determining attribute scores, ensuring that players can be almost any character they want to be. However, some groups may wish to determine attribute scores differently. Other options are provided below.

Semi-Randomized Point Buy

With this method, you have only a small degree of control over your character’s attribute scores, but all characters generated in this way are equally powerful. As with the point buy method, all your character’s attribute scores start at 0, and you get 10 points to distribute among your character’s attribute scores. However, you do not have full control over how to distribute those points.

Roll 4d6 for each attribute score, dropping a die of your choice with each roll. First roll for the attribute scores that you care about most, and save the least important attribute scores for last. After rolling for an attribute score, sum results on the three highest dice and consult Table E.1: Semi-Randomized Point Buy Results and spend the appropriate number of points to yield an attribute score, as indicated by Table 1.1: Attribute Score Point Costs. If you do not have enough points remaining to spend the amount indicated by the die roll, spend as many as you can and move on to the next ability.

If you have points remaining after rolling all of your attribute scores, you may distribute the points freely among your abilities, using the normal point buy rules. You cannot increase any attribute above 3 during this stage.

After all of your points have been spent, you may swap any two of your attribute scores.

For characters with more extreme attribute scores, use the following approach for each attribute score, starting with 10 points as normal:

- Roll 2d8
- Take the average, rounding down
- Subtract 3
- Spend the points as indicated on Table 1.1: Attribute Score Point Costs until you have no points left.

Random Point Buy

This method gives you no control over the character whatsoever, while still ensuring that all characters generated are equally powerful. It functions as the semi-randomized point buy method, except

Table E.1: Semi-Randomized Point Buy Results

Roll	Attribute Score	Point Cost
3-7	-2	-2 ¹
8-9	-1	-1 ¹
10-11	0	0
12-13	1	1
13-14	2	2
15-16	3	3
17	4	5
18	5	8

¹ You gain extra points for having low stats. You can gain these points any number of times per character.

that you also randomize the order in which the attribute scores are rolled.

Classic Hardcore

This method is completely random and can generate very overpowered or underpowered characters. It represents the unfairness of the world, where some people are just better or worse than others. Roll 1d8 for each attribute score and subtract 3 from each result. The result is the attribute score.

E.2 Races

Awakened Animal

Awakened animals are animals that have been granted sentience by the *awaken* ritual. The abilities of an awakened animal depend on the type of animal it is.

Size: Tiny, Small, or Medium, as original animal.

Attributes: The attributes of an awakened animal depend on its size.

Medium: No change.

Small: +1 Dexterity, -1 Strength.

Tiny: +2 Dexterity, -2 Strength.

Speed: As the original animal.

Special Abilities: As the original animal.

Racial Bonus Feat: No racial bonus feat.

Sample Awakened Animals

Cat:

Size: Tiny. As a Tiny character, a cat gains several benefits and penalties, as described at Small Characters, page 13.

Attributes: +2 Dexterity, -2 Strength.

Speed: 20 feet.

Special Abilities:

- *Scent* A cat has the scent ability (see Scent, page 50).
- *Claws* A cat's paws end in claws, which it can use to attack (see Natural Weapons, page 104). A cat's claws do 1d3 damage.
- *Low-light Vision* A cat treats sources of light as if they had double their normal illumination range.

Changeling

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Special Abilities:

- *Alter Shape* A changeling can alter its physical form in minor ways. It gains a +10 bonus on Disguise checks, and it can disguise its body as a standard action. This ability does not alter the changeling's equipment, which may give away its identity unless disguised normally.

Racial Bonus Feat: Any one from the following list: Open Minded, Skill Focus (Bluff, Disguise, Intimidate, Persuasion, or Sense Motive).

Automatic Languages: Common and any one language (except Druidic).

Bonus Languages: Any.

Drakkenfel

A drakkenfel is created when a dragon's scales are removed while the dragon still lives. The scales retain much of the dragon's power, and without them, the dragon is cursed to continue its life as a diminished, mortal creature. Drakkenfel are extremely rare, as there are few who are powerful enough to subdue a dragon to extract its scales – and fewer still who would dare to do so, knowing that they would earn the eternal enmity of all dragons.

Although drakkenfel are generally considered to be a lesser creature than true dragons, they have hidden power. While separated

from her full draconic essence, a drakkenfel can bridge the divide between the different types of true dragons, gaining the affinity for multiple energy types and special powers. It is rumored that a drakkenfel who regains her scales retains these enhanced abilities, becoming even more powerful than ordinary dragons.

Physically, a drakkenfel resembles a wyrmling dragon, except that it is completely scaleless. Its skin is leathery and rough, and some drakkenfel bear horrific scars from the ritual that removed their scales. Most drakkenfel retain tatters of their wings, but they are always nonfunctional.

Size: Small.

Attributes: No change.

Speed: 20 feet.

Special Abilities:

- *Draconic Essence* Each drakkenfel was once a type of true dragon. This choice must be made at 1st level, and cannot thereafter be changed. A list of dragons and their associated energy type is given on Table 5.4: Dragon Types (page 82). The drakkenfel is treated as if she had the Draconic Heritage feat in this dragon for the purpose of feats and abilities.
- *Energy Resistance* A drakkenfel gains damage reduction equal to five times her level against the energy type associated with her draconic essence.
- *Sleeping Dragon* If a drakkenfel recovers her stolen scales, she immediately becomes a true dragon again.

Racial Bonus Feat: Draconic Scales.

Special: At least half of a drakkenfel's class levels must be taken in the drakkenfel class.

Dryaidi

Dryaidi are humanoid creatures that resemble plants. They are descended from dryads.

Size: Medium.

Attributes: +1 Constitution, -1 Dexterity.

Speed: 20 feet.

Special Abilities:

- *Ingrain* As a standard action, a dryaidi can plant roots into natural earth. While ingrained, a dryaid's land speed becomes 5 feet, but she gains a +2 bonus to her Maneuver defense against attacks that would move her. Resting for 4 hours while ingrained gains the same benefits that a human would gain from 8 hours of rest, including healing. In addition, the dryaidi acquires nutrients sufficient to replace a day's worth of food and water. Withdrawing ingrained roots is a full-round action.
- *Photosynthesis* While in sunlight, a dryaidi gains a +10 foot bonus to land speed.

Racial Bonus Feat: Dryad Heritage.

Tieflings

Tieflings are humanoid creatures descended from fiends.

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Special Abilities:

- *Darkvision* Tieflings can see in the dark clearly up to 50 feet. Beyond that, they can see dimly, treating areas of darkness as shadowy illumination. Darkvision does not function if a

tiefling is in a brightly lit area, and does not resume functioning until 1 round after the tiefling leaves the brightly lit area.

- **Energy Resistance** A tiefling has damage reduction against cold, electricity, and fire equal to twice its level.

Racial Bonus Feat: Fiendish Heritage.

E.3 Racial Templates

Racial templates are applied in addition to the effects of a normal race. In exchange for special bonuses, a character with a racial template must take a minimum number of levels in the template class.

Half-Dragon

Half-dragons are the offspring of dragons.

Template Class Requirements

A half-dragon must take the half-dragon template class with his first, fifth, ninth, and thirteenth character levels. He may not choose half-dragon as his base class, and he may not voluntarily take additional levels in the half-dragon class.

Table E.2: Half-Dragon Progression

Level	Combat Prowess	Fort	Ref	Ment	Special
1st	+1	+1	+0	+1	Claws, draconic heritage, keen senses, scales
2nd	+2	+2	+1	+2	Bite, breath weapon, draconic magic, draconic wings
3rd	+3	+3	+2	+3	Energy immunity, flight, mighty breath
4th	+4	+5	+3	+5	Draconic apotheosis

Class Abilities

Claws: The half-dragon's hands are fiercely clawed. He can use his hands as a claw attack that deals 1d6 damage for a Medium half-dragon.

Keen Vision: The half-dragon gains **low-light vision**, allowing him to treat sources of light as if they had double their normal illumination range. If he already has low-light vision, he doubles its benefit, allowing him to treat sources of light as if they had four times their normal illumination range. In addition, he gains **darkvision** with a 50 foot range, allowing it to see in complete darkness. If he already has darkvision, he increases its range by 50 feet.

Draconic Power: The strength of a half-dragon's draconic abilities are determined by his draconic power. His draconic power is equal to his Constitution or his character level, whichever is higher.

Draconic Heritage: The half-dragon is descended from a particular type of true dragon, as described in Table 5.4: Dragon Types (page 82). This choice must be made at 1st level, and cannot thereafter be changed. His heritage grants him **damage reduction** against damage of his dragon's energy type equal to twice his draconic power.

The half-dragon may not take any Bloodline feats. His direct draconic ancestry cannot be diluted or augmented by such means.

Scales: The half-dragon gains a bonus to his Armor defense equal to his levels in the half-dragon template class.

2nd – Bite: The half-dragon's mouth is elongated and filled with sharp teeth. He can use his mouth as a bite attack that deals 1d8 damage for a Medium half-dragon.

2nd – Breath weapon: The half-dragon gains a breath weapon based on the type of dragon he is descended from. The shape of the breath weapon is given on Table 5.4: Dragon Types: either a Large (50 ft.), 5 ft. wide line or a Medium (20 ft.) cone. He makes a Draconic power vs. Reflex attack against everything in the area. Success deals 1d8 damage of his dragon's energy type per two draconic power. Critical success deals double damage. Failure deals half damage.

After using his breath weapon, a half-dragon must wait 1d4 rounds before he can use it again.

2nd – Draconic Magic: If the half-dragon has any levels in spellcasting classes, he may choose one of them. His half-dragon levels increase his spellcasting abilities with that class as if he had gained levels in that class. This increases his spells per day, spells known, and spellpower appropriately. This ability causes half-dragon to be treated as a magical class for the purpose of the normal multiclassing benefits spellcasters gain (see Spellcasters and Multiclassing, page 45).

2nd – Draconic Wings: The half-dragon grows leathery draconic wings from his back. They grant him a glide speed equal to his base land speed (see Gliding, page 223, for details).

3rd – Draconic Flight: The half-dragon can use his wings to fly. He gains a fly speed equal to his base land speed, with average maneuverability (see Flying, page 222, for details). He can fly for a number of rounds equal to his draconic power. After that limit is reached, he must rest for 5 minutes before flying again.

3rd – Energy Immunity: The half-dragon becomes immune to damage of his dragon's energy type.

3th – Mighty Breath: The half-dragon's breath weapon improves. If it is a line, it becomes a Huge (100 ft.), 10 ft. wide line. If it is a cone, it becomes a Large (50 ft.) cone.

4th – Draconic Apotheosis: The half-dragon reaches the pinnacle of his draconic nature. This grants him several benefits.

1. All of the half-dragon's attributes increase by 1.
2. His creature type becomes dragon, in place of his original creature type.
3. He may use his draconic power in place of his spellpower when casting spells from any class.
4. The damage dealt by his draconic natural weapons increases by one size category.
5. There is no limit on how long he can fly with his draconic wings.

E.4 Feats

Drakkenfel

Only a character with the drakkenfel race can become a drakkenfel. Drakkenfel function like spellwarped, with the following alterations.

Innate Magic (Su): A drakkenfel treats her draconic nature as her choice of innate magic. This replaces the normal choices of innate magic offered to a spellwarped. Her good defense is

Fortitude, her key attribute is Intelligence, and she treats Awareness, Knowledge (arcana), and Persuasion as class skills.

Spellwarp Pool (Su): The drakkenfel gains the following minor ability.

Frightful Legacy: The drakkenfel can alter her appearance as a swift action to look more draconic for 5 rounds. This can grant her a +2 bonus to Intimidate checks.

2nd – Surge of Power (Su): The drakkenfel gains the following ability based on her innate magic.

Draconic Form: The drakkenfel transforms her body to become like a dragon. She gains a bite natural attack, and a claw natural attack for each hand (see Natural Weapons, page 104). For a Medium creature, the bite deals 1d8 damage, and the claws deal 1d6 damage. In addition, she gains a +2 bonus to her Armor defense from draconic scales.

2nd – Spellwarped Body (Ex): The drakkenfel gains the following ability based on her innate magic.

Draconic Superiority: The drakkenfel gains a +1 bonus to an attribute of her choice. At her 10th drakkenfel level, this bonus applies to all attributes. At her 20th drakkenfel level, this bonus increases to +2.

3rd – Attuned Senses: The drakkenfel gains the following ability based on her innate magic.

Draconic Senses: The drakkenfel gains low-light vision, 50 foot darkvision, and 20 foot blindsense for 1 round. If she already has low-light vision, she doubles its benefit, allowing him to treat sources of light as if they had four times their normal illumination range. If she already has darkvision, she increases its range by 50 feet. If she already has blindsense, she increases its range by 20 feet.

3rd – Spellwarped Aspect (Su): The drakkenfel has access to the following spellwarped aspects based on her innate magic, in addition to the general aspects.

Keen Senses: The drakkenfel gains low-light vision and 50 foot darkvision.

7th – Blindsense: The drakkenfel gains 50 foot blindsense.

7th – Dragonshape: When the drakkenfel uses her surge of power, she can transform completely into a dragon. If she does, the following changes occur.

- Her equipment melds into her body. All physical properties of her equipment, such as armor, have no effect. However, she still gains the magical properties of her equipped items.
- Her hands transform completely into claws. She cannot use her claws to wield weapons or use items normally, but she can cast spells.
- She increases in size by one size category, increasing the damage of her natural weapons.
- She gains a +2 bonus to spellpower, and a +4 bonus to Armor defense.

11th – Draconic Size: When the drakkenfel uses her surge of power, she can increase her size by one size category. The size increase lasts as long as her surge of power does. This is a sizing effect, and does not stack with most other sizing effects. However, it stacks with the size increase from the dragonshape aspect.

Drakkenfel Invocations

1st – Breath Weapon: As a standard action, the drakkenfel makes a special attack vs. Reflex against everything within an

Medium area. The shape and damage type of the drakkenfel's breath weapon depends on her draconic essence, as described in Table 5.4: Dragon Types (page 82). A successful attack deals 1d6 damage per spellpower. A failed attack deals half damage.

1st – Augment Weapons: As a standard action, the drakkenfel can give her natural attacks a +1 enhancement bonus. This gives a +1 bonus to damage and grants her an additional offensive legend point for her natural attacks (see Weapon Enhancement Bonuses, page 249). This bonus increases by +1 at spellpower 4, and every 4 spellpower thereafter.

4th – Water Breathing: As a standard action, the drakkenfel gains the ability to breathe water as if it was air for 1 hour.

6th – Lightning Breath: This invocation functions like the *lightning bolt* spell, except that the drakkenfel breathes the effect from her mouth as a breath weapon.

8th – Tiring Breath: This invocation functions like the *waves of fatigue* spell, except that the drakkenfel breathes the effect from her mouth as a breath weapon.

E.5 Feats

Body of the Bending Willow [Bloodline, Fae]

Prerequisite: Dryad Heritage.

Benefit: You gain a +2 bonus to Escape Artist and Stealth checks.

If you have three or more fae bloodline feats, you can also walk between trees. As a move action, you can spend a fae point to step into an adjacent plant of at least Medium size and out of any other plant of at least Medium size within 100 feet.

Body of the Mighty Oak [Bloodline, Fae]

Prerequisite: Dryad Heritage.

Benefit: You gain a +1 bonus to Armor defense.

If you have three or more fae bloodline feats, you can also ingrain in natural earth or stone.

Deep Ingrain [Bloodline, Fae]

Prerequisites: Dryad Heritage, Con 3.

Benefit: When you ingrain, you may spend a fae point to deeply ingrain your roots. While deeply ingrain, your bonus to Maneuver defense increases to +5. In addition, you can draw nutrients from the earth to heal hit points equal to your fae power as a swift action. You can only regain hit points in this way 5 times before you deplete the available nutrients in the area.

Dryad Heritage [Bloodline, Fae]

Prerequisite: Dryadi.

Benefit: This feat functions like the Fae Heritage feat, except that it grants a different special ability.

As a standard action, you can spend a fae point to gain the ability to speak with trees. This ability functions like the druid's wild speech ability, except that it only allows you to communicate with trees.

Fiendish Heritage [Bloodline, Fiendish]

Prerequisite: Tiefling or nongood alignment.

Benefit: You have the blood of a fiendish creature in your veins, granting you fiendish power. Your fiendish power is equal to your Willpower, or your level + the number of fiendish bloodline feats

you possess, whichever is higher. You have a pool with a number of fiend points equal to the number of fiendish bloodline feats you possess.

As a standard action, you can spend a fiend point to surround yourself in Medium (20 ft.) radius emanation of darkness for Short (*Focus + 5 rounds*) duration. All light within the area is reduced to be no brighter than shadowy illumination. This typically grants you concealment, allowing you to hide.

Photosynthesis [Bloodline, Fae]

Prerequisite: Dryad Heritage

Benefit: For each you spend an hour in sunlight, you regain one spent fae point.