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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 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 Class** (DC). If your result is at least as high as the DC, 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 15.

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**. This has several effects.

Taking 20: It's not impossible for you to trip over a tree root while walking normally, but you shouldn't roll every time you try to take a step. You should only roll when your character is trying to do something where the chance of failure matters.

This applies even when there are specific game mechanics for the action, such as when searching for a hidden key. If the time required to perform the action doesn't matter, and there are no consequences for failure, it's not meaningful to roll. Instead, your character should just spend some time performing the action and automatically get the best result she can, as if you had rolled a 20. This is called **taking 20**. When possible, the GM should automatically have your character take 20 to minimize the amount of time you spend doing things that aren't dramatic.

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. There are four important decisions required to create a character.

1. **Personality**: Who is your character? What do they want? What is their background? It's good to have some idea of what kind of character you want to play, or else the number of options available can feel overwhelming. However, you don't need to decide everything about your character before you

start creating it. In fact, you can figure out their personality as you start playing the game. You should keep your character's personality and style in mind as you make other decisions, however.

2. **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.

3. **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.

4. **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.

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 youre 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 125).
- Strength can be used to attack with melee and thrown weapons.
- Strength can be used for Maneuver defense.
- Strength can be used for Climb, Jump, Sprint, and Swim checks.
- Half Strength can be added to Fortitude defense, which can affect your hit points.

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.

Constitution (Con)

Constitution represents your character's health and stamina.
- Constitution can be used for Armor defense.
- Constitution can be added to Fortitude defense, which can affect your hit points.
- Half Constitution is added to your hit points at each level.

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.
- Half Intelligence is added to the number of skill points a character gets.
- Half Intelligence can be added to Mental defense, which can affect your hit points.
- You gain bonus languages on character creation equal to your starting 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.
- Half Perception can be added to Reflex defense.

Willpower (Wil)

Willpower measures a character's ability to endure mental hardships.
- Willpower can be added to Mental defense, which can affect your hit points.
- Many special abilities are based on 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 58), 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 15) and defend themselves (see Defenses, page 16), while moving around the battlefield (see Movement and Positioning, page 17). When your defenses fail, you can get hurt (see Injury, Death, and Healing, page 17). In unusual situations, you might become more or less likely to succeed at your actions (see Circumstances, Bonuses, and Penalties, page 247).

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

Movement takes place first in the round. During the movement phase, all creatures can take move actions (see Movement and Positioning, page 17). 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.

Move Action: A move action is usually used to move from one place to another. You can move a distance up to your base land speed with a move action. It can also be used for other activities that require some effort, such as drawing a weapon, opening a door, or standing up from a prone position. You can take one move action each turn.

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: A standard action is the most common type of 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. You can take one standard action each turn.

Once all creatures have declared their actions, actions are resolved.

Resolving Actions

Within each phase, actions of all creatures are simultaneously resolved in the following order.

1. Determine affected targets.
2. Check action success. Example: Making attack rolls.
3. Determine action results. Example: Making damage rolls.

4. Apply action results. Examples: Reducing hit points, moving character locations, and applying penalties.

In the vast majority of cases, there is no need to go through this 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 taking actions that can significantly change the situation, such as grappling an enemy or casting complex spells.

Conflicting Actions

In some situations, actions that should take place at the same time directly conflict with each other. This most commonly happens with movement. 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 + enhancement bonus + 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.

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 immediately, before any 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: In each phase, you can delay your action rather than acting immediately. If you delay, you do nothing until after the actions of all other creatures have been resolved. At that point, you declare your action and resolve it. If multiple creatures delay, all their actions are declared resolved simultaneously, after the actions of all the creatures that did not delay. You cannot delay more than once in a single phase.

Attacks

An **attack** is anything that affects another creatures 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,

Table 1.2: Effects of Changing Attributes

Effect Type	Timing of Change	Example
Numerical modifiers	Immediately	A barbarian enters a rage. His attack bonus 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 *totemic power* 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.

and most special attacks, require making an **attack roll** against a **defense**. If the result of the attack roll equals or exceeds the defense, the attack succeeds.

Full Attack

As a standard action, you can try to strike a foe with a weapon you are wielding. To do so, make an attack roll with a weapon you are wielding, adding your attack modifier to the roll. If your result is at least equal to your foe's Armor defense, your attack hits, and your foe takes damage.

Attack Modifier

Your attack modifier is equal to the following:

Base attack bonus or attack attribute + proficiency bonus + enhancement 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 attack bonus when using a weapon you are proficient with.

Size Modifier: Your size modifier is described in Table 1.4: Size in Combat (page 19).

Damage

If your attack succeeds, you deal damage equal to your weapon's damage die + half your base attack bonus or half your Strength.

Dealing Nonlethal Damage: You can attempt to strike non-lethally with any weapon. If you hit, you deal half damage as nonlethal damage. See Nonlethal Damage, page 18.

Reach

Normally, you can attack anyone within five feet of you. The range at which you can attack 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 stab 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 + Base defense bonus or defense attribute(s) + enhancement bonus + size modifier + other bonuses and penalties

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

Base Attack Bonus: Your experience and aptitude in combat affects your ability to defend yourself; experienced warriors know how to recognize and avoid or parry blows that would easily fell novices. As a result, you add your base attack bonus to your Armor defense. Your fighting experience is even more important when defending against combat maneuvers, so you add your full base attack bonus to your Maneuver defense.

Enhancement Bonus: You can have enhancement bonuses to all physical defenses, or to a specific physical defense. As normal, these enhancement bonuses do not stack with each other; only the highest applicable bonus is used.

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 19).

Table 1.3: Defense Calculations

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

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 19). 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 counds as ten feet of movement. The third costs five feet, the fourth costs ten feet, and so on.

You can't move diagonally past a corner. You can move diagonally past a creature, even an opponent. You can also move diagonally past other impassable obstacles, such as pits.

Closest Creature: When it's important to determine the closest square or creature to a location, if multiple squares or creatures are equally close, pick one randomly.

Combat Engagement

At the start of each phase, if you are threatened by any enemies, you are engaged in combat until the end of the phase. While engaged in combat, you move at half speed.

Injury, Death, and Healing

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.

Hit Points

Your hit points represent how much punishment you can take. 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:

Half Fortitude defense or half Mental defense + half Constitution + 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 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 18), that damage represents serious physical injury to your body. This is called critical damage. You suffer a penalty to attacks, 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. While disabled, you are staggered *(unable to act in movement phase)*. In addition, you You are also still bloodied, and continue to take the −5 penalty to Fortitude and Mental defenses.

At the end of the round, after all other effects have been resolved, if your hit point total is positive, you stop being disabled. If you take additional damage while disabled, that damage is critical damage and causes you to begin dying (see Dying, below).

Dying: While you are dying, you must make an attack against your own Fortitude defense at the end of every round. No bonuses or penalties apply to the attack 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 8 hours of rest, you recover half your hit points. Any significant interruption (such as combat or the like) during your rest prevents you from healing. If you rest for an entire day (16 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 Ability Damage: Ability damage is temporary, just as hit point damage is. Ability damage returns at the rate of 1 point per 8 hours of rest for each affected attribute score.

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 1 week 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 attack rolls.

Size in Combat

Size affects your space and reach in combat. In addition, your physical attacks and defefenses 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 250.

Total Defense

As a standard action, you can focus entirely on defense, granting you a +4 bonus to your physical 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.

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 attacks and defenses, except for maneuvers
3 Modifies maneuver attack and defense. The opposite modifier applies to Stealth.

Critical Hits

When you roll a natural 20 on an attack roll and hit, you have scored a critical threat. Roll another attack roll at the same attack bonus. If that attack also hits, you deal double damage.

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 107).

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 118).

If you have the Improved Unarmed Combat feat, you become proficient with your unarmed attack, and can deal lethal damage with it (see Improved Unarmed Combat, 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 for one of two things:
- Reroll any attack or check your character made. You may choose to reroll after knowing whether the roll succeeded or failed.
- Treat a successful physical attack your character made as if it were a critical threat.

Defensive legend points can be used for one of two things:
- Reroll any attack or check made against your character. You may choose to reroll after knowing whether the roll succeeded or failed.
- Treat a critical threat against your character as if it were an ordinary success.

Legend points which are not specifically offensive or defensive can be used for any of these four abilities. Using a legend point is not an action, and can be done at any time.

Gaining Legend Points

You gain legend points as you gain levels, as described in Character Advancement, page 58. 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.

Chapter 2

Races and Backgrounds

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 73, for details about languages.

Small Characters

A Small character has the following effects based on their size.
- −4 penalty to maneuver attack and defense.
- +1 bonus to other physical attacks and defenses.
- +4 bonus to Stealth checks.
- Carrying capacity is three-quarters that of a Medium character (see Encumbrance, page 125).

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 21.
Attributes: +1 Constitution, −1 Strength.
Speed: 20 feet.
Special Abilities:
- *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 21.
Special Abilities:
- *Halfling Luck*: +1 to Fortitude and Mental defenses.

Racial Bonus Feat: Any from the following list: Giantfighter, Lightning Reflexes, Iron Will, Swift, Weapon Proficiency (thrown).
Automatic Languages: Common, Halfling.

2.3 Backgrounds

In addition to a race, each character also has at least one background. A background describes what a character has done before the start of the story. Suggested backgrounds are given below, but you can also create new backgrounds. You can choose anything your character might reasonably have done as a background. You can also choose to have multiple backgrounds if your character has done a variety of things.

Regardless of how you choose your background or backgrounds, choose any two skills related to what your character has done. You may treat those skills as class skills.

Civilized Backgrounds

Bodyguard
Skills: Perception, Sense Motive.

Commoner
Skill: Profession (any).

Linguist
Skills: Linguistics, Knowledge (local).

Jester
Skills: Acrobatics, Perform (comedy).

Mage's Apprentice
Skills: Knowledge (arcana), Spellcraft.

Merchant
Skills: Persuasion, Knowledge (local).

Nobility
Skills: Bluff, Knowledge (local).

Priest
Skill: Heal, Knowledge (religion).

Scholar
Skill: Knowledge (any).

Scribe
Skill: Craft (manuscript), Linguistics.

Smith
Skill: Craft (any).

Spy
Skills: Bluff, Disguise.

Watchman
Skills: Knowledge (local), Perception.

Military Backgrounds

Border Guard
Skill: Knowledge (geography), Survival.

Cavalry
Skill: Creature Handling, Ride.

Combat Engineer
Skill: Craft (any), Knowledge (engineering).

Diplomat
Skills: Persuasion, Sense Motive.

Infiltrator
Skills: Disguise, Stealth.

Officer
Skills: Intimidate, Persuasion.

Saboteur
Skills: Devices, Stealth.

Scout
Skills: Perception, Stealth.

Uncivilized Backgrounds

Bandit
Skills: Intimidate, Stealth.

Explorer
Skills: Knowledge (geography), Survival.

Hermit
Skill: Knowledge (nature), Survival.

Minstrel
Skill: Perform (any).

Primitive

Skill: Survival.

Thief

Skills: Sleight of Hand, Stealth.

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 battler-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

Alignment: Some classes have alignment restrictions. See Chapter 6: Description for a description of what alignments are.

Class Skills: These are skills that members of this class are typically good at.

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

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

Base Attack Progression: This measures how skilled a character is in combat. A character adds his base attack bonus to all attacks he makes, and half his base attack bonus to his physical defenses, which represents how hard he is to hit. There are three progressions: Good, Average, or Poor. The effects of each progression are described on Table 3.1: Base Progressions.

A high base attack bonus can grant additional attacks, as described in Multiple Attacks, page 246.

Base Defense Progressions: 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, like poisons and diseases. Your Reflex defense represents your ability to avoid attacks, such as pit traps or explosions. Your Mental defense represents your ability to resist mental influence, like fearsome creatures and enchantment spells. There are three progressions: Good, Average, or Poor. The effects of each progression are described on Table 3.1: Base Progressions.

Table 3.1: Base Progressions

Progression	Base Attack Bonus	Base Defense Bonus
Good	Class level + 2	Five-quarters class level + 3
Average	Four-fifths class level + 2	Class level + 2
Poor	Two-thirds class level + 1	Three-quarters class level + 1

Table 3.2: Base Defense Progression Bonuses

Level	Good	Average	Poor
1st	+4	+3	+1
2nd	+5	+4	+2
3rd	+6	+5	+3
4th	+8	+6	+4
5th	+9	+7	+4
6th	+10	+8	+5
7th	+11	+9	+6
8th	+13	+10	+7
9th	+14	+11	+7
10th	+15	+12	+8
11th	+16	+13	+9
12th	+18	+14	+10
13th	+19	+15	+10
14th	+20	+16	+11
15th	+21	+17	+12
16th	+23	+18	+13
17th	+24	+19	+13
18th	+25	+20	+14
19th	+26	+21	+15
20th	+28	+22	+16

Table 3.3: Base Attack Progression Bonuses

Level	Good	Average	Poor
1st	+3	+2	+1
2nd	+4	+3	+2
3rd	+5	+4	+3
4th	+6 (x2)	+5	+3
5th	+7 (x2)	+6 (x2)	+4
6th	+8 (x2)	+6 (x2)	+5
7th	+9 (x2)	+7 (x2)	+5
8th	+10 (x2)	+8 (x2)	+6 (x2)
9th	+11 (x3)	+9 (x2)	+7 (x2)
10th	+12 (x3)	+10 (x2)	+7 (x2)
11th	+13 (x3)	+10 (x2)	+8 (x2)
12th	+14 (x3)	+11 (x3)	+9 (x2)
13th	+15 (x3)	+12 (x3)	+9 (x2)
14th	+16 (x4)	+13 (x3)	+10 (x2)
15th	+17 (x4)	+14 (x3)	+11 (x3)
16th	+18 (x4)	+14 (x3)	+11 (x3)
17th	+19 (x4)	+15 (x3)	+12 (x3)
18th	+20 (x4)	+16 (x4)	+13 (x3)
19th	+21 (x5)	+17 (x4)	+13 (x3)
20th	+22 (x5)	+18 (x4)	+14 (x3)

Class Features: The class features that a character gets for being a member of the class.

Table 3.4: Barbarian Progression

Level	Base Attack Bonus	Fort	Ref	Ment	Special
1st	+3	+4	+3	+1	Rage +2
2nd	+4	+5	+4	+2	Damage reduction, fast movement
3rd	+5	+6	+5	+3	Channeled rage, uncanny dodge
4th	+6 (x2)	+8	+6	+4	Mighty will
5th	+7 (x2)	+9	+7	+4	Improved damage reduction
6th	+8 (x2)	+10	+8	+5	Channeled rage
7th	+9 (x2)	+11	+9	+6	Larger than life
8th	+10 (x2)	+13	+10	+7	Rage +3
9th	+11 (x3)	+14	+11	+7	Channeled rage
10th	+12 (x3)	+15	+12	+8	Improved uncanny dodge
11th	+13 (x3)	+16	+13	+9	Tireless rage
12th	+14 (x3)	+18	+14	+10	Channeled rage, chaotic rage
13th	+15 (x3)	+19	+15	+10	Indomitable will
14th	+16 (x4)	+20	+16	+11	Rage +4
15th	+17 (x4)	+21	+17	+12	Channeled rage, damage retaliation
16th	+18 (x4)	+23	+18	+13	Grit
17th	+19 (x4)	+24	+19	+13	Larger than belief
18th	+20 (x4)	+25	+20	+14	Channeled rage
19th	+21 (x5)	+26	+21	+15	Deathless rage
20th	+22 (x5)	+28	+22	+16	Rage +5

3.2 Barbarian

Basics

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

Skill Points: 10.

Class Features

All of the following are class features of the barbarian.

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

Rage (Ex): A barbarian can fly into a rage as a free action. Raging has the following benefits and drawbacks:
- +2 bonus to Strength.
- +2 bonus to Willpower.
- 2 temporary hit points per barbarian level. These extra hit points gained from raging are lost before any other hit points (see Temporary Hit Points, page 18).
- −2 to physical defenses.
- 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, the rage 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 lasts for a number of rounds equal to 3 + the barbarian's (newly increased) Willpower. At the end of the rage, the barbarian takes nonlethal damage equal to the number of temporary hit points he gained by raging. 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 amount by which the barbarian's attributes increase, and the number of temporary hit points gained per barbarian level, is called the barbarian's rage bonus. A barbarian can fly into a rage a number of times per day equal to his rage bonus. The barbarian's rage bonus improves to +3 at 8th barbarian level, to +4 at 14th barbarian level, and finally to +5 at 20th barbarian level. His penalty to physical defenses while raging remains the same.

2nd – 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. This allows him to ignore the first points of physical damage he takes each round.

2nd – Fast Movement (Ex): A 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.

3rd – Channeled Rage: The barbarian gains the ability to channel his rage to gain new abilities. He chooses a single channeled rage from the list below. Whenever the barbarian enters a rage, he may gain the benefits of one channeled rage he knows. Some channeled rages require a minimum barbarian level, as indicated before the name of the ability. At his 6th barbarian level, and every three barbarian levels thereafter, the barbarian gains an additional channeled rage.

Some channeled rages depend on the barbarian's rage power. A barbarian's rage power is equal to his Willpower or his barbarian level, whichever is higher.

All channeled rages are extraordinary abilities unless otherwise noted.

Athletic Rage: The barbarian adds his rage bonus to his Climb, Jump, Sprint, and Swim checks.

Endless Rage: The barbarian's rage lasts for an additional 5 rounds.

Rapid Rage: The barbarian gains a +10 foot bonus to land speed.

Savage Rage: The barbarian gains the unarmed warrior ability (see Unarmed Warrior, page 39), increasing his power with unarmed attacks (1d6 damage for a Medium barbarian).

Wary Rage: The barbarian only suffers a −1 penalty to physical defenses for raging.

Willful Rage: The barbarian adds his rage bonus to his Mental

defense.

6th – Destructive Rage: When attacking, the barbarian ignores an amount of hardness equal to his rage power.

6th – Overwhelming Rage: Overwhelmed foes the barbarian threatens increase their overwhelm penalties by 1.

6th – Stylish Rage: The barbarian can initiate or change combat styles as part of the swift action he uses to sustain his rage.

6th – Terrifying Rage: Whenever the barbarian makes a physical melee attack, he may also make a special attack against the target's Mental defense. His attack bonus is equal to his rage power. Success means the target is shaken *(unable to approach its fear)* for 5 rounds. You can only affect any individual creature with this ability once per 24 hours.

9th – Critical Rage: Whenever the barbarian scores a critical hit while raging, he extends his rage by 2 rounds and gains temporary hit points equal to his rage power.

9th – Overpowering Rage: The barbarian adds his rage bonus to his attack bonus with combat maneuvers. Once per round, when the barbarian successfully performs a combat maneuver, he gains temporary hit points equal to his rage power.

9th – Taunting Rage: Once per round, the barbarian can make a special attack against the Mental defense of a foe within Medium *(100 ft.)* range of him. His attack bonus is equal to his rage power. If the attack succeeds, the foe is taunted *(unable to flee)* for 5 rounds. You can only affect any individual creature with this ability once per 24 hours..

12th – Spellbreaker Rage (Su): The barbarian gains spell resistance equal to 10 + his rage power. To affect the barbarian with a spell, a caster must make an attack with its spellpower. If the attack beats the barbarian's spell resistance, the spell works normally. Otherwise, the spell has no effect on the barbarian.

12th – Terrifying Rage, Improved: This channeled rage functions like terrifying rage, except that it affects all foes the barbarians threatens. The barbarian must have the terrifying rage ability to choose this ability.

12th – Whirlwind Rage: Whenever the barbarian is threatened by at least five creatures, he gains a physical damage bonus equal to his rage bonus.

15th – Mindless Rage: The barbarian becomes immune to mind-affecting spells and effects.

15th – Taunting Rage, Improved: This channeled rage functions like taunting rage, except that it affects all foes the barbarians threatens. The barbarian must have the taunting rage rage ability to choose this ability.

18th – Invulnerable Rage: The barbarian doubles his damage reduction.

4th – Mighty Will (Ex): The barbarian gains a +5 bonus to Mental defense against compulsion effects.

5th – Improved Damage Reduction (Ex): The barbarian can apply his damage reduction against any attack which deals damage, including magical and supernatural attacks. This counts against his total damage reduced that round.

7th – 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 class feature stack with the effects of spells and abilities that increase the barbarian's size category.

10th – 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 – Tireless Rage (Ex): The barbarian no longer becomes fatigued at the end of his rage.

12th – Chaotic Rage (Ex): The barbarian gains the ability to change channeled rage abilities at will, without consuming an additional use of his rage ability. He may not change channeled rages in this way more than once per round.

13th – Indomitable Will (Ex): The barbarian becomes immune to compulsion spells and effects.

15th – Damage Retaliation (Ex): At the end of each round, if the barbarian's damage reduction is fully exhausted, he gains a +2 damage bonus during the next round.

16th – Grit (Ex): The barbarian's fortitude knows no bounds. If he resists an attack against his Fortitude, it has no effect on him, even if it would normally have an effect on a failed attack.

17th – 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.

19th – Deathless Rage (Ex): While raging, the barbarian ignores penalties from critical damage and does not fall unconscious due to critical damage.

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 features. If he stops being lawful, he regains his ability to rage and take barbarian levels.

3.3   Cleric

Basics

Alignment: If the cleric worships a deity, his 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). He may not be neutral unless his deity's alignment is also neutral.

Class Skills:

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

Perception: Sense Motive, Spellcraft.

Other: Bluff, Intimidate, Persuasion.

Skill Points: 5.

Class Features

All of the following are class features of the cleric.

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

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

Table 3.5: Cleric Progression

Level	Base Attack Bonus	Fort	Ref	Ment	Special
1st	+2	+3	+1	+4	Domain gifts, spells, rituals
2nd	+3	+4	+2	+5	Devotion +2
3rd	+4	+5	+3	+6	Domain invocations
4th	+5	+6	+4	+8	—
5th	+6 (x2)	+7	+4	+9	Devotion feat, devotion +3
6th	+6 (x2)	+8	+5	+10	—
7th	+7 (x2)	+9	+6	+11	Domain aspect
8th	+8 (x2)	+10	+7	+13	—
9th	+9 (x2)	+11	+7	+14	Domain aspect
10th	+10 (x2)	+12	+8	+15	Expanded devotion, devotion +4
11th	+10 (x2)	+13	+9	+16	Greater domain invocation
12th	+11 (x3)	+14	+10	+18	—
13th	+12 (x3)	+15	+10	+19	Greater domain invocation
14th	+13 (x3)	+16	+11	+20	—
15th	+14 (x3)	+17	+12	+21	Devotion feat, devotion +5
16th	+14 (x3)	+18	+13	+23	—
17th	+15 (x3)	+19	+13	+24	Domain mastery
18th	+16 (x4)	+20	+14	+25	—
19th	+17 (x4)	+21	+15	+26	Domain mastery
20th	+18 (x4)	+22	+16	+28	Devotion +6, endless devotion

of his race.

Domains: A cleric chooses two domains, which represent his personal spiritual inclinations. If he has a deity, 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
- Magic
- Protection
- Strength
- Travel
- Trickery
- Vitality
- War
- Water

Spells: A cleric casts divine spells using his devotion. A cleric's spellpower is normally equal to his divine power. See the Divine Power and Devotion abilities, below.

The number of spells a cleric knows is given on Table 3.7: Cleric Spells Known. The cleric may learn spells from both the divine spell list (see Divine Spells, page 151) and his domain spell lists (see Cleric Domains, page 152). 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 3.6: 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 day.

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

Table 3.6: 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

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. A cleric's devotion can increase his divine power – see the Devotion ability below.

Rituals: Clerics, can perform rituals to create unique magical effects (see Rituals, page 144). A cleric begins play with a ritual book containing one divine ritual of his choice (see Divine Rituals, page 154).

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 30.

2nd – Devotion (Su): A cleric's divine power varies depending on the extent to which he calls on his devotion to create effects. A cleric has a devotion pool with a maximum of eight devotion points in it. If the cleric's devotion pool is at least three-quarters full, he gains a +2 bonus to his divine power. This bonus increases by +1 at his 5th cleric level and every 5 cleric levels thereafter. If the cleric's

Table 3.8: 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, Vitality
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, Travel
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, Vitality
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
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

Table 3.7: Cleric Spells Known

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

devotion pool has no points remaining, he takes a −5 penalty to his divine power (minimum 1).

After regaining spells for the day, a cleric's devotion pool is full. Each time the cleric casts a non-domain spell, he loses one point from his devotion pool. He also loses a point from his devotion pool if he acts against his deity or other spiritual inclinations.

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 or other spiritual inclinations, he may regain one devotion point. Extraordinary services may allow the cleric to regain more devotion points.

3rd – 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 both 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 attack bonus with domain invocations is equal to his divine power. If the attack succeeds, a domain invocation heals or inflicts 1d10 damage per two divine power. If the attack fails, the invocation heals or inflicts half damage.

5th – 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 15th 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 he may use one devotion feat to meet a prerequiste for his second devotion feet.

7th – 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 30.

At his 9th cleric level, the cleric gains an additional domain aspect from one of his domains.

10th – Expanded Devotion (Su): The cleric's devotion pool stores a maximum of twelve devotion points.

13th – Greater Domain Invocations (Su): The cleric gains the ability to invoke the power of one of his domains even more effectively. This consumes two devotion points. A cleric's special attack bonus when invoking a greater domain is equal to his divine power. Greater domain invocations are described at Greater Domain Invocations, page 31.

At his 15th cleric level, the cleric gains an additional greater domain invocation from one of his domains.

17th – Domain Mastery (Su): The cleric gains a domain mastery from one of his domains. Options for domain masteries are listed at Domain Masteries, page 31.

At his 19th cleric level, the cleric gains an additional domain mastery from one of his domains.

20th – Endless Devotion (Su): The cleric's devotion pool stores

a maximum of twenty devotion points.

Cleric Domain Abilities

Domain Gifts

If a domain gift involves an attack, the attack bonus is equal to the cleric's divine power.

Air: The cleric adds Jump to his cleric class skill list. In addition, he gains a bonus equal to half his divine power on Jump checks.

Chaos: The cleric gains a +5 bonus to Mental defense against compulsions.

Death: The cleric gains the Diehard feat as a bonus feat, even if he does not meet the prerequisites.

Destruction: When attacking, the cleric ignores an amount of hardness equal to his divine power.

Earth: The cleric gains a +4 bonus to Maneuver defense while standing on solid ground.

Evil: —

Fire: The cleric gains damage reduction against fire and cold damage equal to twice his divine power. This damage reduction allows him to ignore the first points of fire or cold damage he would take each round.

Good: —

Knowledge: The cleric adds all Knowledge skills to his cleric class skill list.

Law: The cleric gains a +5 bonus to Mental defense against delusions.

Magic: The cleric gains an additional spell slot at his highest level of spells.

Protection: The cleric gains his choice of Covering Fire or Guardian as a bonus feat.

Strength: The cleric adds Athletics, Climb, Sprint, and Swim to his cleric class skill list.

Travel: The cleric adds Knowledge (geography), Sprint, and Survival to his cleric class skill list.

Trickery: The cleric adds Bluff, Disguise, and Stealth to his cleric class skill list.

Vitality: The cleric gains a bonus equal to half his divine power on Heal checks.

War: The cleric gains Weapon Focus with his deity's favored weapon group as a bonus feat. If he does not have a deity, he gains it in a weapon group related to his alignment or ideals.

Water: The cleric adds Swim to his cleric class skill list, gains a bonus equal to half his divine power on Swim checks, and halves the penalties he takes for fighting underwater.

Wild: The cleric adds Creature Handling, Knowledge (nature), and Survival to his cleric class skill list.

Domain Invocations

Air – Reflex: The target takes elecricity 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 1d8 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.

Magic – Mental: If the target can cast spells, it is healed. Otherwise, it takes divine damage. This invocation heals or inflicts 1d8 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 1d8 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 1d8 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.

Vitality – Fortitude: The target takes divine damage or is healed, as you choose.

War – Fortitude: This invocation affects all creatures within a Small *(10 ft.)* radius of you instead of the normal target. The targets take divine damage. This invocation deals 1d6 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 – Glide: The cleric gains a glide speed equal to his land speed. See Gliding, page 247, for more details.

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 1d6 damage per two divine power.

Death – Lifedrinker: Whenever the cleric kills a creature with a death effect, 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.)* 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 – Tremorsense: 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 – Unholy Retribution: Whenever a good creature within 30 feet of you attacks you, make an attack against its Mental defense. Success means it takes 1d6 damage per two divine power.

Fire – Friendly Fire: All of the cleric's fire spells and abilities deal only half 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 1d6 damage per two divine power.

Knowledge – Knowledge Mastery: The cleric may choose a number of Knowledge skills equal to his Intelligence (minimum 1). He may take 10 with those skills if he is not in danger or rushed.

Law – Certain Retribution: Whenever an chaotic creature within 30 feet of you attacks you, make an attack against its Mental defense. Success means it takes 1d6 damage per two divine power.

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.

Trickery – Legendary Liar: The cleric gains Legendary Liar as a bonus feat, even if he does not meet the prerequisites.

Vitality – Vital Spirit: The cleric reduces his **critical damage penalties** by an amount equal to his divine power.

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 takes no penalties to melee attacks underwater.

Wild – Favored Terrain: The cleric gains a favored terrain, as the ranger class feature (see Rgr:Favored Terrain, page 44).

Greater Domain Invocations

Air – Mantle of Air: As a swift action, the cleric can surround himself in a mantle of air for 5 rounds. Thrown and projectile weapons have a 50% chance to miss him while this effect is active. Unusually large weapons, such as a giant's boulders, may suffer a decreased miss chance as appropriate to their size.

Chaos – Invoke Chaos: This power functions like the Chaos channeled domain power, except that it randomly generates negative energy, positive energy, or both. If both effects are generated, the cleric may exclude creatures separately from each effect.

Death – Invoke Death: This power functions like the Death channeled domain power, except that any creature brought to 0 hit points by this effect immediately dies. This is a death effect.

Destruction – Tide of Destruction: The cleric channels destructive energy as the Destruction channeled domain power, except that any creature damaged by the effect is also filled with a destructive resonance for 5 rounds. The first time each round that each subject takes damage, that damage is increased by half the cleric's level.

Earth – Mantle of Earth: As a swift action, the cleric can surround himself in a mantle of earth for 5 rounds. The mantle grants him physical damage reduction equal to his cleric level. This allows him to ignore the first points of damage he would take each round. If he is struck by an adamantine weapon, he cannot use his damage

reduction for 1 round.

Evil – Invoke Evil: The cleric channels negative energy, except that it heals evil creatures.

Fire – Mantle of Fire: As a swift action, the cleric can surround himself in a mantle of fire for 5 rounds. He gains the effect of a *fire shield* spell, with a spellpower equal to his cleric level.

Good – Invoke Good: The cleric channels positive energy, except that it deals divine damage to evil creatures.

Knowledge – See the Truth: As a swift action, the cleric can gain the benefit of the *true seeing* spell until the end of his turn.

Law – Invoke Law: This power functions like the Law channeled domain power, except that the attack automatically succeeds against chaotic creatures.

Magic – Invoke Magic: This power functions like the Magic channeled domain power, except that affected spellcasters receive a +5 bonus to spellpower on the next spell they cast. If this bonus is not used within 5 rounds, it is wasted.

Protection – Invoke Sanctuary: This power functions like the Protection channeled domain power, except that each subject also receives the benefit of a *sanctuary* spell for 5 rounds. If a subject attacks, the *sanctuary* is broken for that creature, but not for any other subject.

Strength – Invoke Strength: As a swift action, the cleric can add his cleric level as an bonus to his Strength until the end of his turn.

Travel – Invoke Speed: As a swift action, the cleric can double his movement speed with all forms of movement until the end of his turn. In addition, he does not treat squares threatened by blocking creatures as difficult terrain.

Trickery – Swift Invisibility: As a swift action, the cleric can gain the benefit of the *invisibility* spell until the end of his turn.

Vitality – :

War – Warmaster's Boon: The cleric can use this power as part of casting a spell that affects a single creature other than himself. The spell also affects the cleric. This lasts for the normal duration of the spell or for a number of rounds equal to the cleric's domain attribute, whichever is shorter.

Water – Aquatic Globe: The cleric creates water out of thin air in an immobile Medium *(20 ft.)* radius spread centered on his original location for 5 rounds. Everything within the area is underwater. After 1 round, the sphere grows to fill an Large *(50 ft.)* radius spread. At the end of the duration, the water evaporates, leaving no trace that it was ever there.

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 33). When he uses this ability, he may embody that wild aspect. This effect lasts as long as that wild aspect would normally last.

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 247, for more details.

Chaos – Avatar of Luck: Once per round, the cleric can gain a +1d6 bonus to any physical attack or check. 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 *(d6 damage/round, 20% failure, Dex DC 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 physical attacks, checks, and special defenses against 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.

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 feature (see Larger than Life, page 27).

Travel – Perfect Stride: The cleric gains perfect stride, as the ranger class feature. 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.

*Vitality – *:

War – Warmaster's Favor: The cleric continuously gains the benefits of the *greater 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 improved natural casting ability, as the druid class feature (see Improved Natural Casting, page 35).

Ex-Clerics

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

3.4 Druid

Basics

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.

Skill Points: 10.

Class Features

All of the following are class features of the druid.

Weapon and Armor Proficiency: Druids are proficient with simple weapons, any one other weapon group, scimitars, sickles, and slings.

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

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

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

A druid also knows Druidic, a secret language known only to druids, which she learns upon becoming a 1st-level druid. Druidic

Table 3.9: Druid Progression

Level	Base Attack Bonus	Fort	Ref	Ment	Special
1st	+2	+4	+1	+3	Attunement +2, rituals, spells
2nd	+3	+5	+2	+4	Natural casting, wild speech
3rd	+4	+6	+3	+5	Wild aspect, woodland stride
4th	+5	+8	+4	+6	Venom immunity
5th	+6 (x2)	+9	+4	+7	Attunement +3, wild aspect
6th	+6 (x2)	+10	+5	+8	Wild speech (plants)
7th	+7 (x2)	+11	+6	+9	Multiple aspect, wild aspect
8th	+8 (x2)	+13	+7	+10	Commanding wild speech
9th	+9 (x2)	+14	+7	+11	Wild aspect
10th	+10 (x2)	+15	+8	+12	Attunement +4, improved natural casting
11th	+10 (x2)	+16	+9	+13	Natural aspect, multiple aspect
12th	+11 (x3)	+18	+10	+14	A thousand faces
13th	+12 (x3)	+19	+10	+15	Natural aspect
14th	+13 (x3)	+20	+11	+16	Elemental speech, timeless body
15th	+14 (x3)	+21	+12	+17	Attunement +5, natural aspect, multiple aspect
16th	+14 (x3)	+23	+13	+18	Dominating wild speech
17th	+15 (x3)	+24	+13	+19	Natural aspect
18th	+16 (x4)	+25	+14	+20	Totem aspect
19th	+17 (x4)	+26	+15	+21	Natural aspect, multiple aspect
20th	+18 (x4)	+28	+16	+22	Attunement +6, greater natural casting

Table 3.10: Druid Spell Slots

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

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. Attuning to nature can increase a druid's nature power – see the Attunement ability below.

Attunement (Su): Whenever the druid is in a natural environment, she may dismiss all her active spells and spend one hour attuning to the natural world. If she does so, she regains all her spell slots. In addition, she gains a +2 bonus to her spellpower for as long as she stays in a natural environment, and for five minutes after leaving a natural environment. This bonus increases by +1 at her 5th druid level and every 5 druid levels thereafter.

2nd – Wild Speech (Su): The druid learns how to 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.

2nd – 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.

3rd – Wild Aspect (Su): The druid gains the ability to embody an aspect of an animal. She chooses one wild aspect from the list below. Some wild aspects have minimum druid levels, as indicated in the title of the aspect. At her 5th druid level, and every odd druid

is a free language for a druid; that is, she knows it in addition to her regular allotment of languages and it doesn't take up a language slot. Druids are forbidden to teach this language to nondruids. Druidic has its own alphabet.

Spells: A druid casts nature spells using her attunement with nature. A druid's spellpower is normally equal to her nature power. See the Nature Power and Attunement abilities, below.

At 1st level, the druid knows one 1st level spell. At every level thereafter, she learns one additional spell. The spell can be of any level, up to a maximum of half the druid's class level. A druid's spells are drawn from the spells on the nature spell list (see Nature Spells, page 155).

Druids have a limit on the number of spells they can cast, as given on Table 3.10: Druid Spell Slots. Attuning to a natural environment for an hour, as described above, restores all spell slots the druid has expended.

Rituals: Druids can perform rituals to create unique magical effects (see Rituals, page 144). A druid begins play with a ritual book containing one nature ritual of her choice (see Nature Rituals, page 156).

level thereafter, the druid gains an additional wild aspect.

Unless otherwise noted, embodying a wild aspect is a swift action. The druid can embody a wild aspect a number of times equal to her Constitution or half her druid level, whichever is higher. When the druid attunes to nature, she regains all her uses of wild aspect. A wild aspect normally lasts for 5 rounds. If the druid embodies an additional wild aspect, the first aspect ends at the end of the round. 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.

Animal Affinity: The druid gains a +3 bonus to Creature Handling and Ride checks.

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. (See Natural Weapons, page 115, for details about natural weapons.)

Constrict: The druid's body transforms, allowing her to perform a constrict attack. The attack deals 1d10 damage for a Medium druid, but it can only be used against a foe she is grappling with. (See Natural Weapons, page 115, for details about natural weapons).

Gore: The druid's head transforms, allowing it to perform a gore attack. The attack deals 1d8 damage for a Medium druid. (See Natural Weapons, page 115, for details about natural weapons.)

Lope: The druid gains the ability to move on all four limbs. When doing so, she increases her speed by 20 feet, but she cannot use her hands for anything except moving. When not moving on four legs, her ability to use her hands is unchanged.

Low-light Vision: The druid gains low-light vision. She treats sources of light as if they had double their normal illumination range.

Talons: The druid's feet transform, allowing her to perform a talon attack. The attack deals 1d6 damage for a Medium druid. (See Natural Weapons, page 115, for details about natural weapons.)

5th – Bear's Endurance: The druid gains a +2 bonus to Constitution. This cannot increase her Constitution above her nature power.

5th – Bull's Strength: The druid gains a +2 bonus to Strength. This cannot increase her Strength above her nature power.

5th – Cat's Grace: The druid gains a +2 bonus to Dexterity. This cannot increase her Dexterity above her nature power.

5th – Climb: The druid gains a climb speed equal to her base land speed.

5th – Fox's Cunning: The druid gains a +2 bonus to Intelligence. This cannot increase her Intelligence above her nature power.

5th – Glide: The druid grows wings, granting her a glide speed equal to her land speed. See Gliding, page 247, for more details.

5th – Mule's Tenacity: The druid gains a +2 bonus to Willpower. This cannot increase her Willpower above her nature power.

5th – Owl's Insight: The druid gains a +2 bonus to Perception. This cannot increase her Perception above her nature power.

5th – Shrink: As a standard action, the druid can shrink by a size category. This functions like the *reduce person* spell, except that it only affects the druid. This is a sizing effect.

5th – Slither: The druid gains a climb speed equal to half her base land speed. She does not need to use her hands to climb in this way. See Climbing, page 247, for more details.

7th – Natural Grab: If the druid hits with a natural attack, she may attempt to grapple her foe as an immediate action.

7th – Natural Knockback: If the druid hits with a natural attack, she may attempt to shove her foe as an immediate action. She cannot move with the struck creature to push it back farther.

7th – Natural Trip: If the druid hits with a natural attack, she may attempt to trip her foe as an immediate action. See Trip, page 246, for more details.

7th – Scent: The druid gains the scent ability, granting her a +10 bonus to scent-based Awareness checks (see Awareness, page 64).

7th – Wolfpack: Overwhelmed foes the druid threatens increase their overwhelm penalties by 1.

9th – Grow: As a standard action, the druid can grow by a size category. This functions as the *enlarge person* spell, except that it only affects the druid. This is a sizing effect.

9th – Limited Flight: The druid grows wings, granting her a fly speed equal to her land speed with average maneuverability. See Flying, page 247, for more 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.

9th – Swiftstrike: The druid's attack speed increases. When she makes a full attack, she may make an additional attack. This attack must be made with a natural weapon. This effect does not stack with similar effects that grant extra attacks.

9th – Venom: When the druid embodies this aspect, she transforms one of her natural weapons to become poisonous. If she hits with that natural attack, she may inject poison into the struck creature as an immediate action. At the end of each round, the druid makes a special attack vs. Fortitude against all creatures she has poisoned with this ability. If the attack succeeds, the creature takes 1d6 physical damage per two druid levels and is sickened *(moves at half speed)* for 5 rounds. The poison lasts until the druid fails the attack twice.

3rd – Woodland Stride (Ex): 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 – Venom Immunity (Ex): The druid gains immunity to all poisons.

6th – Wild Speech (Plants) (Ex): The druid can also converse with plants and plant creatures using her wild speech ability. 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.

7th – Wild Abundance (Su): When the druid uses her wild aspect ability, she may embody two wild aspects at once. She may embody them both as part of the same action, or add an additional wild aspect later. This consumes one use of her wild aspect ability per aspect assumed. If the druid embodies an additional aspect beyond her maximum, she chooses which aspect ends at the end of the round.

At 13th level, the druid can assume three aspects at once. At 19th level, she may assume four aspects at once.

8th – Commanding Wild Speech (Su): As a standard action that consumes a use of her wild speech ability, the druid can attempt to charm a creature she is speaking with using her wild speech ability. If she succeeds at a special attack vs. Mental defense, the target is charmed. The effect lasts for the duration of the conversation, and for 1 hour thereafter. This ability is not mind-affecting, and can affect creatures or even objects of any kind that the druid can use her wild speech to converse with. The attack automatically succeeds against non-intelligent objects. The druid's special attack bonus with commanding wild speech is equal to her druid level + her Willpower.

A charmed creature or object regards the druid as a trusted friend and ally. The druid cannot control the subject as if it were an automaton, but it perceives her words and actions in the most favorable way. She can try to give the subject orders, but she must succeed at a Persuasion check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) Treat the subject as a friend (a +10 relationship modifier) for the purpose of the Persuasion check. An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

10th – Improved Natural Casting (Ex): The druid expands the range of her natural casting ability. She can cause area spells to originate from up to Close *(30 ft.)* range away from her.

11th – 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.

Heart of Air: The druid can breathe in any environment, and is immune to *sickening cloud* and similar effects. In addition, she falls at half speed and takes no falling damage.

Heart of Earth: The druid gains the effects of the *stoneskin* spell, with a spellpower equal to her druid level or Constitution.

Heart of Fire: The druid gains the effects of the warm version of the *fire shield* spell, with a spellpower equal to her druid level or Constitution.

Heart of the Sun: The druid constantly radiates bright light out to a 100 foot radius (and shadowy illumination for an additional 100 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 dazzled for 5 rounds after the attack.

Heart of Oak: The druid gains the effects of the *stoneskin* spell, with a spellpower equal to her druid level or Constitution, except that the damage reduction is overcome by fire instead of adamantine weapons.

Heart of Water: The druid gains the effects of the *freedom* spell.

15th – Air Mantle: The druid is surrounded by a mantle of air. Thrown and projectile weapons have a 50% chance to miss her while this effect is active. Unusually large weapons, such as a giant's boulders, may suffer a decreased miss chance as appropriate to their size.

15th – Aqueous Step: Wherever the druid moves, she leaves a path of animated water that can grab creatures. Whenever a creature crosses the path, the druid makes a Reflex attack to trip the creature, causing it to fall prone and waste the rest of its movement. Her attack bonus is equal to her druid level + her Constitution.

15th – Flaming Step: Wherever the druid moves, she leaves a path of burning flame behind her that lasts for 1 round. Whenever a creature crosses the path, the druid makes a Reflex attack to deal damage to the creature. The attack deals 1d6 points of fire damage per two druid levels. Her attack bonus is equal to her druid level + her Constitution. A failed attack deals half damage.

15th – Lifegiving Step: Wherever the druid moves, she leaves a path of small, living plants that entangle foes for 1 round. Whenever a creature crosses the path, the druid makes a Reflex attack to entangle the creature, causing it to waste the rest of its movement. Her attack bonus is equal to her druid level + her Constitution. The plants appear on any surface, and will continue to grow if they can survive, though they may die quickly if they appear on inhospitable terrain.

17th – Flight: The druid gains a fly speed equal to her land speed, with good maneuverability. She may remain flying for up to 5 rounds at a time. After that, she must land for 1 round before she can fly again. See Flying, page 247, for more details.

17th – Flaming Soul: The druid gains the fire subtype, making her immune to fire but giving her a 50% vulnerability to cold damage. In addition, whenever she deals fire damage to a creature, the creature is ignited *(d6 damage/round, 20% failure, Dex DC 15 to extinguish)* for 5 rounds.

17th – Sunblessed Rejuvenation: The druid gains fast healing equal to her druid level as long as she remains in sunlight or touches a plant of her size or larger.

17th – Sunscour: This aspect functions like the heart of the sun natural aspect, except that it also suppresses shadow effects and the visual components of illusions within the area of bright light.

17th – Water's Flow: As a swift action, the druid can transform herself into a rushing flow of water with a volume roughly equal to her normal volume until the end of her turn. In this form, she may move wherever water could go, but she cannot take other actions, such as jumping, attacking, or casting spells. Her speed is halved when moving uphill and doubled when moving downhill. She may move through squares occupied by creatures or threatened by blocking enemies without penalty. She may return to her normal form as a free action.

If the water is split, she 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, her body reforms from the largest available parts of water, cut into pieces of appropriate size. This usually causes the druid to die.

12th – A Thousand Faces (Su): The druid gains the ability to change her appearance at will, 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.

14th – Elemental Speech (Su): The druid gains the ability to speak with one of the elements that make up the natural world with her wild speech ability. When she gains this ability, she chooses whether she can speak with natural air, earth, fire, or water. That choice cannot thereafter be changed.

14th – Timeless Body (Ex): The druid no longer takes attribute penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place. Bonuses still accrue, and the druid still dies of old age when her time is up.

16th – Dominating Wild Speech (Ex): When the druid uses her

commanding wild speech ability, she can dominate the subject (as the *dominate person* spell) instead of charming it. This ability is not mind-affecting, and can affect creatures of any kind that the druid can converse with. The attack automatically succeeds against non-intelligent objects.

18th – Totem Aspect (Su): The druid can choose any one wild aspect (but not natural aspect). She permanently gains the abilities of that aspect, as if she was constantly manifesting it. She may suppress or resume this effect as a swift action.

20th – Greater Natural Casting (Ex): The druid may cause area spells to originate from any point within Medium *(100 ft.)* range of her, as the natural casting ability.

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 features. 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.

2nd – Natural Casting: The blighter does not gain this ability.

10th – Improved Natural Casting: The blighter does not gain this ability.

10th – Blightcasting:

20th – Greater Natural Casting: The blighter does not gain this ability.

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 155).

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

Spell level	Rotbringer Spells
1st	*excrete slime*, *lesser regeneration*
2nd	*fungal growth*
3rd	*rotburst*
4th	*poison*
6th	*regeneration*
7th	*greater rotburst*

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.

7th – Multiple Aspect: The rotbringer does not gain this ability.

11th – Natural Aspect: The rotbringer does not gain this ability.

3.5 Fighter

Basics

Alignment: Any.
Class Skills:
Strength: Climb, Jump, Sprint, Swim.
Dexterity: Balance, Escape Artist, Ride, Tumble.
Perception: Awareness.
Other: Bluff, Intimidate, Persuasion.
Skill Points: 5.

Class Features

All of the following are class features of the fighter.

Weapon and Armor Proficiency: A fighter is proficient with simple weapons, any four other weapon groups, all armor (heavy, medium, and light) and shields.

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 armor

Table 3.11: Fighter Progression

Level	Base Attack Bonus	Fort	Ref	Ment	Special
1st	+3	+4	+1	+3	Armor discipline
2nd	+4	+5	+2	+4	Bonus feat
3rd	+5	+6	+3	+5	Weapon discipline
4th	+6 (x2)	+8	+4	+6	Adaptive combat feat
5th	+7 (x2)	+9	+4	+7	Combat discipline
6th	+8 (x2)	+10	+5	+8	Bonus feat
7th	+9 (x2)	+11	+6	+9	Improved armor discipline
8th	+10 (x2)	+13	+7	+10	Adaptive combat feat
9th	+11 (x3)	+14	+7	+11	Improved weapon discipline
10th	+12 (x3)	+15	+8	+12	Battlemaster, bonus feat
11th	+13 (x3)	+16	+9	+13	Improved combat discipline
12th	+14 (x3)	+18	+10	+14	Adaptive combat feat
13th	+15 (x3)	+19	+10	+15	Greater armor discipline
14th	+16 (x4)	+20	+11	+16	Bonus feat, improved adaptive combat
15th	+17 (x4)	+21	+12	+17	Greater weapon discipline
16th	+18 (x4)	+23	+13	+18	Adaptive combat feat
17th	+19 (x4)	+24	+13	+19	Greater combat discipline
18th	+20 (x4)	+25	+14	+20	Bonus feat, improved battlemaster
19th	+21 (x5)	+26	+15	+21	True discipline
20th	+22 (x5)	+28	+16	+22	Adaptive combat feat, greater adaptive combat

check 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 – Bonus Feat: The fighter gets a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as combat feats on Table 5.3.2: Combat Feats (page 87). A fighter must still meet all prerequisites for a bonus feat, including attribute score and base attack bonus minimums. The fighter 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 physical attacks 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 Feats: 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 adapative 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 3.12: 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.

Table 3.12: 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	—
Stunned	Dazed	None	—
Ability damage[1]	None	—	—
Ability penalty[1]	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 d6 fire damage per round until the fire is put out.
3. Mitigate a single negative level.

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 armor check 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 fighter's armor. This allows the fighter to qualify for class features 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 gains a +4 bonus to resist disarm attempts against using his chosen weapons. If he chose a specific weapon group, he gains a +2 bonus to physical attacks with weapons from that group. This does not stack with effects of weapon discipline. 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.

10th – Battlemaster: The fighter can improve his allies' combat abilities. As a standard action, he may grant the use of one of his combat feats to allies within Medium *(100 ft.)* range of him who can see and hear him. He can affect a number of allies equal to half his Intelligence (minimum 1). Affected allies must meet base attack bonus prerequisites for the granted feat, but they can ignore all other prerequisites. The effect lasts as long as the fighter spends a standard action to maintain the effect, and for 5 rounds thereafter. The fighter can use this ability a number of times per day equal to his Intelligence or half his fighter level, whichever is higher.

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 attacks, 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 armor check 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.

14th – Improved Adaptive Combat: The fighter's ability to adapt to situations improves. He need only spend 1 minute training to change his adaptive combat feats.

15th – Greater Weapon Discipline: The fighter's training in his chosen weapons becomes still greater. He increases the critical threat range of his chosen weapons by 1. This increase applies after and stacks with any other effects that affect critical threat range. Thus, a fighter using the Heartseeker combat style (see Heartseeker, page 96) would have a critical threat 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 all actions rather than suffer any non-damaging condition not listed on the chart.

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

18th – Improved Battlemaster: The fighter can improve his allies' combat abilities more effectively. When using his battlemaster ability, he can grant two feats at once. In addition, he can use his battlemaster ability as a swift action.

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 full attack, he can make an additional attack. This does not stack with any other effects which grant extra attacks.

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 Constutition 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 all actions instead of suffering any nondamaging negative effect with a duration. He may also mitigate up to four conditions at once.

20th – Greater Adaptive Combat: The fighter's ability to react to situations is unparalleled. As a swift action, he can exchange a single adaptive combat feat from his adapative feat pool.

3.6 Monk

Basics

Alignment: Any nonchaotic.
Class Skills:
Strength: Climb, Jump, Sprint, Swim.

Table 3.13: Monk Progression

Level	Base Attack Bonus	Fort	Ref	Ment	Special
1st	+3	+3	+4	+4	Enlightened defense, unarmed warrior
2nd	+4	+4	+5	+5	Channel *ki*
3rd	+5	+5	+6	+6	Uncanny dodge
4th	+6 (x2)	+6	+8	+8	Flurry of blows
5th	+7 (x2)	+7	+9	+9	Channel *ki*
6th	+8 (x2)	+8	+10	+10	*Ki* augmentation
7th	+9 (x2)	+9	+11	+11	Bodily perfection
8th	+10 (x2)	+10	+13	+13	Channel *ki*
9th	+11 (x3)	+11	+14	+14	Improved evasion
10th	+12 (x3)	+12	+15	+15	Improved uncanny dodge
11th	+13 (x3)	+13	+16	+16	Channel *ki*
12th	+14 (x3)	+14	+18	+18	*Ki* augmentation
13th	+15 (x3)	+15	+19	+19	Improved bodily perfection
14th	+16 (x4)	+16	+20	+20	Channel *ki*
15th	+17 (x4)	+17	+21	+21	Timeless
16th	+18 (x4)	+18	+23	+23	Perfect mind
17th	+19 (x4)	+19	+24	+24	Channel *ki*
18th	+20 (x4)	+20	+25	+25	*Ki* augmentation
19th	+21 (x5)	+21	+26	+26	Greater bodily perfection
20th	+22 (x5)	+22	+28	+28	Channel *ki*, true perfection

Dexterity: Balance, Escape Artist, Ride, Stealth, Tumble.
Intelligenc: Heal.
Perception: Awareness, Spellcraft, Survival.
Other: Bluff, Intimidate, Perform, Persuasion.
Skill Points: 10.

Class Features

All of the following are class features of the monk.

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.

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.

Enlightened Defense (Ex): A monk's *ki* shields her body from attacks. When not wearing armor or encumbered by weight (see Encumbrance, page 125), she gains a +3 bonus to Armor defense. She loses this bonus when she is helpless.

Unarmed Warrior (Ex): A monk's unarmed attacks are exceptionally deadly. She gains the Improved Unarmed Strike feat as a bonus feat. In addition, she deals damage with her unarmed strikes as if she were two size categories larger than her actual size (1d6 for a Medium creature, or 1d4 for a small creature). For details about how to fight while unarmed, see Unarmed Combat, page 19.

2nd – Manifest Ki (Su): The monk gains the ability to channel her *ki* energy to temporarily enhance her abilities. This ability can be used a number of times per day equal to her Willpower or half her monk level, whichever is higher.

She chooses one *ki* manifestation from the list below. Some *ki* manifestations have minimum monk levels, as indicated in the title of the power. At her 5th monk level, and every three monk levels thereafter, the monk learns an additional *ki* manifestation.

Some *ki* manifestations function like 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.

Distant Blows: 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 five feet of reach with her unarmed attacks, extending her threatened area.

Slow Fall: As an immediate action, the monk can gain the benefits of the *feather fall* spell. She must be within reach of a solid object to use this ability.

Surpass Limits: As a swift action, the monk can surpass the physical limitations of her body. Until the start of her next turn, she may use her *ki* power in place of her Strength or Dexterity when making skill and ability checks.

Wholeness of Body: As a standard action, the monk can correct the flow of energy within her body. She heals hit points equal to half her *ki* power in d10s.

5th – Resist Energy: As a standard action, the monk can gain the benefits of the *greater resist energy* spell for 5 minutes.

5th – Speed Boost: As a swift action, the monk can gain the benefits of the *lesser haste* spell for 1 round.

5th – Stunning Fist: As a swift action, the monk can imbue the next unarmed attack she makes that round with the ability to disrupt her foe's *ki*. If the attack deals damage, the monk makes a special attack against the Fortitude of the struck creature. Her attack bonus is equal to her *ki* power. Success means the target is staggered *(unable to act in movement phase)* for 1 round. A critical success means the target is stunned *(unable to take actions)* for 1 round instead. You can only affect any individual creature with this ability once per 24 hours.

8th – Rapid Step: As a move action, the monk can move up to her speed. She cannot be followed or withdrawn from during this movement.

8th – Redirect Attack: As an immediate action, when a foe misses the monk with a melee attack, the monk can redirect the attack. Both the foe and the monk must threaten a third creature. If the monk redirects the attack, the foe rolls the same attack against the third creature.

11th – 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 adamantine weapon for the purpose of overcoming damage reduction and hardness.

11th – Flash Step: As a move action, the monk can slip between spaces, allowing her to 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.

14th – Empty Step: As a swift action, the monk can step into the Ethereal Plane until the end of her turn, as the *ethereal jaunt* spell.

She may return as a free action.

14th – Quivering Palm: As a standard action, the monk can make a single unarmed strike. If the attack deals damage, the struck creature is sickened *(moves at half speed)* by the disruption of the *ki* within in its body for 5 rounds. At any point during that time, the monk can will the struck target to die (a free action). If she does, and the creature is bloodied *(half hit points)*, she makes a special attack vs. Fortitude. If the attack succeeds, the creature loses all its hit points and takes critical damage equal to her monk level, causing it to begin dying (see Dying, page 18).

17th – Moment of Perfection: The monk can align herself with the universe to achieve a single moment of perfection. As a swift action, she can add her monk level as an bonus to any single physical attack or opposed check. Alternately, when she is physically attacked, she can use an immediate action to add her monk level to her physical defenses against the attack. After using this ability, she must wait five minutes before she can use it again.

17th – 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 move action.

3rd – Evasion (Ex): If the monk resists a Reflex attack that normally deals half damage when resisted, she instead takes no damage. Evasion can be used only if a monk is unencumbered *(not carrying a heavy load or wearing medium or heavy armor)*. A helpless monk does not gain the benefit of evasion.

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.

4th – Flurry of Blows: When attacking unarmed, the monk can attack with multiple parts of her body simultaneously. This allows her gain the benefits of dual wielding with her unarmed strike (see Dual Wielding, page 250).

6th – Ki Augmentation (Su): The monk's control over her *ki* improves, allowing her to permanently improve her abilities. She chooses one *ki* augmentation from the list below. Some *ki* manifestations have minimum monk levels, as indicated in the title of the power. At her 12th and 18th monk levels, she gains an additional *ki* augmentation.

Distant Ki: The monk gains an additional five feet of reach with her unarmed attacks, extending her threatened area.

Gentle Ki: The monk may choose to grant any weapon she wields the Nonlethal weapon property. This can cause all damage she deals to be nonlethal.

Forceful Ki: All weapons the monk wields gain the Forceful weapon property. She can use any weapon to perform a shove attack, and gains a +2 bonus with shove attacks.

Impactful Ki: All weapons the monk wields gain the Impact weapon property. Whenever she scores a critical hit, all damage dealt in excess of the target's hit points is dealt as critical damage.

Perfect Sight: The monk continuously gains the benefits of the *see invisibility* spell.

Perfect Speech: The monk gains the ability to speak with and understand the speech of any creature. This grants her no special ability to speak to or understand creatures that do not speak, such

as animals, or to understand writing.

Sharpened Ki: All weapons the monk wields gain the Keen weapon property. She gains a +4 bonus to confirm critical threats.

12th – Perfect Motion: The monk continuously gains the benefits of the *freedom* spell.

12th – Perfect Soul: 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 its spellpower. If the attack beats the monk's spell resistance, the spell works normally. Otherwise, the spell has no effect on the monk.

7th – Bodily Perfection (Ex): The monk gains a +1 bonus to her Strength, Dexterity, and Constitution.

9th – Improved Evasion (Ex): The monk's evasion ability improves. If the monk resists an attack against her Reflex defense, she ignores all effects of the attack, even if it would normally have effects on a miss. Like evasion, improved evasion can be used only if a monk is unencumbered *(not carrying a heavy load or wearing medium or heavy armor)*. A helpless monk does not gain the benefit of improved evasion.

10th – 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.

13th – Improved Bodily Perfection: The bonus granted by the monk's bodily perfection ability increases to +2.

15th – Timeless (Ex): The monk no longer takes penalties to her attribute scores for aging, and cannot be magically aged. She also gains the benefits of being middle-aged if she did not already possess them, granting her a +1 bonus to her Intelligence, Perception, and Willpower. Any aging penalties she has are removed. The monk still dies of old age when her time is up.

16th – Perfect Mind (Ex): The monk becomes immune to hostile mind-affecting effects.

19th – Greater Bodily Perfection: The bonus granted by the monk's bodily perfection ability increases to +3.

20th – True Perfection: The monk becomes inhumanly perfect. If she rolls less than a 5 on any d20 roll, it is treated as a 5. In addition, she is treated as an outsider rather than as a humanoid for the purpose of spells and magical effects whenever doing so is advantageous to her.

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 features. If she stops being chaotic, she regains her *ki* powers and ability to take monk levels.

3.7 Paladin

Basics

Alignment: Any other than true neutral.
Class Skills:
  Dexterity: Ride.
  Intelligence: Heal, Knowledge (local, religion).
  Perception: Awareness, Intimidate, Sense Motive.
  Other: Bluff, Intimidate, Persuasion.
Skill Points: 5.

Table 3.14: Paladin Progression

Level	Base Attack Bonus	Fort	Ref	Ment	Special
1st	+3	+4	+1	+4	Devoted alignment, divine invocation (smite)
2nd	+4	+5	+2	+5	Divine invocation
3rd	+5	+6	+3	+6	Divine gift
4th	+6 (x2)	+8	+4	+8	Discern foe, divine invocation
5th	+7 (x2)	+9	+4	+9	Divine presence, divine protection
6th	+8 (x2)	+10	+5	+10	Divine invocation
7th	+9 (x2)	+11	+6	+11	Divine gift
8th	+10 (x2)	+13	+7	+13	Divine invocation
9th	+11 (x3)	+14	+7	+14	Pass judgment
10th	+12 (x3)	+15	+8	+15	Divine invocation, divine presence
11th	+13 (x3)	+16	+9	+16	Divine gift
12th	+14 (x3)	+18	+10	+18	Divine invocation
13th	+15 (x3)	+19	+10	+19	
14th	+16 (x4)	+20	+11	+20	Divine invocation
15th	+17 (x4)	+21	+12	+21	Divine gift, divine presence
16th	+18 (x4)	+23	+13	+23	Divine invocation
17th	+19 (x4)	+24	+13	+24	Martyr's glorious retribution
18th	+20 (x4)	+25	+14	+25	Divine invocation
19th	+21 (x5)	+26	+15	+26	Divine gift
20th	+22 (x5)	+28	+16	+28	Divine invocation, divine presence

Class Features

All of the following are class features of the paladin.

Weapon and Armor Proficiency: Paladins are proficient with simple weapons, any two other weapon groups, all types of armor (heavy, medium, and light), and with shields. A paladin is also proficient with the favored weapon group of her deity. If she does not follow a deity, she is proficient with any other weapon group of her choice.

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 features 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 repurcussions 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 special attack bonus 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. Smite 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: As a swift action, the paladin may declare her next physical attack to be a smite attack. She may use her divine power to attack in place of her normal attack bonus. If she strikes a target that does not share her devoted alignment, her weapon deals maximum damage, and she deals bonus damage equal to her divine power. If she strikes a creature who shares her devoted alignment, she deals no damage at all (not even normal weapon damage), but the use of the ability is still spent.

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

2nd – Divine Favor: This invocation functions like the *divine favor* spell.

2nd – Lay on Hands: As a standard action, the paladin can make a touch attack against a creature. If the creature's alignment is not opposed to her devoted alignment, the creature is healed. If the creature's alignment is opposed to the paladin's devoted alignment, the creature takes divine damage. This ability heals or inflicts 1d10 damage per two divine power. The paladin must make a special attack to affect unwilling targets. A failed attack heals or inflicts half damage.

2nd – Resounding Smite*: The creature struck by this smite is knocked prone.

4th – Dispelling Smite*: The creature struck by this smite is affected by *dispel magic*.

4th – Penetrating Smite*: The paladin makes a special attack against the Fortitude of the creature struck by this smite. If the special attack succeeds, the struck creature loses its damage reduction for 5 rounds, including against this smite.

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.

8th – Brilliant Smite*: This smite attack targets the foe's Reflex defense instead of its Armor defense.

8th – Dazing Smite*: The paladin makes a special attack against the Mental defense of the creature struck by this smite. If the special attack succeeds, the struck creature is dazed *(unable to act in movement phase)* for 5 rounds.

8th – Mass Bless: This invocation functions like the *mass bless* spell.

10th – Greater Divine Favor: This invocation functions like the *greater divine favor* spell.

10th – Spellreaving Smite*: All spells and magical effects on the creature struck by this smite 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.

12th – Coercing Smite*: The paladin makes a special attack against the Mental defense of the creature struck by this smite. If the special attack succeeds, the struck creature must obey a *suggestion*,

of the paladin's choice. This functions like the *suggestion* spell, except that the creature must only obey the suggestion for 5 rounds. The paladin must speak the suggestion aloud, but she need not speak in a language the subject understands. The *suggestion* lasts for 5 rounds. This is a mind effect.

12th – Divine Might: This invocation functions like the *divine might* spell.

14th – Disorienting Smite*: The creature struck with this smite is disoriented *(moves randomly)* for 5 rounds.

14th – Staggering Smite*: The creature struck with this smite is staggered *(unable to act in movement phase)* for 5 rounds.

14th – Immobilizing Smite*: The creature struck with this smite is immobilized *(Unable to leave its location)* for 5 rounds.

20th – Converting Smite*: The paladin's smite shows her foe the error of its ways. If the struck creature is bloodied *(half hit points)* after the damage from the smite, and the paladin succeeds at a special attack vs. Mental defense, the struck creature's alignment changes. 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.

20th – Terrifying Smite*: The paladin's smite fills her foe with fear. The struck creature is frightened *(flees if close to its fear)* for 5 rounds.

Chaos Divine Invocations:

6th – Confusion: This invocation functions like the *confusion* spell.

8th – Break the Chains: As a standard action, the paladin can break all shackles, bindings, and locks within a Large *(50 ft.)* radius of her. Nonmagical objects are automatically broken. To break magical objects, the paladin must make a special attack against a DC equal to 10 + the object's spellpower.

8th – Freedom: This invocation functions like the *freedom* spell.

10th – Free the Mind: As a standard action, the paladin can dispel all magical enchantment and illusions affecting a creature within Medium *(100 ft.)* range.

10th – Chaotic Pursuit: As a move action, the paladin can teleport adjacent to a random enemy within Medium *(100 ft.)* range of her.

The paladin can only teleport to enemies whose location she is aware of, and who have adjacent free space she can stand in. She appears in the space closest to her original location. A paladin who has other movement modes, such as flight, can also teleport next to enemies only accessible using that movement mode.

12th – 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 against the ally, using its original attack bonus, and has its normal effects if it hits. After using this invocation, the paladin cannot use it for 5 rounds.

12th – Discordant Chant: This invocation functions like the *discordant song* spell, except that the paladin must chant to maintain the effect instead of creating music.

14th – Mass Confusion: This invocation functions like the *mass confusion* spell.

Good Divine Invocations:

4th – Challenging Smite*: The paladin's smite compels her foe's attention. For 5 rounds, the struck creature takes a −2 penalty on all attacks that do not include the paladin as a target.

4th – Shield Other: As a standard action, the paladin can choose to take half the damage that an ally within Medium *(100 ft.)* range will take, 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.

10th – Noble Pursuit: As a move action, the paladin can teleport adjacent to an enemy within Medium *(100 ft.)* range that attacked one of her allies within the past round.

The paladin can only teleport to enemies whose location she is aware of, and who have adjacent free space she can stand in. She appears in the space closest to her original location. A paladin who has other movement modes, such as flight, can also teleport next to enemies only accessible using that movement mode.

Evil Divine Invocations:

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

8th – Enervation: This invocation functions like the *enervation* spell.

8th – Executing Smite*: The paladin's smite takes her foe's life. If the paladin succeeds on a special attack vs. Fortitude, the struck creature is affected by the *death knell* spell.

10th – Agony: This invocation functions like the *agony* spell.

10th – Brutal Pursuit: As a move action, the paladin can teleport adjacent to a bloodied *(half hit points)* enemy within Medium *(100 ft.)* range.

The paladin can only teleport to enemies whose location she is aware of, and who have adjacent free space she can stand in. She appears in the space closest to her original location. A paladin who has other movement modes, such as flight, can also teleport next to enemies only accessible using that movement mode.

Law Divine Invocations:

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

4th – Hold Person: This invocation functions like the *hold person* spell.

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

8th – Hold Monster: This invocation functions like the *hold monster* spell.

8th – Retributive Shield: This invocation functions like the *retributive shield* spell.

10th – Certain Pursuit: As a move action, the paladin can teleport adjacent to an enemy within Medium *(100 ft.)* range. For the next 5 rounds, or until that creature is defeated, she can only use this ability to teleport next to the same creature.

The paladin can only teleport to enemies whose location she is aware of, and who have adjacent free space she can stand in. She appears in the space closest to her original location. A paladin who has other movement modes, such as flight, can also teleport next to enemies only accessible using that movement mode.

12th – Prohibition: This invocation functions like the *prohibition* spell.

16th – See the Truth: As a standard action, the paladin can unerringly dispel all magical enchantments and illusions within a Large *(50 ft.)* radius.

18th – Greater Prohibition: This invocation functions like the

greater prohibition spell.

2nd – 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.

3rd – Divine Gift: The paladin's devotion to her ideals is rewarded with a divine gift which improves her abilities. She chooses a single divine gift from the list below. At 7th level, and every 4 levels thereafter, she gains an additional divine gift. Some divine gifts have minimum paladin levels, as indicated in the title of the ability. All divine gifts are supernatural abilities unless otherwise noted.

Any Alignment:

Divine Health: The paladin is immune to poison and disease.

Unbending Dedication: The paladin is immune to charm and domination effects.

6th – Divine Grace: If the paladin resists an attack against her Fortitude, Reflex, or Mental defenses that normally deals half damage when resisted, she instead takes no damage.

6th – Shielded Senses: The paladin is immune to visual and auditory effects, whenever that is beneficial to her.

9th – Implacable Resolve: The paladin is immune to compulsion and inhibition effects.

12th – Improved Divine Grace: If the paladin resists an attack against her Fortitude, Reflex, or Mental defenses that has any partial effect when resisted, she instead suffers no effect. The paladin must have the divine grace gift in order to select this gift.

Chaotic Divine Gifts:

Chaotic Mind: The paladin is unaffected by effects which detect truth, lies, or alignment. Such effects never detect the paladin, just as if she was not there at all.

7th – Scrambled Senses: The paladin is immune to speech effects, whenever that would be beneficial to her.

7th – Uncertain Fate: Whenever the paladin would take 10, she instead rolls 2d20 and uses whichever roll she prefers.

15th – Freedom of Movement: The paladin continuously gains the benefit of the *freedom* spell.

Evil Divine Gifts:

3rd – Malicious Mind: The paladin is immune to charm effects.

Good Divine Gifts:

3rd – Couragous Mind: The paladin is immune to fear and negative morale effects.

Lawful Divine Gifts:

3rd – Ordered Mind: The paladin is immune to being bewildered or confused.

7th – Discern Lies: The paladin may use her discernment ability to detect lies. As a swift action, she may use her discernment to focus on a specific creature. For the next 5 minutes, the paladin knows whenever that creature deliberately and knowingly lies. This does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

15th – Truthbearer: The paladin is immune to unreal effects on her, such as phantasms. Additionally, she automatically sees through figments. Unlike normally seeing through figments, the paladin does not receive any indication that the figment would otherwise be there

- the figment simply does not exist for the paladin.

4th – Discern Foe (Su): When the paladin uses her discernment ability, she also learns which creatures within the cone have the alignment opposed to her devoted alignment.

5th – 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.

5th – 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 Large *(50 ft.)* radius emanation from the paladin, including herself. She may choose to suppress or resume her divine presence as a swift action.

At 10th level, and every 5 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:

Bolstering Aura: Allies in the area gain a +2 bonus to Mental defense.

Resilient Aura: Allies in the area gain a +2 bonus to Fortitude defense. against her opposed alignment.

Chaotic Divine Presences:

Surestrike Aura: Whenever an ally in the area fails to confirm a critical threat, it can reroll the critical confirmation. Any individual confirmation can only be rerolled once in this way.

10th – Aura of Free Movement: Allies within the area gain a +10 foot bonus to movement speed.

10th – Aura of Mishap Avoidance: Whenever an ally within the area rolls a 1 on an attack roll, it can reroll the attack with a −5 penalty. Any individual attack can only be rerolled once in this way.

15th – Aura of Freedom: Allies within the area gain the benefit of the *freedom* spell.

Evil Divine Presences:

Executioner's Aura: Bloodied foes within the area take a −2 penalty to defenses.

Good Divine Presences:

Defender's Aura: Foes within the area take a −2 penalty to any attack which does not include the paladin as a target.

10th – Healing Aura: At the end of each round, bloodied allies within the area heal hit points equal to half the paladin's level. This healing cannot heal an ally above their bloodied value.

Lawful Divine Presences:

Aura of Certain Success: Whenever an ally within the area rolls a 10 on an attack roll, it gets a +10 bonus to hit on that attack.

10th – Aura of Certain Failure: Whenever a foe within the area rolls a 10 on an attack roll, it takes a −10 penalty to hit on that attack.

15th – Aura of Truth: All illusory figments and glamers are suppressed in the area.

9th – 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 day per paladin level, 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 10th paladin level and every third level thereafter. A paladin should be careful when using this ability, as persecution of allies can lead overzealous paladins to fall.

17th – Martyr's Glorious 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*.

Ex-Paladins

A paladin who ceases to follow her devoted alignment loses all supernatural paladin class features. 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

Basics

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.
Skill Points: 15.

Class Features

All of the following are class features of the ranger.

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.

Quarry (Ex): A ranger is a deadly hunter. As a swift action, a ranger may designate any foe he sees as his quarry. A ranger gains a +2 bonus to 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.

Table 3.15: Ranger Progression

Level	Base Attack Bonus	Fort	Ref	Ment	Special
1st	+3	+4	+4	+3	Quarry +2, Track
2nd	+4	+5	+5	+4	Favored terrain
3rd	+5	+6	+6	+5	Ranger lore, wild speech
4th	+6 (x2)	+8	+8	+6	Low-light vision, tracking expert
5th	+7 (x2)	+9	+9	+7	Free stride, tenacious hunter
6th	+8 (x2)	+10	+10	+8	Favored terrain, ranger lore
7th	+9 (x2)	+11	+11	+9	Guide
8th	+10 (x2)	+13	+13	+10	Darkvision, quarry +3
9th	+11 (x3)	+14	+14	+11	Ranger lore
10th	+12 (x3)	+15	+15	+12	Favored terrain (planar)
11th	+13 (x3)	+16	+16	+13	Hidden hunter
12th	+14 (x3)	+18	+18	+14	Blindsense, ranger lore
13th	+15 (x3)	+19	+19	+15	Terrain mastery
14th	+16 (x4)	+20	+20	+16	Favored terrain (planar), quarry +4
15th	+17 (x4)	+21	+21	+17	Ranger lore
16th	+18 (x4)	+23	+23	+18	Blindsight
17th	+19 (x4)	+24	+24	+19	Terrain mastery, unerring hunter
18th	+20 (x4)	+25	+25	+20	Ranger lore, favored terrain (planar)
19th	+21 (x5)	+26	+26	+21	Perfect stride
20th	+22 (x5)	+28	+28	+22	Quarry +5, truesight

A ranger may give up pursuing a quarry as a free action. He may not have more than one quarry at once. If he designates a new quarry, the old target is no longer considered his quarry. If the ranger does not see his quarry for more than a week, it is no longer considered his quarry. 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.

The amount by which a ranger's physical attacks and skill checks increase against his quarry is called his quarry bonus. A ranger can designate a quarry a number of times per day equal to his quarry bonus. The ranger's quarry bonus improves to +3 at his 8th ranger level, to +4 at 14th ranger level, and finally to +5 at 20th ranger level. His penalties against targets other than his quarry remains the same.

Track: A ranger gains Track as a bonus feat (see Track).

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 – Favored Terrain (Ex): The ranger becomes particularly attuned to certain kinds of terrain. He chooses one kind of terrain to select as a favored terrain from the list below. Usually, rangers favor their home terrain, but a ranger may choose any kind of terrain that he has personally experienced at least once. At his 6th ranger level, and every four ranger levels thereafter, the ranger gains an additional 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. In addition, his experience with his favored terrain grants the ranger a single ability, regardless of whether he is currently in that terrain or not. The options for favored terrains are listed below.

Aquatic: The ranger gains Skill Focus (Swim) as a bonus feat, and halves the penalties he takes for fighting underwater.

Cold: The ranger gains cold damage reduction equal to his ranger level. This allows him to ignore the first points of cold damage he would take each round.

Desert: The ranger gains fire damage reduction equal to his ranger level. This allows him to ignore the first points of fire damage he would take each round.

Forest: The ranger gains Skill Focus (Stealth) as a bonus feat.

Mountains: The ranger gains Skill Focus (Climb) as a bonus feat, and takes half damage from falling damage.

Plains: The ranger gains Skill Focus (Awareness) as a bonus feat.

Swamp: The ranger can move at full speed in water-related difficult terrain.

Underground: The ranger gains Blind-Fight as a bonus feat.

Urban: The ranger gains Skill Focus (Persuasion) as a bonus feat.

3rd – 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 33). A ranger can use this ability a number of times per day equal to his Perception or half his ranger level, whichever is higher.

3rd – Ranger Lore: The ranger gains an ability drawn from ancient ranger lore. He chooses a single ranger lore from the list below. Some ranger lores have minimum ranger levels, as indicated in the title of the ability. At his 6th ranger level, and every three ranger levels thereafter, the ranger gains an additional ranger lore.

Some ranger lores depend on the ranger's lore power. A ranger's lore power is equal to his Perception or his ranger level, whichever is higher.

All ranger 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.

Evasion: If the ranger resists a Reflex attack that normally deals half damage when resisted, he instead takes no damage. Evasion can be used only if a ranger is unencumbered *(not carrying a heavy load or wearing medium or heavy armor)*. A helpless ranger does not gain the benefit of evasion.

Favored Enemy: The ranger increases his quarry bonus by +2 against creatures of a particular kind. The possible creature options are listed on Table 3.16: Favored Enemy Options. The ranger may select this lore multiple times, choosing a different favored enemy each time.

Table 3.16: Favored Enemy Options

Animals and vermin	Humanoids (uncivilized)
Dragons	Oozes and plants
Fey	Outsiders (inner planes)
Giants and monstrous humanoids	Outsiders (outer planes)
Humanoids (civilized)	Undead and constructs

Rapid Healing: The ranger naturally heals four times faster than normal. He requires only two hours of rest to heal half his hit points. This stacks with the benefits of accelerating recoveryy with the Heal skill (see Accelerate Recovery, page 71).

Scent: The ranger gains the scent ability (see Scent, page 65).

Survivalist: The ranger gains a Survival-based feat for which he qualifies as a bonus feat.

Undead Destroyer: The ranger may designate undead as a quarry. If he does, he gains his quarry bonus against all undead for 5 minutes. In addition, non-intelligent undead treat him as if he were undead.

6th – Barkskin: The ranger gains a +1 bonus to Armor defense.

6th – Aberrant Hunter: The ranger may designate aberrations as a quarry. If he does, he gains his quarry bonus against all aberrations for 5 minutes. In addition, he becomes immune to Mind effects from aberrations.

6th – Energy Adaptation: The ranger continuously gains the benefits of the *resist energy* spell, with a spellpower equal to his lore power.

6th – Fey Stalker: The ranger may designate fey as a quarry. If he does, he gains his quarry bonus against all fey. In addition, he becomes immune to Mind effects from fey.

6th – Giantslayer: The ranger may designate monstrous humanoids as a quarry. If he does, he gains his quarry bonus against all monstrous humanoids for 5 minutes. In addition, he gains a +8 bonus to Maneuver defense against attacks that would move him.

6th – Ooze Hunter: The ranger may designate oozes as a quarry. If he does, he gains his quarry bonus against all oozes for 5 minutes. In addition, he becomes immune to the slime and engulf effects of oozes.

9th – Dragonslayer: The ranger may designate dragons as a quarry. If he does, he gains his quarry bonus against all dragons for 5 minutes. In addition, he becomes immune to the breath attacks of dragons.

9th – Golem Breaker: The ranger may designate constructs as a quarry. If he does, he gains his quarry bonus against all constructs for 5 minutes. In addition, his attacks ignore the hardness and damage reduction of constructs, and negate it for 1 round.

9th – Mageslayer: The ranger may designate arcane spellcasters as a quarry. If he does, he gains his quarry bonus against all arcane spellcasters for 5 minutes. In addition, he gains spell resistance against arcane spells equal to 10 + his lore power.

To affect the ranger with a spell, a caster must make an attack with its spellpower. If the attack beats the ranger's spell resistance, the spell works normally. Otherwise, the spell has no effect on the ranger.

9th – Master of the Hunt: The ranger may use a standard action to share the benefits of his quarry ability with all allies who can see and hear him for 5 rounds. His allies do not suffer penalties against targets other than the quarry.

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 – Improved Evasion: If the ranger resists an attack against his Reflex defense, he ignores all effects of the attack, even if it would normally have effects on a miss. Like evasion, improved evasion can be used only if a ranger is unencumbered *(not carrying a heavy load or wearing medium or heavy armor)*. A helpless ranger does not gain the benefit of improved evasion. The ranger

must have the evasion lore to choose this lore.

12th – Wild Aspect: The ranger chooses any wild aspect from the list of wild aspects available to druids (see Wild Aspect, page 33). He continuously gains the benefits of that aspect. His effective nature power for this ability is equal to his lore power.

15th – Combat Style Mastery: The ranger's abilities with traditional ranger combat styles reach their peak. When using a ranged weapon, he can take a move action to study the weak points of a foe within one range increment. If he does, the next attack he makes against that foe is made against Reflex defense, if it is made within 1 round. When wielding two weapons at once, he gains the pounce ability, allowing him to take a full attack action at the end of a charge.

The ranger must have the greater combat style lore to choose this lore. The benefits apply only if the ranger is unencumbered *(not carrying a heavy load or wearing medium or heavy armor)*.

4th – Low-light Vision (Ex): The ranger's sight improves, allowing him to see in conditions of dim light 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.

4th – Tracking Expert (Ex): The ranger's ability to track his foes improves. He may always take 10 on Survival checks made to track, even if conditions would otherwise prevent this. Additionally, 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.

5th – 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.

5th – Tenacious Hunter (Ex): The ranger's ability to pursue his quarry improves. He adds his quarry bonus to his defenses against attacks that his quarry makes.

7th – Guide (Ex): Whenever the ranger is in his favored terrain, all allies that can see and hear the ranger gain his favored terrain bonuses in that terrain as well.

8th – Darkvision (Ex): The ranger's sight improves again, and he gains the ability to see even when there is no light at all. 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.

10th – Favored Terrain (Planar) (Ex): The ranger may choose any plane as a favored terrain in addition to his normal options whenever he gains a new favored terrain. He is immune to any hostile planar effects from any plane he has chosen as favored terrain. In addition, he gains a +2 bonus to Knowledge checks relating to the plane and is always treated as trained in Knowledge (planar) for the purpose of such checks.

11th – Hidden Hunter (Su): 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 *nondectection* spell against all attempts that his quarry makes to detect him magically. The effect uses a spellpower equal to his ranger level or Perception.

12th – 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.

13th – Terrain Mastery (Ex): The ranger gains a greater degree of mastery over some of his favored terrains. He chooses a single kind of terrain that he has already chosen as a favored terrain. At his 17th ranger level, he chooses an additional kind of terrain to master.

While in that terrain, his bonuses on Awareness, Stealth, and Survival checks increase to +4. In addition, he gains another ability based on that terrain that is constantly active, whether or not he is currently in the terrain. The options for terrain masteries are given below.

Aquatic: The ranger 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 becomes immune to fatigue.

Desert: The ranger becomes immune to fatigue.

Forest: The ranger may use his wild speech ability to communicate with plants, as the druid ability.

Mountains: The ranger 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 increases his land speed by 10 feet.

Swamp: The ranger becomes immune to nausea.

Underground: The ranger increases the range of his darkvision and blindsense by 50 feet.

Urban: The ranger can use the Stealth skill to hide behind creatures granting him active cover, just like he can hide behind passive cover.

16th – 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.

17th – 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* spell targeted at his quarry.

17th – Hide in Plain Sight (Ex): 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.

If the ranger has the Camouflage ranger lore (see Camouflage, page 45), this allows the ranger to attempt to hide in almost any situation, as long as he is in one of his favored terrains.

19th – 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.

20th – 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

Table 3.17: Rogue Progression

Level	Base Attack Bonus	Fort	Ref	Ment	Special
1st	+2	+1	+4	+3	Sneak attack +1d6
2nd	+3	+2	+5	+4	Skill talent
3rd	+4	+3	+6	+5	Sneak attack +2d6, survival trick
4th	+5	+4	+8	+6	Combat trick
5th	+6 (x2)	+4	+9	+7	Skill exemplar, sneak attack +3d6
6th	+6 (x2)	+5	+10	+8	Persistent sneak attack, skill talent
7th	+7 (x2)	+6	+11	+9	Sneak attack +4d6, survival trick
8th	+8 (x2)	+7	+13	+10	Combat trick
9th	+9 (x2)	+7	+14	+11	Skill exemplar, Sneak attack +5d6
10th	+10 (x2)	+8	+15	+12	Improved uncanny dodge, skill talent
11th	+10 (x2)	+9	+16	+13	Sneak attack +6d6, survival trick
12th	+11 (x3)	+10	+18	+14	Combat trick
13th	+12 (x3)	+10	+19	+15	Skill exemplar, sneak attack +7d6
14th	+13 (x3)	+11	+20	+16	Skill talent
15th	+14 (x3)	+12	+21	+17	Sneak attack +8d6, survival trick
16th	+14 (x3)	+13	+23	+18	Combat trick
17th	+15 (x3)	+13	+24	+19	Skill exemplar, sneak attack +9d6
18th	+16 (x4)	+14	+25	+20	Skill talent
19th	+17 (x4)	+15	+26	+21	Sneak attack +10d6, survival trick
20th	+18 (x4)	+16	+28	+22	Ambush master, combat trick

Basics

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.
Skill Points: 15.

Class Features

All of the following are class features of the rogue.
Weapon and Armor Proficiency: Rogues are proficient with simple weapons, any two weapon groups, light armor, and bucklers. They are also proficient with saps.
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 18).

This extra damage is only dealt the first time that the rogue makes a successful sneak attack against that particular creature in the encounter. Additional sneak attacks against the same creature deal no additional damage.

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 – Survival Trick: The rogue gains a trick to help her survive. She chooses a single survival trick from the list below. Some survival tricks have minimum rogue levels, as indicated in the title of the ability. At her 7th rogue level, and every four rogue levels thereafter, the rogue gains an additional survival trick.

All survival tricks are extraordinary abilities unless otherwise noted.

Evasion: If the rogue resists an attack against her Reflex defense that normally deals half damage when resisted, she instead takes no damage. Evasion can be used only if a rogue is unencumbered *(not carrying a heavy load or wearing medium or heavy armor)*. A helpless rogue does not gain the benefit of evasion.

Uncanny Dodge: 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.

7th – Defensive Roll: As an immediate action, whenever the rogue takes damage from a physical attack, she can attempt to roll with the blow. If the damage dealt is less than her Reflex defense, she takes half damage from the attack, and the damage is nonlethal. This applies after all other effects that reduce damage, such as damage reduction. However, the rogue also falls prone *(−4 to melee attack and defense, +4 vs ranged attacks, move action to stand)*. The rogue must be aware of the attack to use this ability.

7th – Slippery Mind: Whenever an attack for a Mind spell or effect beats the rogue's Mental defense by less than 5, 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.

11th – Improved Evasion: If the rogue resists an attack against her Reflex defense, she ignores all effects of the attack, even if it would normally have effects on a miss. Like evasion, improved evasion can be used only if a rogue is unencumbered *(not carrying a heavy load or wearing medium or heavy armor)*. A helpless rogue does not gain the benefit of improved evasion. The rogue must have the evasion survival trick to choose this survival trick.

11th – Improved Uncanny Dodge: 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. The rogue must have the uncanny dodge survival trick to choose this survival trick.

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.

Distracting Attack: Whenever the rogue successfully sneak attacks a creature, the struck creature takes a penalty to Concentration checks until the end of the round. The penalty is equal to the number of sneak attack dice the rogue rolled on the attack. This penalty does not stack with itself.

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.

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.

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.

Tricky Maneuver: When performing a maneuver against a creature she would be able to sneak attack, the rogue gains a bonus to attack 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.

8th – Spellstealing Ambush*: A creature damaged by this ambush attack is affected by *spelltheft*. The rogue's spellpower for this ability is equal to her trick power.

8th – Staggering Ambush*: The rogue makes a special attack against the Fortitude defense of the creature struck by this ambush

attack. Her attack bonus is equal to her trick power. If the special attack succeeds, the struck creature is staggered *(unable to act in movement phase)* for 5 rounds.

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 attack bonus 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.

12th – Perfect Precision: The rogue has no range limit on her sneak attacks. She must have the distant precision combat trick to gain this trick.

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. The rogue must have the dispelling ambush combat trick to choose this combat trick.

16th – Dazing Ambush*: A creature damaged by this ambush attack is dazed *(unable to act in movement phase)* for 5 rounds.

16th – Deadly Ambush*: The rogue makes a special attack against the Fortitude defense of the creature struck by this ambush attack. Her attack bonus is equal to her trick power. If the special attack succeeds, the struck creature is staggered *(unable to act in movement phase)* for 5 rounds. If it critically succeeds, the struck creature immediately dies.

16th – Paralyzing Ambush*: The rogue makes a special attack against the Fortitude defense of the creature struck by this ambush attack. Her attack bonus is equal to her trick power. If the special attack succeeds, the struck creature is staggered *(unable to act in movement phase)* for 5 rounds. If it critically succeeds, the struck creature is paralyzed *(helpless, unable to move)* for 5 rounds.

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.

6th – Persistent Sneak Attack (Ex): The rogue learns how to strike vital spots more consistently. She gains half her sneak attack dice (rounded down) when making sneak attacks against a creature she has already successfully dealt sneak attack damage to in the encounter. For example, a 6th level rogue would deal 3d6 points of extra damage on her first sneak attack against a creature, and 1d6 points of damage on every subsequent sneak attack against the same creature. This does not allow her to deliver ambush attacks to the same creature multiple times.

20th – Endless Sneak Attack (Ex): The rogue deals full sneak attack damage on her first successful sneak each round against

the same creature, rather than only on her first sneak attack in the encounter against that creature. This does not allow her to deliver ambush attacks to the same creature multiple times.

3.10 Sorcerer

Table 3.18: Sorcerer Progression

Level	Base Attack Bonus	Fort	Ref	Ment	Special
1st	+1	+1	+1	+4	Cantrip, spells, wild magic +2
2nd	+2	+2	+2	+5	Cantrip, focused casting
3rd	+3	+3	+3	+6	Arcane adaptation
4th	+3	+4	+4	+8	
5th	+4	+4	+4	+9	Defensive spellblend, wild magic +3
6th	+5	+5	+5	+10	
7th	+5	+6	+6	+11	Arcane adaptation
8th	+6 (x2)	+7	+7	+13	
9th	+7 (x2)	+7	+7	+14	Offensive spellblend
10th	+7 (x2)	+8	+8	+15	Wild magic +4
11th	+8 (x2)	+9	+9	+16	Arcane adaptation
12th	+9 (x2)	+10	+10	+18	
13th	+9 (x2)	+10	+10	+19	Improved defensive spellblend
14th	+10 (x2)	+11	+11	+20	
15th	+11 (x3)	+12	+12	+21	Arcane adaptation, wild magic +5
16th	+11 (x3)	+13	+13	+23	
17th	+12 (x3)	+13	+13	+24	Improved offensive spellblend
18th	+13 (x3)	+14	+14	+25	
19th	+13 (x3)	+15	+15	+26	Arcane adaptation
20th	+14 (x3)	+16	+16	+28	Greater wild magic, wild magic +6

Basics

Alignment: Any.
Class Skills:
  Intelligence: Knowledge (arcana, the planes).
  Perception: Spellcraft.
  Other: Bluff, Intimidate, Persuasion.
Skill Points: 5.

Class Features

All of the following are class features of the sorcerer.

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.

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. See the Wild Magic ability, below.

At 1st level, the sorcerer knows one 1st level spell. At every level thereafter, the sorcerer learns one additional spell. The spell can be of any level, up to a maximum of half the sorcerer's class level. A sorcerer's spells are drawn from the **unrestricted spells** on the arcane spell list (see Arcane Spells, page 147).

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 DC 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, the spell is always miscast, regardless of other modifiers.

If the wild magic roll succeeds, the spell is cast with a +2 bonus to spellpower. Failure means the spell's miscast effect occurs in addition to the spell's normal effect (see Miscasting, page 136). 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.

At 5th level, and every 5 levels thereafter, the spellpower bonus from succeeding on a wild magic roll increases by +1.

Cantrip: Cantrips are minor spells which do not require effort to use. A sorcerer chooses one cantrip from the list of cantrips on page 149. 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 – 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 gaining the bonus to spellpower from succeeding on a wild magic roll, but also prevents him from miscasting the spell. 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.

3rd – Arcane Adaptation: The sorcerer gains a new ability as he adapts to the magic that flows through him. He chooses a single arcane adaptation from the list below. Some arcane adaptations have minimum sorcerer levels, as indicated in the title of the ability. At his 7th sorcerer level, and every four sorcerer levels thereafter, the sorcerer gains an additional arcane adaptation.

All arcane adaptations are extraordinary abilities unless otherwise noted.

Arcane Bloodline: The sorcerer gains a bloodline feat of his choice. This arcane adaptation can be taken multiple times. Each time, the sorcerer chooses a different feat.

Cautious Magic: When the sorcerer fails a wild magic roll, he may choose to supress the magical energy released. If he does, neither the spell nor its miscast effect occurs. In addition, he loses the ability to cast spells of the same level for half as long as he normally would.

Rapid Recovery: When the sorcerer fails a wild magic roll to cast a spell, the time required to regain the ability to cast spells of the spell's level is reduced by 5 minutes.

Ritual Caster: The sorcerer gains the Ritual Caster feat, even if he does not meet the prerequisites.

7th – Arcane Resilience: The sorcerer gains damage reduction

against arcane spells equal to his sorcerer level or Constitution, whichever is higher. This allows him to ignore the first points of damage he takes each round. This ability applies against the sorcerer's own miscast effects.

7th – Improved Focused Casting: When the sorcerer casts a spell using his focused casting ability, he gains a bonus to spellpower with the spell as if he had succeeded on a wild magic roll.

7th – Wild Retargeting: When the sorcerer targets a random creature with a spell's miscast effect, he may roll twice to determine which creature is affected. He chooses which result is used.

11th – Spell Resistance: 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 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.

11th – Wild Explosion: When the sorcerer miscasts a spell that explodes when miscast, the damage affects the sorcerer and enemies within a Small *(10 ft.)* radius of the sorcerer. It does not affect the sorcerer's allies within that area (other than himself).

15th – Certain Magic: The sorcerer becomes unable to miscast for any reason except failing a wild magic roll. If he would miscast a spell, such as if his concentration is broken while casting, the spell simply fails to take effect.

19th – Miscast Immunity: The sorcerer becomes immune to explosive and retargeting miscast effects from spells he casts and spells cast by other creatures. He no longer takes any damage from explosive miscasts. He may choose to be unaffected by retargeting miscast effects that target him. This does not protect him from localized miscasts.

5th – Defensive Spellblend (Ex): The sorcerer may combine his cantrips with his spells. As a full-round action, the sorcerer may cast a spell that affects only himself. The spell must have a casting time of 1 standard action or less. If he does, he may also use a cantrip as part of the same action. The cantrip need not target the sorcerer. In exchange, he gains a +5 bonus to his wild magic roll. The spell's level is used to determine the bonus to the sorcerer's wild magic roll.

9th – Offensive Spellblend (Ex): This ability functions like defensive spellblend, except that the spell need not only affect the sorcerer.

13th – Improved Defensive Spellblend (Ex): The sorcerer may combine two spells together. As a full-round action, the sorcerer may cast two spells at once, resolving each spell's effects separately. The spells cast in this way must have a casting time of 1 standard action or less, and must be at least three spell levels apart, such as a 1st-level spell and a 4th-level spell. In addition, one of the two spells must affect only the sorcerer. In exchange, he gains a +5 bonus to his wild magic roll. The level of the higher level spell is used to determine the bonus to the sorcerer's wild magic roll.

17th – Improved Offensive Spellblend (Ex): This ability functions like improved defensive spellblend, except that neither spell need only affect the sorcerer.

20th – Greater Wild Magic (Ex): When the sorcerer miscasts a spell or spellblend with his wild magic ability, the normal effects of the spell or spellblend take place twice, as if he had cast it twice.

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 DC 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

Basics

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.

Skill Points: 5.

Class Features

All of the following are class features of the spellwarped.

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

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 Willpower, and he treats Disguise, Escape Artist, and Jump as class skills. An alteration spellwarped may be called an alterer, bodywarper, or shifter.

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.

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

Temporal: The spellwarped can manipulate time. His good de-

Table 3.19: Spellwarped Progression

Level	Base Attack Bonus	Good Defense[1]	Normal Defenses[1]	Special
1st	+3	+4	+3	Innate magic, spellwarped invocation, spellwarp pool
2nd	+4	+5	+4	Spellwarped body, surge of power
3rd	+5	+6	+5	Attuned senses, spellwarped aspect
4th	+6 (x2)	+8	+6	Resist magic, spellwarped invocation
5th	+7 (x2)	+9	+7	Manipulate magic
6th	+8 (x2)	+10	+8	Spellwarped invocation
7th	+9 (x2)	+11	+9	Spellwarped aspect
8th	+10 (x2)	+13	+10	Spellwarped invocation
9th	+11 (x3)	+14	+11	Spell resistance
10th	+12 (x3)	+15	+12	Spellwarped invocation
11th	+13 (x3)	+16	+13	Spellwarped aspect
12th	+14 (x3)	+18	+14	Spellwarped invocation
13th	+15 (x3)	+19	+15	Improved manipulate magic
14th	+16 (x4)	+20	+16	Spellwarped invocation
15th	+17 (x4)	+21	+17	Spellwarped aspect
16th	+18 (x4)	+23	+18	Spellwarped invocation
17th	+19 (x4)	+24	+19	Mass surge of power
18th	+20 (x4)	+25	+20	Spellwarped invocation
19th	+21 (x5)	+26	+21	Permanent surge of power, spellwarped aspect
20th	+22 (x5)	+28	+22	Spellwarped invocation

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

fense 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.

Spellwarp Pool (Su): A spellwarped has the ability to tap into the latent magic within his body to generate magical effects. He has a maximum number of spellwarp points equal to his Constitution or half his spellwarped level (minimum 1), whichever is higher. Once per hour, he regains half of his spellwarp points.

As long as the spellwarped has at least one spellwarp point remaining, he gains a minor ability based on his choice of magic.

Alteration – Alter Appearance: The spellwarped can change minor aspects of his appearance at will – removing a mole or lengthening his beard slightly. This can grant him a +2 bonus to Disguise checks. Major changes are not possible.

Pyromancy – Ember: The spellwarped can snap his fingers as a swift action 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. The ember can be dismissed as a swift action or extinguished as a move action.

Telekinesis – Object Manipulation: The spellwarped can concentrate as a standard action to move objects within five 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 – Time Awareness: The spellwarped always knows exactly what time it is, and can track the passage of time precisely without effort.

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.

Spellwarped Invocation: A spellwarped can invoke his innate magic to generate powerful effects by spending a spellwarp point.

He chooses a single invocation at 1st level from those available based on his choice of innate magic.

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 Spellwarped Invocations, page 53.

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

2nd – Surge of Power (Su): The spellwarped can invoke a surge of magical power that allows him to embody his innate magic more fully for 5 rounds. To invoke a surge of power, he must spend a spellwarp point as a a swift action. The effect of his surge depends on his choice of innate magic, as described below.

Alteration – Alter Body: The spellwarped enhances his physical ability. He gains a +2 bonus to a physical attribute of his choice. This bonus increases by 1 at 8th, 14th, and 20th spellwarped level. This effect cannot increase the attribute higher than his spellpower.

Pyromancy – Flame Aura: The spellwarped emanates an aura of fire for 5 rounds. At the end of each round, creatures adjacent to him take one point of fire damage per spellwarped level.

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

2nd – Spellwarped Body (Ex): The spellwarped's body is fun-

damentally 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 DC equal to 20 − his spellwarped level to recognize that the character is a spellwarped. Beating this DC by 10 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 – Augment Skin: The spellwarped gains a +1 bonus to his Armor defense. This bonus increases by 1 at his 10th and 20th spellwarped levels.

Pyromancy – Energy Resistance: The spellwarped gains cold and fire damage reduction equal to twice his spellpower, allowing him to ignore the first points of cold or fire damage he takes each round.

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:

Spell Conduit: The spellwarped may use his character level in place of his spellwarped level to determine his spellpower. In addition, if he has the ability to cast spells, he may use his spellwarped spellpower in place of his normal spellpower from his casting class

if it would be higher.

7th – Expanded Senses: The range of the spellwarped's attuned senses ability doubles.

11th – Accelerated Recovery: The spellwarped regains spellwarp points once per 10 minutes, rather than once per hour.

11th – Rapid 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 his choice of piercing, slashing, or bludgeoning damage. The amount of damage resisted is equal to half his spellpower, allowing him to ignore the first points of damage he takes each round. If he is hit by an adamantine weapon, he cannot use his damage reduction for 1 round.

7th – Improved Damage Reduction: The spellwarped's damage reduction applies against all forms of physical damage. The spellwarped must have the damage reduction aspect to gain this aspect.

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

11th – Alter Size: When the spellwarped uses his surge of power, he can increase or decrease by a 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.

15th – Fast Healing: While his surge of power is active, the spellwarped gains fast healing equal to half his spellpower, allowing him to heal damage each round. This does not affect critical damage.

Pyromancy:

Improved Ember: When the spellwarped uses his ember ability, he can strengthen the fire so that it illuminates up to a 40 foot radius with bright illumination. He can also throw the ember up to 100 feet. It burns for up to 5 rounds on its own before becoming extinguished.

Intense Flames: The spellwarped's attacks can 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.

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 DC 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 armor check 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:

Evasion: If the spellwarped resists a Reflex attack that normally deals half damage when resisted, he instead takes no damage. Evasion can be used only if a spellwarped is unencumbered *(not carrying a heavy load or wearing medium or heavy armor)*. A helpless spellwarped does not gain the benefit of evasion.

Fast Movement: The spellwarped gains a +10 foot bonus to movement speed.

Uncanny Dodge: The spellwarped 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 attack at a −5 penalty when making a full attack.

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.

4th – Resist Magic (Ex): The power of the magic with the spellwarped offers him some measure of protection against hostile magical effects. He gains a +1 bonus to special defenses against spells and spell-like abilities. This bonus increases by +1 at his 8th spellwarped level and every 4 spellwarped levels thereafter.

5th – Manipulate Magic (Su): The spellwarped can channel his innate magic to manipulate other forms of magic. Using this ability costs a spellwarp point.

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. Creatures within a Small *(10 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 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 expending spellwarp points. 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.

Spellwarped Invocations

Alteration Invocations

1st – Lesser Reduction: The spellwarped makes an special attack vs. Fortitude against a creature within Close *(30 ft.)* range. A successful attack causes the creature to become one size category smaller for 2 rounds. This has the following effects:

- −10 ft. penalty to movement speed.
- −4 penalty to maneuver attack and defense.
- +1 bonus to other physical attacks and defenses.
- +4 bonus to Stealth.

This is a size-affecting effect.

4th – Reduction: This invocation functions like the lesser reduction invocation, except that the foe is reduced for 5 rounds.

6th – Purge: The spellwarped can end any single effect or condition on him which requires a successful attack against his Fortitude. If he identify 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.

8th – Body Bludgeon: The spellwarped elongates and distorts a part of his body and strikes a foe with it. The foe must be within his reach, as if he were wielding a reach weapon. He must make a physical attack with that part of his body. If he hits, he deals 1d10 bludgeoning damage per two spellpower + half his Strength. In addition, whether he hits or misses, he may make a shove attack against the creature. He need not move with the creature to push it back.

8th – Enlargement: This invocation functions like the *enlarge person* spell, except that it can affect creatures of any type.

10th – Amorphous Body: The spellwarped transforms his body into an amorphous form for 1 round. In this form, he gains several benefits. He gains a +20 bonus against grapple attacks, is immune to critical hits, takes no penalties for squeezing, and can move through spaces that are no more than two inches in width, though doing so forces him to move at half speed.

10th – Heal Wounds: As a standard action, the spellwarped can spend two spellwarp points to remove his own injuries by transforming himself into a healthier version of his body. He heals 1d10 points of damage per two spellpower. This also removes any of the following conditions: blinded, diseased, exhausted, fatigued, nauseated, sickened, and poisoned.

12th – Baleful Polymorph: This attack functions like the *baleful polymorph* spell.

14th – Flight: As a swift action, the spellwarped can spend two spellwarp points to grow wings to fly for 5 rounds. His fly speed is equal to his base land speed, and his maneuverability is good. See Flying, page 247, for more details. At the end of the duration, the wings are subsumed back into his body. This ability is draining to use, and the spellwarped must wait for five minutes after using it

before he can use it again.

14th – Greater Amorphous Body: This invocation functions like the amorphous form invocation, except that it costs two spellwarp points and lasts for 5 rounds.

16th – Bludgeon the Horde: This attack functions like the body bludgeon attack, except that he may attack all foes within his reach, as if he were wielding a reach weapon. He deals 1d6 bludgeoning damage per two spellpower + half his Strength to each foe.

18th – :

20th – :

Pyromancy Invocations

1st – Lesser Ignite: As a standard action, the spellwarped makes a Reflex attack to deal damage to a foe within Close *(30 ft.)* range. This attack deals 1d6 points of fire damage + 1 per spellpower. A failed attack deals half damage.

1st – Weapon of Flame: 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 adds half his Willpower to damage in place of half his Strength, and all damage dealt with the weapon is fire damage.

If the flame weapon leaves his hand, it is extinguished 1 round later.

4th – Ignite: This attack functions like the lesser ignite attack, except that it deals 1d10 points of fire damage per two spellpower, and a successful attack also makes the target ignited *(d6 damage/round, 20% failure, Dex DC 15 to extinguish)*.

6th – Ignite Weapon: As a swift action, the spellwarped can set one of his weapon on fire for 5 rounds. During this time, the spellwarped can add half his Willpower to damage with the weapon he wields in place of half his Strength. This bonus damage is fire damage.

6th – 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 1 hour.

8th – Conflagration: As a standard action, the spellwarped can release a powerful explosion of flame. He makes an attack against the Reflex defense of all enemies and objects within a Medium *(20 ft.)* radius spread of him. If the attack succeeds against a target, it deals 1d6 fire damage per two spellpower. A failed attack deals half damage.

10th – Fire Shield: As a standard action, the spellwarped can wreath himself in flame for 5 rounds. Any creature that hits him with its body or a melee weapon takes 1d6 fire damage per two spellpower. Each individual creature can take this damage only once per round.

10th – Flameheart: As a standard action, the spellwarped can become a being of pure fire for 1 round. 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 invoke any of his spellwarped invocations normally. In this form, he can make a touch attack as a standard action to deal 1d6 points of fire damage per spellpower.

12th – 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.

14th – Flight of the Phoenix: As a swift action, the spellwarped can spend two spellwarp points to fly on wings of flame for 5 rounds. His fly speed is equal to his base land speed, and his maneuverability is good. See Flying, page , for more details. At the end of the duration, the wings are extinguished. This ability is draining to use, and the spellwarped must wait for five minutes after using it before he can use it again.

14th – Greater Flameheart: This invocation functions like the flameheart invocation, except that it lasts for 5 rounds.

16th – :

18th – Phoenix Revival: When the spellwarped takes critical damage, he may spend five spellwarp points as an immediate action, even if the critical damage would be sufficient to kill him. If he does, he ignores the critical damage he just took and dissolves into a pile of ash for 5 rounds. During this time, he can take no actions. If the pile of ash remains intact after 5 rounds, the spellwarped is restored to his normal body, with zero hit points but with all critical damage healed. 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 10 points of fire damage during a round, the spellwarped returns one round sooner. The spellwarped may take his normal actions immediately after being restored.

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 1d10 points of fire damage per two spellpower. Critical success kills the target instantly. Failure deals half damage and leaves a bloodied creature with 0 hit points.

Telekinesis Invocations

1st – Lesser Crush: As a standard action, the spellwarped makes a special attack vs. Fortitude against a creature within Close *(30 ft.)* range. If his attack succeeds, he crushes it with telekinetic force for 1d6 points of physical damage + 1 per spellpower. A failed attack deals half damage.

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 Intelligence in place of his Strength. 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 – Crush: This invocation functions like the lesser crush attack, except that it deals 1d10 points of physical damage per two spellpower. In addition, if his attack succeeds, the target is also sickened *(moves at half speed)* for 5 rounds.

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. The spellwarped must have the mind blade invocation to select this invocation.

6th – Distant Manipulation: As a standard action, the spellwarped can mentally exert influence at up to Close *(30 ft.)* range. This allows him to take any standard action which he could normally take with his hands, using his Intelligence in place of his Strength or Dexterity, as appropriate. He may take actions that require more than a standard action to complete by spending the same amount of time concentrating, spending one spellwarp point per two rounds that he spends concentrating.

6th – 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. The spellwarped must have the mind blade invocation to select this invocation.

**8th – **:

10th – Telekinetic Force: This invocation functions like the *telekinetic force* spell, using his Intelligence as his casting attribute.

12th – Strangle: As a standard action, the spellwarped can make a special attack vs. Fortitude against a creature within Close *(30 ft.)* range to crush its windpipe. This attack deals 1d10 damage per two spellpower. If the target is bloodied *(half hit points)* after the damage is dealt, it is nauseated for 1 round. A failed attack deals half damage, and prevents the foe from being nauseated. This invocation costs two spellwarp points.

**14th – **:

**16th – **:

**18th – **:

20th – Mass Strangle: This invocation functions like the strangle invocation, except that it costs three spellwarp points and the spellwarped can affect any creatures within a Small *(10 ft.)* radius.

Temporal Invocations

1st – Lesser Timetheft: As a standard action, the spellwarped can attempt to steal time. He makes a special attack against the Mental defense of an adjacent creature to force it to skip an action. If it is bloodied *(half hit points)*, it skips a standard action, while if it is healthy, it skips a move action.

4th – Slow: As a standard action, the spellwarped makes a special attack against the Mental defense of a creature within Close *(30 ft.)* range, making it slowed *(unable to act in movement phase, −2 to physical attacks, defenses, and checks)* for 5 rounds.

4th – Timetheft: This invocation functions like lesser timetheft, except that the spellwarped regains a spellwarp point if the attack is successful.

6th – Flashstep: As a standard action, the spellwarped can accelerate a creature within Close *(30 ft.)* range so much that he can seem to pause time for everyone but the subject. This allows the target to immediately take a single move action. During this move action, the target 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. If the spellwarped uses this invocation on himself, it only requires a move action to activate.

6th – Disjointed Time: As a standard action, the spellwarped makes a special attack vs. Fortitude against a single creature within Medium *(100 ft.)* range to chaotically disrupt its local flow of time.

If the attack succeeds, the creature takes a −4 penalty to attacks, defenses, and checks for 5 rounds.

8th – Haste: This invocation functions like the *haste* spell.

8th – Temporal Prison: As a standard action, the spellwarped makes a special attack against the Mental defense of a single creature within Close *(30 ft.)* range to completely stop time for it for 5 rounds. The affected creature can take no actions and cannot be moved, damaged, or even affected in any way until the effect ends. The spellwarped may dismiss the effect as a swift action.

The spellwarped can only affect any individual creature with this ability once per 24 hours.

10th – Slow, Greater: As a standard action, the spellwarped can spend two spellwarp points to make a creature within Medium *(100 ft.)* range slowed *(unable to act in movement phase, −2 to physical attacks, defenses, and checks)*.

10th – Flashstep, Greater: This invocation functions like the flashstep invocation, except that it costs two spellwarp points and can be used as a move action. If the spellwarped uses this invocation on himself, it only requires a swift action to activate.

12th – Timetheft, Greater: This invocation functions like the timetheft invocation, except that it costs two spellwarp points and does not require a special attack.

12th – Timestream: The spellwarped manipulates time in a Large *(50 ft.)*, 10 ft. wide line 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, −2 to physical attacks, defenses, and checks)* for 1 round. The spellwarped can exclude his allies from the effect. The timestream is virtually invisible, requiring a DC 30 Awareness check to notice in a clear environment, though objects passing through the effect can make it more obvious.

14th – 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.

14th – Mass Slow: This invocation functions like the slow invocation, except that it costs two spellwarp points and affects up to five creatures within Close *(30 ft.)* range of the spellwarped.

16th – Time Reversal: As a swift action, the spellwarped can spend a spellwarp point to create a "time lock." The time lock persists for one round. As a standard action, he can make a special attack against the Mental defense of a creature within Medium *(100 ft.)* range to bring it backwards through time to the point at which the time lock was created. An affected creature is perfectly restored to 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 restored to its original location, and the creature is restored in all other ways, just as if the intervening time had never occured. The spellwarped cannot reverse time for himself in this way.

16th – Supreme Acceleration: As a standard action, the spellwarped can spend three spellwarp points to 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, 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 – Mass Haste: This invocation functions like the haste invocation, except that it costs two spellwarp points and affects up to five creatures within Close *(30 ft.)* range of the spellwarped.

18th – Time Stop: As a standard action, the spellwarped can spend two spellwarp points to 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 spellwarped invocations normally. After using this ability, he must wait 5 rounds before he can use it again.

20th – Temporal Prison, Greater: As a standard action, the spellwarped can spend two spellwarp points to completely stop time for a single creature for 5 rounds. This functions like the temporal prison invocation, except that no attack is required. You can only affect any individual creature with this ability once per 24 hours.

3.12   Wizard

Table 3.20: Wizard Progression

Level	Base Attack Bonus	Fort	Ref	Ment	Special
1st	+1	+1	+1	+4	Cantrip, rituals, spells, prepared spells +2
2nd	+2	+2	+2	+5	Cantrip, magic feat, specialization
3rd	+3	+3	+3	+6	Arcane insight
4th	+3	+4	+4	+8	Cantrip sequencer
5th	+4	+4	+4	+9	Arcane insight, prepared spells +3
6th	+5	+5	+5	+10	Magic feat
7th	+5	+6	+6	+11	Arcane insight
8th	+6 (x2)	+7	+7	+13	Defensive sequencer
9th	+7 (x2)	+7	+7	+14	Arcane insight
10th	+7 (x2)	+8	+8	+15	Magic feat, prepared spells +4
11th	+8 (x2)	+9	+9	+16	Arcane insight
12th	+9 (x2)	+10	+10	+18	Contingency
13th	+9 (x2)	+10	+10	+19	Arcane insight
14th	+10 (x2)	+11	+11	+20	Magic feat
15th	+11 (x3)	+12	+12	+21	Arcane insight, prepared spells +5
16th	+11 (x3)	+13	+13	+23	Offensive sequencer
17th	+12 (x3)	+13	+13	+24	Arcane insight
18th	+13 (x3)	+14	+14	+25	Magic feat
19th	+13 (x3)	+15	+15	+26	Arcane insight
20th	+14 (x3)	+16	+16	+28	Chain contingency, prepared spells +6

Basics

Alignment: Any.
Class Skills:
   Intelligence: Knowledge (all kinds, taken individually), Linguistics.
   Perception: Spellcraft.
Skill Points: 5.

Class Features

All of the following are class features of the wizard.

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.

Bonus Languages: A wizard may learn Draconic in addition to the bonus languages available to the character because of her race (see Chapter 2: Races). Many ancient tomes of magic are written in Draconic, and apprentice wizards often learn it as part of their studies.

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. See the Prepared Spellcasting ability, below.

The number of spells a wizard knows is given on Table 3.22: Wizard Spells Known. A wizard's spells are drawn from the **unrestricted spells** on the arcane spell list (see Arcane Spells, page 147).

The number of spells a wizard can cast per day is given on Table 3.21: 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 3.21: Wizard Spell Slots

	Spell Level								
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

Rituals: Wizards can perform rituals to create unique magical effects (see Rituals, page 144). A wizard begins play with a ritual book containing two arcane rituals of her choice (see Arcane Rituals, page 149).

Cantrip: Cantrips are minor spells which do not require effort to use. A wizard chooses one cantrip from the list of cantrips on page 149. She may use the cantrip at will. Cantrips cannot be

Table 3.22: Wizard Spells Known

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

miscast. For all other purposes, cantrips are treated as 0th level spells. Specialist wizards must choose one of the cantrips granted by their specialist school.

At her 2nd wizard level, the wizard gains a second cantrip, which can be chosen from any non-prohibited school.

Prepared Spellcasting: A wizard may prepare specific spells ahead of time so they can be cast more powerfully. After regaining spells for the day, a wizard may prepare a number of spell slots equal to half her Wizard level (minimum 1) or half her Intelligence, whichever is higher. She must choose a single spell to assign to each prepared spell slot. Once assigned in this way, the prepared spell slot can only be used to cast the chosen spell. The spells cast using these prepared spell slots are called the wizard's prepared spells. Whenever a wizard casts a prepared spell, she gains a +2 bonus to spellpower.

A wizard may prepare spells of any level, up to the maximum level of spells she is able to cast. She may only prepare spell slots that she actually possesses. If a wizard has two spell slots at a given level, she cannot prepare three spell slots at that level. However, she may use higher level spell slots to prepare lower level spells if she desires.

At 5th level, and every 5 levels thereafter, the spellpower bonus a wizard gains with her prepared spells increases by 1.

2nd – Magic Feat: The wizard gains a bonus magic feat or metamagic feat of her choice. She must meet the prerequisites for the feat as normal. At her 6th wizard level, and every 4 wizard levels thereafter, she gains an additional magic feat or metamagic feat.

2nd – Specialization: The wizard may choose to specialize in a particular school of magic. Specialist wizards are able to learn all restricted spells from their chosen school, and gain additional spells known. However, they can never access restricted spells from other schools, and must choose two other spell schools to ban. A specialist wizard can never learn or cast spells or rituals from their

banned schools. Divination cannot be chosen as a banned school.

3rd – Arcane Insight (Ex): The wizard gains a greater understanding of magic. A generalist wizard adds a restricted spell to her personal spell list. The spell may be of any school, but she must still spend a spell known to learn it.

A specialist wizard gains an additional spell known. The spell must be from her chosen school, including restricted spells.

In either case, the spell's level cannot exceed half her wizard level – normally, the highest level of spells that she can cast. At her 5th wizard level, and every odd wizard level thereafter, the wizard gains a new arcane insight.

4th – Cantrip Sequencer (Ex): The wizard gains the ability to create a sequence of a spell and cantrip which she can cast together later. To create an cantrip sequencer, the wizard must cast a spell which affects only herself and a cantrip, which may affect any target. The spell must have a casting time of 1 standard action or less. Neither has any effect immediately. The wizard may later use a full-round action to cast both the spell and the cantrip at once, choosing the target of the cantrip at that time.

The wizard may initially have only one sequencer active at any time. At her 8th wizard level, and every 4 wizard levels thereafter, she may keep an additional sequencer active at once. If she creates a new sequencer, it replaces one of her previous sequencers. She may choose which old sequencer is replaced.

8th – Defensive Sequencer (Ex): The wizard gains the ability to create a sequence of two spells which she can cast rapidly later. To create a defensive sequencer, the wizard must cast two spells, one of which affects only herself. The spells must be at least three levels apart, and both must have a casting time of 1 standard action or less. Neither has any effect immediately. The wizard may later use a full-round action to cast both spells at once, resolving their effects separately. The number of sequencers a wizard may have active at once is limited, as described in the cantrip sequencer ability.

12th – 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, and it must target the wizard or have its area centered on the wizard. 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.

16th – Offensive Sequencer (Ex): The wizard gains the ability to create a sequence of two spells which she can cast rapidly later. To create an offensive sequencer, the wizard must cast two spells. The spells must be at least three levels apart, and both must have a casting time of 1 standard action or less. One spell must be a damaging spell, and the other must not. Neither has any effect immediately. The wizard may later use a full-round action to cast both spells at once, resolving their effects separately. The number of sequencers a wizard may have active at once is limited, as described in the cantrip sequencer ability.

20th – Chain Contingency (Ex): The wizard may ready a sequencer in her contingency instead of a single spell. This sequencer counts against her limit of available sequencers.

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 58, below.

A character that increases in level gains additional benefits.

- Every odd level, including 1st level, you gain a feat (see Feats, page 81).
- 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 3.23: 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.

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 3.23: Character Advancement (page 58). 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: A character gains hit points from each class as his or her class level increases, adding the new hit points to the previous

Table 3.23: 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

total.

Base Attack Bonus: Add your character's levels in classes that grant the same base attack bonus progressions together, then sum those base attack bonuses to find your total base attack bonus. If a character would have a higher base attack bonus by treating a level with an average base attack bonus progression as a level with a poor base attack bonus progression, he or she may do so. For example, a rogue 1 / wizard 1 would have a base attack bonus of 1.

For example, a 2nd-level rogue/2nd-level wizard would have a +2 base attack bonus. She would get a +1 base attack bonus from two levels in a class with average base attack bonus progression (rogue) and a +1 base attack bonus from two levels in a class with poor base attack bonus progression (wizard). That gives a total base attack bonus of 1 + 1, or +2. In contrast, a 2nd-level rogue/2nd-level cleric would have a +3 base attack bonus, because she would have four levels in classes with average base attack bonus progression.

Defenses: Add your character's levels in classes that grant the same base defense bonus progressions together, then sum those base defense bonuses to find your total base defense bonus.

For example, a 3rd-level rogue/2nd-level ranger has a base Fortitude bonus of +5 (+1 from 3 levels in a class with a poor Fortitude defense and +4 from two levels in a class with a good Fortitude defense), a base Reflex bonus of +7 (from five levels in classes with good Reflex defenses), and a base Mental defense bonus of +2 (from five levels in classes with poor Mental defenses).

Skills: When taking the first level in a class, if that class gives more skill points than the most skill points the character already received from a class, the character immediately gets skill points equal to the difference. For example, if a fighter took a level in rogue, he would immediately gain the difference between the rogue's 10 skill points and the fighter's 4 skill points, for a total of 6 new skill points.

Class Features: A multiclass character gets all the class features 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 features are not based on level and are not gained following a specific pattern, they do not stack.
- If two identical class features 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 feature will be gained.
- If two identical class features are explicitly based on level, the levels of the two classes stack for determining the power of the ability.
- If two identical class features 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 woodland stride. A druid/ranger who has woodland stride from both classes has the same woodland stride 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: A character uses only the highest number of weapon proficiencies granted by her classes. If a class grants proficiency with specific weapon groups, that is counted as a chosen weapon group for the purpose of the number of weapon proficiencies the character may choose. For example, a fighter/paladin would have three weapon groups of her choice, plus the weapon group of her favored deity.

However, if a class grants proficiency with a specific weapon, it is not counted against the number of weapon groups the character gains from that class. For example, a rogue/fighter gains proficiency with four weapon groups of his choice, and is additionally proficient with saps.

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.

Characters with magical ability gain a special benefit when multiclassing. Such a character must choose a specific spellcasting class he has. For every two levels that a character has in nonmagical classes, up to the number of levels he has in his chosen spellcasting class, he increases his spellcasting ability with that class. This increases his spells per day, spells known, and spellpower as if he had gained a level in his chosen spellcasting class. No class features or other 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 61).

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 102), 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.

Mastery Limits: The number of skills you can master is limited by your attributes. You can master a number of skills with a particular key attribute equal to that attribute. If an attribute is 0 or negative, you cannot master any skills from that attribute. This does not prevent you from training skills with that attribute. This also does not restrict your ability to master skills that do not have a specific key attribute.

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

Class Skills

The class skills for each class are summarized on Table 4.2: Class Skills.

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. Your skill check result is compared to the number you to beat. Usually, this is a Difficulty Class (DC) representing the difficulty of the challenge. Typical DCs are described on Table 4.3: Difficulty Class Examples (page 61). If your check result equals or exceeds the DC, 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.

Bonuses and Penalties: Miscellaneous modifiers include racial bonuses, armor check penalties, bonuses provided by feats, and more.

Table 4.3: Difficulty Class Examples

Difficulty (DC)	Example (Skill Used)
Very easy (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)
Tough (15)	Rig a wagon wheel to fall off (Disable Device)
Challenging (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)
Nearly impossible (40)	Track a squad of orcs across hard ground after 24 hours of rainfall (Survival)

Circumstance Modifiers

Circumstances frequently modify your odds of success when using skills. Minor circumstances, such as balancing on wet ground, modify the DC or skill check result by 2. Major circumstances, such as balancing on grease, modify the DC or skill check result by up to 5. Extraordinary circumstances can potentially have greater modifiers.

DC 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 DC 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

Table 4.2: Class Skills

Skill	Bbn	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Spl	Wiz	Untrained	Key Ability
Climb	C	cc	C	C	C	cc	C	C	cc	cc	cc	Yes	Str[1]
Jump	C	cc	C	C	C	cc	C	C	cc	cc	cc	Yes	Str[1]
Sprint	C	cc	C	C	C	cc	C	C	cc	cc	cc	Yes	Str[1]
Swim	C	cc	C	C	C	cc	C	C	cc	C	cc	Yes	Str[2]
Balance	C	cc	C	C	C	cc	C	C	cc	cc	cc	Yes	Dex[1]
Escape Artist	cc	cc	cc	C	C	cc	cc	C	cc	cc	cc	Yes	Dex[1]
Ride	cc	cc	cc	C	cc	C	cc	cc	cc	C	cc	Yes	Dex
Sleight of Hand	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	cc	No	Dex[1]
Stealth	cc	cc	cc	cc	C	cc	C	C	cc	cc	cc	Yes	Dex[1]
Tumble	C	cc	cc	C	C	cc	C	C	cc	cc	cc	Yes	Dex[1]
Skill	**Bbn**	**Clr**	**Drd**	**Ftr**	**Mnk**	**Pal**	**Rgr**	**Rog**	**Sor**	**Spl**	**Wiz**	**Untrained**	**Key Ability**
Craft[3]	C	C	C	C	C	C	C	C	C	C	C	Yes	Int
Devices	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	cc	No	Int
Disguise	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	cc	Yes	Int
Heal	cc	C	C	cc	C	C	C	cc	cc	cc	cc	Yes	Int
Knowledge	cc	C	cc	cc	C	cc	cc	cc	C	C	C	No	Int
Linguistics	cc	C	cc	cc	cc	cc	cc	C	cc	cc	C	No	Int
Awareness	C	cc	C	C	C	C	C	C	cc	cc	cc	Yes	Per
Creature Handling	C	cc	C	cc	cc	C	C	cc	cc	cc	cc	No	Per
Sense Motive	cc	C	cc	cc	cc	C	cc	C	cc	cc	cc	Yes	Per
Spellcraft	cc	C	C	cc	C	cc	cc	cc	C	C	C	No	Per
Survival	C	cc	C	cc	C	cc	C	cc	cc	cc	cc	Yes	Per
Intimidate	C	C	C	C	C	C	C	C	C	C	cc	Yes	Varies[4]
Perform	cc	cc	cc	cc	C	cc	cc	C	cc	cc	cc	Yes	Varies[4]
Profession[3]	C	C	C	C	C	C	C	C	C	C	C	No	Varies[4]
Bluff	cc	C	cc	C	C	C	C	C	C	C	cc	Yes	—[5]
Persuasion	cc	C	C	C	C	C	C	C	C	C	cc	Yes	—[5]

C: class skill cc: crossclass skill
1. Armor check penalty applies
2. Double armor check penalty applies
3. Always treated as a class skill
4. Attribute varies depending on skill usage
5. No attribute applies

that change the difficulty of using the skill provide bonuses or penalties on the skill check.

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

Trying Again

In general, you can try a skill check again if you fail, and you can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. A few skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

Untrained Skill Checks

Generally, if your character attempts to use a skill he or she does not possess, you make a skill check as normal. The skill modifier doesn't have a skill rank added in because the character has no ranks in the skill. Any other applicable modifiers, such as the modifier for the skill's key attribute, are applied to the check.

Many skills can be used only by someone who is trained in them.

Time and Skill Checks

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions, move actions, or full-round actions. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action. These skill checks are not actions. Other skill checks represent part of movement.

Table 4.4: Example Opposed Checks

Task	Skill (Key Ability)	Opposing Skill (Key Ability)
Lie	Bluff (Cha)	Sense Motive (Wis)
Create a forged artwork	Craft (Int)	Craft (Int) or Awareness (Wis)
Create a false map	Craft (Int)	Craft (Int) or Knowledge (geography)
Make a bully back down	Intimidate (Cha)	Special[1]
Make someone look like someone else	Disguise (Int)	Awareness (Wis)
Sneak up on someone	Stealth (Dex)	Awareness (Wis)
Steal a coin pouch	Sleight of Hand (Dex)	Awareness (Wis)
Tie a prisoner securely	Devices (Int)[2]	Escape Artist (Dex)

1 An Intimidate check is 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 246.

Checks without Rolls

A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill under more favorable conditions and eliminate the luck factor.

Taking 10: When your character is not being threatened, distracted, or opposed, you can automatically succeed on checks without rolling. If your modifier + 10 (just as if you rolled a 10) would succeed at the check, you automatically succeed without rolling. Some checks, such as disarming traps and any opposed checks, cannot be done automatically – you must always roll.

You can take 10 even when a skill would have some consequences for failure. Generally, you don't choose to take 10 – either you can succeed automatically, or you can't.

Taking 20: When you have plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round, one full-round action, or one standard action), you are faced with no threats or distractions, and the skill being attempted carries no penalties for failure, you can take 20. In other words, eventually you will get a 20 on 1d20 if you roll enough times. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20.

Taking 20 means you are trying until you get it right, and it assumes that you fail many times before succeeding. Taking 20 takes twenty times as long as making a single check would take. If the check takes a variable amount of time, assume it took the average amount of time required to make a check.

Since taking 20 assumes that the character will fail many times before succeeding, if you did attempt to take 20 on a skill that carries penalties for failure, your character would automatically incur those penalties before he or she could complete the task. Common "take 20" tasks include Escape Artist checks to escape, Disable Device checks to manipulate locks, and Awareness checks to search an area.

Other Types of Checks: The normal automatic success and take 20 rules apply for ability checks. Neither rule applies to spellpower checks.

Special Abilities: Some special abilities grant the ability to take 5, take 10, or some other number on specific checks or even attacks. This follows the same rules as taking 10, except that the character can typically use such abilities even while threatened or distracted.

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.

Ability Checks

Sometimes a character tries to do something to which no specific skill really applies. In these cases, you make an ability check. An ability check is a roll of 1d20 plus the appropriate attribute.

4.3   Skill Descriptions

This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for purposes other than those noted here.

Here is the format for skill descriptions.

Skill Name

The skill name line includes (in addition to the name of the skill) the following information.

Key Ability: The abbreviation of the ability whose modifier applies to the skill check.

Trained Only: If this notation is included in the skill name line, you must have at least 1 rank in the skill to use it. If it is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Untrained section (see below).

Armor Check Penalty: If this notation is included in the skill name line, an armor check penalty applies (when appropriate) to checks using this skill. If this entry is absent, an armor check penalty does not apply.

The skill name line is followed by a general description of what using the skill represents. After the description are a few other types of information:

Check: What a character ("you" in the skill description) can do with a successful skill check, and the check's DC.

Action: The type of action using the skill requires, or the amount of time required for a check.

Try Again: Any conditions that apply to successive attempts to use the skill successfully. If the skill doesn't allow you to attempt the same task more than once, or if failure carries an inherent penalty (such as with the Climb skill), you can't take 20. If this paragraph is omitted, the skill can be retried without any inherent penalty, other than the additional time required.

Special: Any extra facts that apply to the skill, such as special effects deriving from its use or bonuses that certain characters receive because of class, feat choices, or race.

Restriction: The full utility of certain skills is restricted to characters of certain classes or characters who possess certain feats. This entry indicates whether any such restrictions exist for the skill.

Untrained: This entry indicates what a character without at least 1 skill point in the skill can do with it. If this entry doesn't appear, it means that the skill functions normally for untrained characters (if it can be used untrained) or that an untrained character can't attempt checks with this skill (for skills that are designated as "Trained Only").

Awareness (Wis)

Awareness 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 penalites 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

You automatically notice some things about your environment, even when you're distracted or focusing on other tasks (such as

combat). At all times, you are considered to be "taking 0" on a Awareness check, allowing you to notice anything with a DC up to your Awareness modifier, including all applicable bonuses and penalties. You can only passively perform tasks which do not require a specific action to perform.

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. This is tiring to do over long periods of time: if (10 + twice the number of hours you have spent being actively attentive) exceeds your Fortitude defense, you become fatigued.

Discern Illusion

You can notice inconsistencies in illusion spells. The DC is equal to the spellcaster's check result when casting the spell. Success means you have interacted with the illusion, allowing you to use your Mental defense to disbelieve it. Failure means you don't notice anything amiss.

If the illusion is completely missing a sense that should logically be present, such as a *silent image* of people in armor, the DC to interact with the illusion with that sense is lowered by 10.

Identify Disguise

You can identify disguises on other creatures. The DC is equal to the Disguise check result used to create the disguise. Success means you know that the creature is disguised. If you succeed by 10 or more, 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

You can identify forgeries. The DC to identify a forgery is equal to the Craft check result used to make the item. Success indicates that you correctly identify whether the item is a forgery or not. Failure indicates that you are unsure. Failure by more than 10 indicates that 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

You can notice creatures and events around you. The DC 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 DC, 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 DC to identify the location is equal to the DC to notice the creature or object using the appropriate sense + 5 (since you need to learn an additional piece of information).

Read Lips

You can make a DC 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. Success by 5 or more means you understand the exact words. Failure means you don't understand the message. Failure by 10 or more means you draw an incorrect conclusion about the message.

Search

You can spend a full-round action to make a Awareness check to notice things in a single 5-ft. square within 10 feet of you. While doing so, you ignore size penalties that would affect the DC to notice anything within the square.

Senses

Sight: The DC to see something depends on the obviousness of the sight, as shown on Table 4.5: Sight-based DCs, and other modifiers given at Table 4.8: Awareness DC Modifiers.

The DC to notice an invisible creature with sight is 20 higher than normal. Noticing an invisible creature makes you aware of its presence, but doesn't let you see it perfectly.

Table 4.5: Sight-based DCs

Situation	Base DC[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[2]

1 Always add any appropriate modifiers from Table 4.8: Awareness DC Modifiers (page 65)
2 Don't add size-based DC modifiers.

Sound: The DC to hear a sound depends on the intensity of the sound, as shown on Table 4.6: Sound-based DCs, and other modifiers given at Table 4.8: Awareness DC Modifiers.

Background noise can make it more difficult to notice sounds. If there is significant background noise of a similar intensity to the sound to be detected, the DC increases by 5. If there is significant background noise of a much greater intensity than the sound to be detected, the DC increases by 10.

Table 4.6: Sound-based DCs

Situation	Base DC[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 DC Modifiers (page 65)
2 Don't add size-based DC modifiers.

Scent: The DC to smell something depends on the intensity of the scent, as shown on Table 4.7: Scent-based DCs, and other modifiers given at Table 4.8: Awareness DC Modifiers.

The DCs 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 DC which is 5 lower. An unusually weak smell, such as a creature who has just taken an unscented bath, has a DC 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 DCs

Situation	Base DC[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 DC Modifiers (page 65)

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 DC Modifiers.

Table 4.8: Awareness DC Modifiers

Distance	DC Modifier[1]
Less than five feet away	+0
Five feet away	+2
Twenty feet away	+5
A hundred feet away	+10
Five hundred feet away	+15
Half a mile away	+20
Number	**DC 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	**DC Modifier**
Fine	+16
Diminuitive	+12
Tiny	+8
Small	+4
Medium	+
Large	−4
Huge	−8
Gargantuan	−12
Colossal	−16

1 Doubled for scent-based Awareness checks.

Balance (Dex; Armor Check Penalty)

Balance represents your physical steadiness and poise. All Balance checks are made as part of movement, so they require no special action to perform.

Balancing on Difficult Surfaces

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. Failure means your action is wasted, and you do not move. Failure by 10 or more means you fall off the edge. If you take a −5 penalty, you can move at full speed while balancing.

In addition, if you take damage while on a slippery or narrow surface, you must make a Balance check to avoid falling.

The DC of Balance checks varies with the surface, as described in Table 4.9: Balance DCs.

Table 4.9: Balance DCs

Narrow Surface	Balance DC
At least one foot wide	DC 5
At least six inches wide	DC 10
At least two inches wide	DC 15
At least one inch wide	DC 20
Less than than one inch wide	DC 25
Precarious Surface	**Balance DC**
Water covered	DC 10
Slightly mobile (rope bridge)	DC 10
Ice or oil covered	DC 15
Very mobile (slack rope)	DC 20

Agile Movement

You can make a DC 20 Balance check while charging to make a single turn of up to 90 degrees in the middle of the moveent. Failure indicates that you can't change direction, though you can continue your movement or stop. Failure by 10 or more indicates that you stop where you tried to change direction and fall prone.

Bluff (Cha)

Bluff 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. You cannot normally take 10 or take 20 on Bluff checks.

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 church or a human among halflings, anyone observing you may gain a +10 or greater bonus to find you.

Distract

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 it takes a −5 penalty to Awareness checks for 1 round, as you distract them. Failure means they take no penalty. Failure by 10 or more means it realizes you were trying to distract it.

If you successfully distract a creature, you can attempt to hide from that creature as if you were not being observed.

False Impression

You can make a DC 15 Bluff check give others an incorrect impression of your attitude and thoughts. If you succeed, anyone who makes a DC 10 Sense Motive check receives whatever impression you wish to portray. If the creature's Sense Motive check exceeds your Bluff check, they recognize both the impression you intended to portray and your true attitude, and they can tell the difference.

Lie

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 make a Sense Motive check. If a creature's Sense Motive check exceeds your Bluff check, 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.

Secret Message

You can make a Bluff check to attempt to convey a hidden message to another character without others understanding it. The DC is 15 for simple messages and 20 for complex messages. If the message contains completely new information, the DC increases by 5. You can freely increase the DC 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 must make a Sense Motive check against the same DC to identify the hidden message. Creatures who know how the message will be conveyed – normally, the intended recipient – receive a +10 bonus on this check. Exceptionally conplex hidden message systems may grant a bonus greater than +10.

Climb (Str; Armor Check Penalty)

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. Failure means your action is wasted and you do not move. Failure by 10 or more 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. If you take damage while climbing, you must make another Climb check against the same DC to avoid falling. If you take a −5 penalty, you are not vulnerable while climbing. Accepting a −5 penalty can also allow you to move at double speed while climbing.

The DC of the check depends on the difficulty of the task and the conditions of the climbing surface, as shown on Table 4.11: Climb DCs and Table 4.12: Climb Modifiers.

Table 4.11: Climb DCs

Climb DC	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 *walls of force*
35	Bracing in a corner between two smooth surfaces	*forcecage*
40	Smooth surface	Glass window, *wall of force*

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.
Diminuitive	1 ft.	Gargantuan	20 ft.
Fine	1/2 ft.	Colossal	40 ft.

Table 4.12: Climb Modifiers

Climb DC Modifier[1]	Example Surface or Activity
−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).

Catch Falling Character

While climbing, you can attempt to catch another character who is falling near you. To do so, you must make a successful grapple attack against the falling character. Most falling characters will choose to be helpless against this attack. If you succeed, you must make a Climb check against a DC equal to the wall's DC + 10. Success means you catch the falling character, but his or her total weight, including equipment, cannot exceed your heavy load limit or you automatically fall. Failure means you do not stop the character's fall but don't lose your grip on the wall. Failure by 10 or more you fail to stop the character's fall and begin falling as well.

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 DC equal to the wall's DC + 20.

Climbing with a Climb Speed

A creature with a climb speed moves by a distance equal to its climb speed when climbing. It has a +5 bonus on all Climb checks. It can always take 10 on Climb checks, even if rushed or threatened, and is not vulnerable while climbing. It cannot make an accelerated climb.

Wallrun

You can attempt to run along a wall rather than climbing it normally. 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. Failure by 10 or more means you are prone when you land. For every round you spend running on a wall, the DC increases by 10.

Wallrunning on a ceiling is impossible.

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. Failure by 10 or more 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 68), 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 DC, as shown on Table 4.14: Craft DCs. 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 woodworking 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.

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.

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 DC depends on the rarity of the item. Common items, such as nonmagical equipment and utensils, are DC 10. Rare items, such as valuable gems and magic items worth less than 100,000 gp, are DC 20. Extraordinarily rare items, such as unique gems and magic items worth at least 100,000 gp, are DC 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.) Failure by 10 or more 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

Table 4.14: Craft DCs

Item	Craft Skill	Craft DC
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.

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 DC 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

You can make a Craft check as a full-round action to evaluate whether an item is a forgery. The DC 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 indicates that you are unsure. Failure by more than 10 means you identify the item as genuine. 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 DCs 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 DC.

Creature Handling (Cha; Trained Only)

You can handle creatures without being able to speak with them, convincing them to do what you want or training 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 DCs listed are for animals; the DCs to handle other kinds of creatures are 5 higher.

Handling Creatures

You can use Creature Handling to control a creature's actions. Success indicates it does what you want on its next action. Failure indicates that 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 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 swift action, you can make a DC 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 DC 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

If you are trained in Creature Handling, you can use it to train a creature. Success indicates that 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 DC. 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 DCs) include, but are not necessarily limited to, the following.

Attack (DC 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 (DC 15): The creature comes to you, even if it normally would not do so.

Defend (DC 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 (DC 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 (DC 15): The creature goes and gets something. If you do not point out a specific item, the creature fetches some random object.

Guard (DC 20): The creature stays in place and prevents others from approaching.

Heel (DC 15): The creature follows you closely, even to places where it normally wouldn't go.

Perform (DC 15): The creature performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.

Seek (DC 15): The creature moves into an area and looks around for anything that is obviously alive or animate.

Stay (DC 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 (DC 20): The creature tracks the scent presented to it. (This requires the creature to have the scent ability)

Work (DC 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 DC 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.

Devices (Int; Trained Only)

You can use this skill to manipulate mechanical devices such as locks, traps, and other contraptions. With enough skill, you can even manipulate magical devices.

The DC of a Devices check depends on the device being manipulated. In addition, some actions are easier than others, and modify the DC accordingly. DCs are listed on Table 4.15: Devices DCs.

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

Table 4.15: Devices DCs

Device Type	Base DC
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

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 DC 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.

Create Bindings

As a standard action, you can make a Devices check to tie a knot or create a binding. You can also take a full-round action to bind a helpless foe in rope or similar material. Your check result is equal to the DC to escape the binding.

Break Device

As a standard action, you can make a Devices check to break a device. The DC 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 indicates that the device continues to function. Failure by 10 or more may cause you to think that you successfully broke the device, while in fact it functions normally.

Subvert Device

As a standard action, you can make a Devices check to subvert the normal functionality of a device. The DC 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. Failure by 10 or more 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 DC is 5 higher than normal, as usual for a check to subvert a device.

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 DC by 5, but increases the Awareness DC to notice the tampering by 10.

When dealing with traps, you are always considered to be "threatened" by the trap, preventing you from taking 10.

Disguise (Int)

Disguise 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

You can make a Disguise 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 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 Spot checks to identify the disguise.

Identify Disguise

You can make a Disguise check to identify a disguise on another creature. The DC is equal to the Disguise check used to create the disguise. Success means you know that the creature is disguised. If you succeed by 10 or more, Success means you know that the creature is disguised. If you succeed by 10 or more, you can also discern the creature's true appearance beneath the disguise. You can make an identify disguise check against any individual creature once per hour.

Escape Artist (Dex; Armor Check Penalty)

Escape Artist represents your ability to escape bindings and move through small areas by contorting your body.

Escape Bindings

You can make an Escape Artist check as a standard action to escape bindings and restraints. The DCs of various restraints are given on the table below.

Restraint	Escape Artist DC
Ropes	Binder's grapple or Devices check
Net	20
Manacles	30
Masterwork manacles	35
Grappler	Grappler's grapple attack result
Entangle, *web*, or similar spells	Spellcaster's attack result

Squeeze

You can make an Escape Artist check as a full-round action to move one foot forward in a space too small to normally fit you. A DC 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 DC 30 check allows you to move in a space that can fit your head, but not your shoulders. Success indicates that you make progress through the space, while failure indicates that 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. While squeezing as a move action, if you take an additional −10 penalty to your Escape Artist check, you can take physical actions during the action phase in that round.

Heal (Wis)

Heal 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

You can make a DC 15 Heal check to treat wounded people, allowing them to recover more quickly. Success means the patient recovers hit points or attribute damage at twice the normal rate: half the patient's hit points and one point of ability damage for 4 hours of rest, or all of the patient's hit points and two points of ability

damage with 8 hours of rest. For every 5 points by which you beat the DC, you half the patient's recovery time again.

You can tend as many as six patients at a time. You need a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands. Accelerating a creature's recovery counts as light activity.

First Aid

You can make a DC 15 Heal check as a standard action to stabilize a dying character. Success indicates that the patient becomes stable.

Treat Poison or Disease

You can make a Heal check to treat poison or disease in a character. It can use your Heal check or its Fortitude defense against the poison or disease, whichever is higher. A creature can only benefit from one such Heal check at once.

Treating a poison takes a standard action. Treating a disease takes ten minutes of work.

Treat Wound

You can make a Heal check as a standard action to treat some specific wounds, such as from a caltrop or *spike growth* spell. Success usually indicates that the wound is gone, as indicated by the effect's description.

Intimidate (Cha)

You can use Intimidate to intimidate people.

You gain a +4 bonus on your Intimidate check for every size category that you are larger than your target. Conversely, you take a −4 penalty on your Intimidate check for every size category that you are smaller than your target. If your target doesn't know how large you are, this modifier does not apply. A character immune to fear (such as a paladin of 3rd level or higher) can't be intimidated, nor can nonintelligent creatures.

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 are always considered an enemy of the group you are intimidating (+5 DC modifier). In addition, the DC is 5 lower if the group thinks your group is significantly stronger than them, or 5 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. Your check is opposed by its Mental defense. If you succeed, the creature is shaken *(unable to approach its fear)* for 5 rounds.

Jump (Str; Armor Check Penalty)

Jump allows you 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.

Long Jump

You can make an Athletics check while moving to jump forward. When you make a long jump, choose a DC. If you have a running start, you jump forward by a number of feet equal to your check result, to a maximum of the DC you chose. At the midpoint of the jump, you achieve a height equal to a quarter of that distance. If you fail by 10 or more, you fall prone after making the jump. If a failed jump would cause you to fall into a gap, you can make a DC 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).

High Jump

You can make an Athletics check while moving to jump up. When you make a high jump, choose a DC. 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 DC. At the midpoint of the jump, you gain a height equal to that distance. If you fail by 10 or more, you land prone after making the jump.

If you do not have a running start, jumping is more difficult (see Running Start, page).

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 DC 15 Climb check. If you fail the Athletics check, you do not reach the height, and you land on your feet in the same spot from which you jumped. As with a long jump, the DC is doubled if you do not get a running start of at least 20 feet.

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, so your check result is halved. 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.

Jump Modifiers

Running Start: If you move at least twenty feet before jumping, you have a running start. Jumping without a running start is difficult, and your check result is halved.

Land Speed: For every 5 feet by which your land speed is slower than 30 feet, you take a −3 penalty to Athletics checks to jump. 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 Athletics check to jump.

Hop Up

You can make a DC 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 indicates that 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 DC 15 Athletics 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.

Knowledge ((Int; Trained Only))

Like the Craft, Profession, and Perform skills, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline. Below are listed typical fields of study.

- Arcana (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts)
- 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 take 10 or take 20 on Knowledge checks. You cannot retry Knowledge checks unless you are presented with significant new information about the subject that could jog your memory.

You can attempt Knowledge checks untrained, but your result cannot exceed 10, limiting you to only the most well-known facts. Particularly common or famous monsters, such as goblins or dragons, can be recognized with an untrained knowledge check of this sort.

Identify Monster

You can make a Knowledge check reactively to identify a monster and recall its special powers or vulnerabilities. In general, the DC is equal to 10 + the monster's CR. Success allows you to remember the monster's name and its most well-known features. For every 5 points by which you beat the DC, you remember an additional piece of useful information. Failure indicates you don't remember anything important about the monster. Failure by more than 10 indicates that 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 DC varies depending on the difficulty of the question. Answering a simple or trivial question that most students would be familiar with is DC 10. Answering a challenging question which would be beyond the reach of most initiates is DC 20. Answering a deeply complex or obscure question which might require information known only by the most learned masters in the field would be DC 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 DC depends on the rarity of the item. Common items, such as nonmagical equipment and utensils, are DC 10. Rare items, such as valuable gems and magic items worth less than 100,000 gp, are DC 20. Extraordinarily rare items, such as unique gems and magic items worth at least 100,000 gp, are DC 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.) Failure by 10 or more 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.

Linguistics (Int; Trained Only)

Linguistics represents your mastery of other languages.

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 DC is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic, or very old writing. In addition, the DC increases by 5 if you do not know any languages that use the same alphabet as the writing being deciphered. Deciphering the equivalent of a single page of script takes 1 minute (ten consecutive full-round actions).

Success indicates that you understand the general content of a piece of writing about one page long (or the equivalent). Failure indicates that you fail to understand the writing. Failure by 10 or more forces causes you to 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 DC 15 Linguistics check to identify the language used in speech or writing, even if you can't understand the language.

Learn Language

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

Perform (Cha)

Like Craft, Knowledge, and Profession, Perform is actually a number of separate skills. You could have several Perform skills, each with its own ranks, each purchased as a separate skill.

Each of the nine categories of the Perform skill includes a variety of methods, instruments, or techniques, a small list of which is provided for each category below.

- 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)

You cannot take 20 on Perform checks.

Entertain

You can make a Perform check to provide entertainment or to show off your skills.

Persuasion (Cha)

You can use Persuasion 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. You cannot normally take 10 or take 20 on Persuasion checks.

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 DM decides what the groups are.

The base DC for a Persuasion check against a group is equal to 10 + the highest level of any character in the group + the highest Awareness of any character in the group.

Compel Belief

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 by less than 10 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 patientce. Failure by 10 or more 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.

Table 4.18: Believability Modifiers

Description	DC 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	DC 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

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 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 by less than 10 means they did not accept the deal, but they may propose an alternate arrangement, or you can propose another deal without penalty. Failure by 10 or more 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.

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

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 of 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

Gather Information

An evening's time, a few gold pieces for buying drinks and making friends, and a DC 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 DC for the check is 15 to 25, or even higher.

Profession (Wis; Trained Only)

Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks, each purchased as a separate skill. While a Craft skill represents ability in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge. Most commoners have some training in a Profession skill.

Profession is always treated as a class skill, regardless of your classes.

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.

The DC depends on the rarity of the item. Common items, such as nonmagical equipment and utensils, are DC 10. Rare items, such as valuable gems and magic items worth less than 100,000 gp, are DC 20. Extraordinarily rare items, such as unique gems and magic items worth at least 100,000 gp, are DC 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.) Failure by 10 or more 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 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 DC when using Profession may be higher than it would be to use the normal skill for the task.

Ride (Dex)

Ride 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 76.

Control Mount

When riding a willing creature in combat that is not trained for battle, you must a DC 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. Failure by 10 or more 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 DC 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 DC 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. Failure by 10 or more 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 DC 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 DC 15 Ride check as a move action to get your mount to move faster. Success means it makes an Athletics check to sprint. Failure means your action was wasted.

Stay in Saddle

If you take damage or your mount rears or bolts unexpectedly, you must make a DC 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 DC 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. Failure by 10 or more 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 DC to ride it increases by 5. If a mount takes a standard action other than movement, such as attacking, the DC to ride it that round increases by 5. If a mount is not trained as a mount, the DC to ride it increases by 10.

Sense Motive (Wis)

Sense Motive represents your ability to read body language and emotion.

Discern Enchantment

You can automatically notice when a creature is affected by mind-controlling magic – including yourself. Treat your Sense Motive modifier as your check result. The DC to identify an Emotion effect such as *charm person* is 25, while the DC 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

You can automatically notice when people lie to you. Treat your Sense Motive modifier as your check result. The DC is equal to the lying creature's Bluff check. 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 DC is equal to DC of the secret message. Success means you recognize that a hidden message is present, but not its contents. Success by 5 or more 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 DC 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 DC, 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 DC may vary in usefulness depending on how obvious or subtle the group is.

Sleight of Hand (Dex; Trained Only; Armor Check Penalty)

Sleight of Hand represents your ability to pick pockets, palm objects, and perform other feats of legerdemain.

You can attempt Sleight of Hand checks untrained, but your check result can't exceed 10. 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.

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

Table 4.20: Sleight of Hand Modifiers

Size	Check Modifier
Fine	+8
Diminuitive	+4
Tiny	+0
Small	−4
Medium	−8
Large	−12
Huge	−16
Gargantuan	−20
Colossal	−24

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 DC 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 DC is equal to the creature's Combat Maneuver Defense. Otherwise, the creature does not notice your attempt, and the DC is 20. Success means you successfully steal the object. Failure means you do not steal the object.

Spellcraft (Wis; Trained Only)

Spellcraft 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 DC 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 DC 10 Spellcraft check. Success means you notice that magic exists. Success by 5 or more means you know the number of magical auras, and the strength and direction to each aura. Success by 10 or more 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 intead.

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 particular aura you have identified. The DC 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 DC 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. Success by 10 or more allows you to also identify the original spell.

Identify Spellcasting

You can identify spells being cast within 100 feet of you. The DC 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 DC 25 Spellcraft check to identify a potion. This takes a minute of careful evaluation. Success means you know what spell the potion contains.

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)

Identify Written Spell

You can make a Spellcraft check as a standard action to identify a scroll or similar piece of magical writing. The DC is equal to 20 + the spell level of the spell. Success means you know what spell is written.

Teleport Trace

You can make a DC 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. Success by 10 or more means you also identify the distance. Failure means you learn no information about the teleportation. The DC of this check increases by 5 for every minute that has passed since the teleportation happened.

Sprint (Str; Armor Check Penalty)

You can make an Sprint check as part of movement to move faster. For every 10 points by which you beat DC 0, you double your speed during that action, as shown on Table 4.22: Sprinting. You can sprint for a number of rounds equal to 5 + your Constitution.

Table 4.22: Sprinting

Athletics Result	Speed Multiplier
0	1x
10	2x
20	3x
30	4x

After you finish sprinting, you are fatigued *(move at half speed, unable to sprint or charge)* for a number of rounds equal to the number of rounds you spent sprinting, preventing you from sprinting again. You can sprint in any movement mode that you can use.

Stealth (Dex; Armor Check Penalty)

Stealth 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

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 248 and Concealment, page 248), 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.

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.

Passive Hiding: In unusual circumstances, such as when dealing with invisible or very small creatures, it may be difficult to detect a creature that is making no effort to conceal itself. When not hiding, creatures are treated to have rolled a 0 on a Stealth check to hide. That result is then modified normally using the creature's size modifier, ranks, and so on.

Survival (Wis)

Survival 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 DC depends on the terrain, as shown on Table 4.23: Terrain DCs. 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. Failure by 10 or more 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 DC.

This check is made once every 8 hours you spend travelling overland. You can't take 20 on checks to navigate a wilderness. If you move at half speed, you gain a +5 bonus on the check.

Sustinence

You can make a Survival check to move overland at half speed while hunting and foraging. The DC depends on the terrain, as shown on Table 4.23: Terrain DCs. 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. You can't take 20 on checks to find sustinence in the wilderness. If you move at one-quarter speed, you gain a +5 bonus on the check.

Table 4.23: Terrain DCs

Terrain	Navigation DC	Sustinence DC
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 DC 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 DC 10. Tying a special knot, such as one that slips, slides slowly, or loosens with a tug is DC 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.

Swim (Str; Armor Check Penalty)

Swim represents your ability to swim. Swim checks are subject to double the normal armor check penalty and encumbrance penalty.

Swimming

You can make a Swim check to move through water. The DC depends on the turbulence of the water, as shown on Table 4.24: Swim DCs. 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). Success by 10 or more means you move twice as fast. Failure means you make no progress through the water. Failure by 10 or more means you make no progress and sink five feet underwater.

Table 4.24: Swim DCs

Water	Swim DC
Calm water	10
Rough water	15
Stormy water	20[1]

1 You can't take 10 on a Swim check in stormy water, even if you aren't otherwise being threatened or distracted.

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 DC 10 Constitution check every round to continue holding your breath. Each round, the DC for the check increases by 5. If you fail, you begin to drown.

Swimming with a Swim Speed

A creature with a swim speed can move through water at its indicated speed without making Swim checks. It gains a +5 bonus on any Swim check to perform a special action or avoid a hazard. The creature can always take 10 on a Swim check, even if distracted or endangered when swimming.

Tumble (T)

umble 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

If you are trained in Tumble, 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 Movement

You can make a DC 20 Balance check while charging to make a single turn of up to 90 degrees in the middle of the movent. Failure indicates that you can't change direction, though you can continue your movement or stop. Failure by 10 or more indicates that 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 DC 15 check allows you to treat a fall as if it were 10 feet shorter. For every 10 by which you beat that DC, you can reduce the falling damage by 10 additional feet.

Rapid Stand

You can make a DC 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 DC for any Tumble check in such a square (except checks to mitigate falling damage) is modified as indicated below.

Table 4.25: Tumble Modifiers

Surface Is	DC 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, class feature, feat, skill, base attack bonus, or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite.

A character can't use a feat if he or she has lost a prerequisite.

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 posibilities by gaining abilites 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 features.

Item Creation Feats

An item creation feats let 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. Some performances can also be sustained. While you are sustaining a performance, you take a −5 penalty to other Perform checks you make. You also cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands) while sustaining a performance. You can sustain a performance for a number of minutes equal to 5 + your Constitution before you must stop performing.

To be affected by a performance feat, a creature must be able to either see or hear the creature giving the performance, depending on whether the performance is visual or auditory. The Perform skill being used determines whether the performance is visual or auditory.

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.

Racial Feats

Racial feats improve a character's racial abilities or grant new abilities unique to the character's race.

Skill Feats

Skill feats always affect a character's ability to use skills. Rogues can gain skill feats with their skill trick class feature.

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 cannot exceed your Willpower.

If your Willpower is lowered below the number of spellgift feats you have, you are treated as not possessing the 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 base attack bonus 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.

Combat Style Feats

Combat style feats grant a character the ability to fight in a particular style, granting them bonuses while fighting in that style. A character can only fight 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. Any feat designated as a combat style feat is also considered a combat feat.

Most combat 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, called strikes. Most strike feats replace a certain number of physical attacks you would normally make. Usually, this means strike feats are used as part of a full attack action. Some strike feats instead require a specific action to use.

5.3   Feat Tables

General Feats

General Feats	Prerequisites	Benefit	Page
Deathless	Con 10	Immune to death effects	93
Destructive	Str 3	Gain +5 to breaking things	93
Fearless	Wil 10	Immune to fear effects	95
Iron Will	Wil 3	+2 bonus to Mental defense	98
Lightning Reflexes	Dex 3	+2 bonus to Reflex defense	101
Perfect Health	Con 3	Immune to disease, later poison	102
Pierce Delusions	Per 10	Immune to delusion effects	102
Stubborn	Wil 10	Immune to compulsion effects	105
Swift	—	Increase speed by 5 feet	106
Toughness	Con 3	+2 to Fortitude defense	106

Bloodline Feats	Prerequisites	Benefit	Page
Celestial Heritage	Nonevil alignment	Gain retributive aura	92
Celestial Blessing	Celestial Heritage	Gain ability to bless allies	92
Celestial Body	Nonevil alignment, Celestial Heritage	Gain physical damage reduction	92
Celestial Smiting	Nonevil alignment, Celestial Heritage	Smite evil more often, more accurately	92
Celestial Soul	Nonevil alignment, any three celestial feats	Gain spell resistance against evil	92
Celestial Wings	Any three celestial bloodline feats	Gain wings to slow falls, glide, eventually fly	92
Draconic Heritage	—	Resist damage from chosen dragon's energy type	94
Draconic Breath	Con 3, any three dragon bloodline feats	Gain dragon's breath weapon	94
Draconic Might	Any three dragon bloodline feats	Gain +1 to physical attribute	94
Draconic Mind	Any three dragon bloodline feats	Gain +1 to mental attribute	94
Draconic Scales	Draconic Heritage	Gain natural armor	94
Draconic Senses	Draconic Heritage	Gain low-light vision, possibly darkvision	94
Draconic Spellpower	Draconic Heritage	Gain bonus to spellpower	94
Draconic Voice	Draconic Heritage	Gain bonus to Intimidate and Persuasion checks	94
Draconic Weapons	Draconic Heritage	Gain bite attack, possibly claws	94
Draconic Wings	Any three dragon bloodline feats	Gain wings to slow falls, glide, eventually fly	94
Fae Heritage	—	Gain minor spell-like abilities	95

Class Feats	Prerequisites	Benefit	Page
Agile Rage	Rage ability	Rage increases Dexterity instead of Strength	91
Battletrance	Rage ability	Enter trance instead of angry rage	91
Extra Ability	Class feature with limited uses	Gain additional uses of class feature	95
Insightful Fighter	Adaptive style ability	Use Perception for adaptive style (and battlemaster)	97
Insightful Rogue	Combat trick ability	Use Perception for combat tricks	97
Resist Maneuver	Fighter	+5 to resist chosen maneuver	104
Shield Discipline	Armor discipline ability	Apply armor discipline with shields	
Spellwarped Ritualist	Spellwarped	Gain ability to perform rituals using spellwarped powers	
Versatility	Levels in two different classes	Increase effective class level with abilities	

Item Creation Feats	Prerequisites	Benefit	Page
Imbue Magic	1st level spells or Craft (any) 5 ranks	Create magic items	96
Imbuement Admixture	2nd level spells, 6th	Combine multiple spells to create items	96
Versatile Crafter	Craft (any) 10 ranks	Craft items from many schools of magic	107

Magic Feats	Prerequisites	Benefit	Page
Bardic Spellpower	Arcane spellcasting ability	Fighter and rogue levels improve some spells	91
Battlecaster	Proficiency with light armor	Reduce arcane spell failure by 10%	91

Brutal Magic	Base attack bonus +4, 1st level spells	Gain spellpower bonus after making physical attack	91
Combat Casting	—	+3 bonus to Concentration checks to cast spells, reroll 1/day	92
Counterspell	Spellcraft 10 ranks, 2nd level spells	Counter spells cast by foe	92
Flexible Counterspell	Counterspell	Use any spell to counterspell	95
Mass Counterspell	Spellcraft 15 ranks, 4th level spells, Counterspell	Counter spells cast by multiple foes	101
Craftcaster	Craft (any) 10 ranks, 2nd level spells	Increase spellpower when creating, transforming objects	93
Magical Synthesis	Levels in two magical classes	Increase spellcasting ability in two magical classes at once	101
Mass Transporter	5th level Conjuration (Translocation) spell	Transport many creatures at once	101
Mighty Summons	2nd level summoning spell	Summoned creatures gain +2 Str, +2 Con	101
Peaceful Magic	2nd level spells	Gain spellpower bonus after not taking damage	102
Residual Awareness	Divination (Awareness) spell	Gain brief Perception bonus after casting a spell	103
Residual Knowledge	Divination (Knowledge) spell	Gain brief Knowledge bonus after casting a spell	103
Residual Beguilement	3rd level Enchantment (Beguilement) spell	Gain Persuasion bonus after casting a spell	103
Residual Shield	Abjuration (Shielding) spell	Gain benefits of spell briefly after casting on another creature	103
Resilient Magic	2nd level Abjuration spell	Spells persist for 1 round after being dispelled	104
Retributive Magic	1st level Abjuration spell	Gain spellpower bonus after taking damage	104
Ritual Caster	Int 3	Gain ability to perform rituals	104
Spell Focus[1]	2nd level spells	+2 spellpower with specific type of magic	105
Spell Specialization	4th level spells, Spell Focus	+2 spellpower with specific type of magic, −2 with other types.	105
Wardwalker	3rd level Abjuration (Warding) spell	Wards you encounter trigger one round late	107

Metamagic Feats	Prerequisites	Benefit (Level Adjustment)	Page
Energetic Substitution	2nd level spells	Change spell's energy type (+1)	94
Extend Spell	2nd level spells	Double spell's range (+1)	95
Imbued Spellstrike	2nd level spells	Combine spell with weapon attack (+1)	96
Improved Imbued Spellstrike	3rd level spells, Imbued Spellstrike	Imbue weapon with spell's power up to 5 minutes (+2)	96
Quicken Spell	3rd level spells	Cast spell as swift action, but lose next action (+2)	103
Patient Spell	2nd level spells	Cast spell slowly for spellpower bonus	102
Reach Spell	3rd level spells	Cast touch spell at Close range (+2)	103
Shape Spell	3rd level spells	Exclude areas within spell's area (+2)	104
Silent Spell	2nd level spells	Cast spell without verbal components (+1)	104
Still Spell	2nd level spells	Cast spell without somatic components (+1)	105
Sustained Spell	2nd level spells	Maintain concentration as swift action (+1)	105
Widen Spell	4th level spells	Double spell's area (+3)	108

Performance Feats	Prerequisites	Benefit	Page
Fascinating Performance	Perform 4 ranks	Fascinate group of creatures	95
Suggestive Performance	Perform 10 ranks, Fascinating Performance	Suggest action to fascinated creatures	105
Freeing Performance	Perform 12 ranks	Dispel magical effects on ally	95
Inspire Competence	Perform 4 ranks	Grant allies bonuses to skill checks	97
Inspire Courage	Perform 6 ranks	Grant allies bonuses to physical attacks and defenses against fear	97
Inspire Greatness	Perform 12 ranks	Grant allies bonuses to defenses	97
Inspire Heroics	Perform 20 ranks	Grant allies temporary hit points and extra attack	97
Inspire Spellpower	Perform 10 ranks	Grant allies bonus to spellpower	98
Legendary Performance	Perform 15 ranks, any three Performance feats	Sustain two performances at once	100
Rapid Performance	Perform 14 ranks, any three Performance feats	Perform as a swift action	103

Recover Performance	Perform 10 ranks, any other Performance feat	Reroll failed performance attempt	103
Spellwoven Performance	Perform 10 ranks, any other Performance feat	Cast some spells while performing	105

Racial Feats	**Prerequisites**	**Benefit**	**Page**
Dwarven Resilience	Dwarf	+2 to defenses against spells	94
Giantfighter	Dwarf, gnome, or halfling	+2 to physical defenses against Large or larger creatures	96
Racial Acclimation	Have a race other than your original race	Lose penalties for being in new body	103
Stonecunning	Dwarf	Gain a sixth sense about stonework	105

Skill Feats	**Prerequisites**	**Benefit**	**Page**
Dilettante	Int 3	Use some Knowledge skills despite being untrained	93
Fungal Poisoner	Survival 5 ranks	Use Survival to find and use fungal poisons	95
Hide in Plain Sight	Stealth 20 ranks	Hide while being observed	96
Ledgewalker	Acrobatics 5 ranks	Balance easily on narrow surfaces	98
Legendary Awareness	Awareness 15 ranks	Gain extrasensory perception	98
Legendary Balance	Acrobatics 15 ranks	Balance on impossible surfaces	98
Legendary Climber	Climb 15 ranks	Gain climb speed, climb on impossible surfaces	98
Legendary Craftsman	Craft 15 ranks	Craft items with fewer material components	98
Legendary Devicesmith	Devices 15 ranks	Disable active spell effects	98
Legendary Disguise	Disguise 15 ranks	Alter magical auras with disguise	99
Legendary Escapist	Escape Artist 15 ranks	Escape from magical effects	99
Legendary Handler	Creature Handling 15 ranks	Train and command creatures faster	99
Legendary Healer	Heal 15 ranks	Heal damage three times per day	99
Legendary Intimidation	Intimidate 15 ranks	Panic intimidated foes	99
Legendary Knowledge	Knowledge (any) 15 ranks	+2 against creatures you identify	99
Legendary Leaper	Athletics 15 ranks	Always treated as having running start	99
Legendary Legerdemain	Sleight of Hand 15 ranks	Hide objects in pocket dimension	99
Legendary Liar	Bluff 15 ranks	Lies appear to alter reality	99
Legendary Linguist	Linguistics 15 ranks	Speak all languages	99
Legendary Persuasion	Persuasion 15 ranks	Compel listener to obey	100
Legendary Profession	Profession (any) 15 ranks	Become famous for mastery of your profession	100
Legendary Rider	Ride 15 ranks	Ride unwilling creatures	100
Legendary Sense Motive	Sense Motive 15 ranks	Read creature's mind	100
Legendary Spellcraft	Spellcraft 15 ranks	Gain +2 against spells you identify	100
Legendary Sprinter	Athletics 15 ranks	You can sprint for much longer	100
Legendary Stealth	Stealth 15 ranks	Hide in plain sight	100
Legendary Survival	Survival 15 ranks	Ignore harmful terrain and unerringly find your way	101
Legendary Tumbler	Acrobatics 15 ranks	Tumble through enemies without provoking	101
Open Minded	—	Gain two skill points	102
Poison Expert	Int 3, Craft (poison) 10 ranks	Apply poisons more effectively	103
Ranged Legerdemain	2nd level spells	Use Disable Device or Sleight of Hand at range	103
Scale the Beast	Climb 10 ranks	Climb on massive creatures	104
Skill Focus[1]	—	+3 bonus to checks with selected skill, reroll 1/day	104
Skill Mastery[1]	Any skill 10 ranks	Always take 10 on skill checks	105
Trapfinder	Awareness 5 ranks	Find traps faster	106
Trap Sense	Awareness 10 ranks	Automatically detect traps	107
Track	—	Use Survival skill to track	106
Veteran's Experience	Base attack bonus +8	Identify monsters without Knowledge	107

Spellgift Feats	**Prerequisites**	**Benefit**	**Page**

Arcane Spellgift	2nd level, Wil 1	Gain arcane spell as spell-like ability	91
Divine Spellgift	2nd level, Wil 1	Gain divine spell as spell-like ability	93
Natural Spellgift	2nd level, Wil 1	Gain natural spell as spell-like ability	102

Combat Feat Table

Many combat feats require a specific number of physical attacks.
Only physical attacks that come from having a high base attack bonus count towards these prerequisites.
The table of combat feats is organized according to the number of physical attacks each feat requires.

Combat Feats	Prerequisites	Benefit	Feat Types	Page
Armor Familiarity	Proficiency with armor	Reduce penalties from wearing armor	Equipment	91
Armor Proficiency	Proficiency with lighter armor	Become proficient with type of armor	Equipment	91
Cleave	Str 3	Extra melee attack after dropping target	Power	92
Close-Quarters Fighting	Dex 3	No penalty for squeezing or attacking while grappling	Defense	92
Combat Mobility	Dex 3	Ignore engagement from foe	Defense, Mobility	92
Diehard	Con 3	Fight normally without hit points	Defense	93
Exotic Weapon Proficiency	—	Become proficient with exotic weapons	Equipment	95
Far Shot	Str 3	Increase range increment	Power	95
Improved Unarmed Combat	—	Considered armed even when unarmed	—	97
Deflect Arrows	Dex 3, Improved Unarmed Combat	Deflect ranged attacks with your bare hands	Finesse, Reaction	93
Snatch Arrows	Dex 5, Deflect Arrows, Improved Unarmed Combat	Catch a deflected ranged attack	Finesse, Reaction	105
Mounted Archery	Ride training	Reduced penalty for ranged attacks while mounted by 4	Mounted, Precision	101
Mounted Defense	Ride training	Negate hits on mount with Ride check	Defense, Mounted	101
Mounted Trample	Ride 10 ranks	Target cannot avoid mounted overrun	Maneuver, Mounted	101
Quick Draw	—	Draw weapon as swift action	Reaction	103
Shield Proficiency	—	Become proficient with shields	Equipment	104
Shield Expertise	Shield Proficiency	+1 bonus to physical defenses while using a shield	Defense	104
Tactical Analysis	Int 3	Identify foe's strengths and weaknesses	Awareness	106
Two-Weapon Fighting	Dex 3	Gain +2 bonus when fighting with two weapons	Finesse	107
Two-Weapon Defense	Two-Weapon Fighting	Gain +1 to defenses when fighting with two weapons	Defense, Finesse	107
Weapon Proficiency[1]	—	Gain proficiency with weapon group	Equipment	107
Weapon Focus	Proficiency with weapon group	Special ability with weapon group	Equipment	107
Combat Feats	**Prerequisites (BAB +4)**	**Benefit**	**Feat Types**	**Page**
Deadly Aim	Per 5	Gain bonus damage with ranged weapons	Precision	93
Dodge	Dex 5	Gain bonus to physical defenses	Defense, Reaction	93
Eye of the Storm	Per 5	Reduce overwhelm penalties	Awareness, Defense	95
Gang Up	—	Increase overwhelm penalties foes suffer	—	96
Improved Dirty Trick	—	+2 to dirty trick attacks; dirty tricks last longer	Finesse, Maneuver	96
Improved Disarm	—	+2 to disarm attacks; knock foe's weapon away after disarming	Finesse, Maneuver	96

Improved Feint	—	+2 to feint attacks; feint lasts longer	Finesse, Maneuver	96
Improved Grapple	—	+2 to grapple attacks; not defenseless while grappling	Maneuver, Power	97
Improved Overrun	—	+2 to overrun attacks; target can't avoid	Maneuver, Power	97
Improved Shove	—	+2 to shove attacks; move target away from you	Maneuver, Power	97
Improved Trip	—	+2 to trip attacks; free attack against tripped foe	Finesse, Maneuver	97
Mighty Blows	Str 5	Gain bonus damage with melee weapons	Power	101
Mighty Shot	Str 5	Gain bonus damage with ranged weapons	Power	101
Mounted Charge	Ride 10 ranks	Gain bonus damage with mounted charge	Mounted, Power	101
Tactical Prediction	Int 5	Predict foe's next action	Awareness	106
Weapon Finesse	Dex 5	Gain bonus damage with light weapons	Finesse	107

Combat Feats	Prerequisites (BAB +8)	Benefit	Feat Types	Page
Two-Weapon Rend	Str 5, Two-Weapon Fighting	Gain bonus damage when fighting with two weapons	Power	107

Combat Feats	Prerequisites (BAB +12)	Benefit	Feat Types	Page
Legendary Awareness	Any three Awareness feats	Immune to being overwhelmed	Awareness	98
Legendary Defense	Any three Defense feats	+2 to all defenses	Defense	99
Legendary Finesse	Any three Finesse feats	Roll maximum damage again	Finesse	99
Legendary Maneuver Master	Any three Maneuver feats	Deal damage with very successful maneuvers	Maneuver	99
Legendary Mobility	Any three Mobility feats	Blocking foes do not affect you	Mobility	100
Legendary Mounted Warrior	Any three Mounted feats	Share damage with mount	Mounted	100
Legendary Power	Any three Power feats	Wield weapons as if they were less encumbering	Power	100
Legendary Precision	Any three Precision feats	Very accurate hits deal maximum damage	Precision	100
Legendary Reaction	Any three Reaction feats	+10 to initiative checks	Combat, Reaction	100
Manyshot	Dex 10	Shoot two projectiles simultaneously	Finesse	101

Combat Feats	Prerequisites (BAB +18)	Benefit	Feat Types	Page
Executioner	Any three Reaction feats	Gain free attacks against foes near death	Reaction	94

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	91
Chargebreaker	—	Gain bonuses against approaching foes	Reaction, Style	92
Defensive Fighting	—	Gain bonus to physical defenses	Defense, Style	93
Distracting Foe	—	Threatened foes suffer Concentration penalties	Reaction, Style	93
Guardian	—	Adjacent allies suffer reduced overwhelm penalties	Defense, Style	96
Overpowering Assault	Str 3	Trade defense for maneuver bonus	Power, Style	102
Overwhelming Fire	Dex 3	Overwhelm foes with ranged weapons	Style	102
Parry	Dex 3	Ready yourself to parry incoming blows	Defense, Reaction, Style	102
Shielded Parry	Dex 3, shield proficiency, Parry	Add shield bonus to parry attempts	Defense, Reaction	104
Riposte	Dex 3, Parry	Foes are defenseless if you parry very well	Reaction	104

| Point Blank Shot | — | +2 bonus to ranged attacks within half range increment. | Precision, Style | 102 |

Style Feats	**Prerequisites (BAB +4)**	**Benefit**	**Feat Types**	**Page**
Covering Fire	Per 5	Impair struck foes	Precision, Style	92
Insightful Defense	Per 5	Use Perception for defenses	Awareness, Defense, Style	97
Precise Shot	Per 5	Ignore less than perfect cover and concealment	Precision, Style	103
Predictive Defense	Int 5	Use Intelligence for defenses	Awareness, Defense, Style	103
Reckless Attack	—	Trade ability to defend yourself for damage bonus	Power, Style	103

Style Feats	**Prerequisites (BAB +8)**	**Benefit**	**Feat Types**	**Page**
Heartseeker	—	Double critical threat range	Precision, Style	96
Inescapable Bulwark	—	Enemies you are blocking cannot move	Reaction, Style	97
Spring Attack	Dex 5, Combat Mobility	Move before and after attacks	Mobility, Style	105
Threatening Fire	Dex 5, Overwhelming Fire	Threaten adjacent creatures with a ranged weapon	Reaction, Style	106

Style Feats	**Prerequisites (BAB +12)**	**Benefit**	**Feat Types**	**Page**
Legendary Style	Any three Style feats	Use two styles at once	—	100

Style Feats	**Prerequisites (BAB +16)**	**Benefit**	**Feat Types**	**Page**
Counterstorm	Per 15	Gain bonuses against foes that miss you	Awareness, Reaction, Style	93

Combat Strike Feat Table

Strike Feats	**Prerequisites (two attacks)**	**Benefit**	**Feat Types**	**Page**
Armor Piercing Strike	Per 5	Attack targets Reflex defense	Precision, Strike	91
Calculated Strike	Int 5	Attack can deal critical damage	Precision, Strike	91
Countering Strike	Int 5	Bonus damage if you are attacked	Reaction, Strike	91
Disorienting Strike	—	Attack disorients foe	Power, Strike	93
Driving Assault	Str 5	Shove foe and full attack	Power, Maneuver, Strike	94
Focused Strike	—	Trade attacks for attack bonus	Precision, Strike	95
Immobilizing Strike	—	Melee attack immobilizes foe	Strike	96
Intimidating Strike	Intimidate 10 ranks	Melee attack intimidates foe	Strike	98
Knockdown	Str 5	Shove foe and knock prone	Maneuver, Power, Strike	98
Pierce Wings	Per 5	Ranged attack removes foe's ability to fly	Precision, Strike	102
Staggering Strike	—	Attack staggers foe	Strike	104
Wall Slam	Str 5	Slam opponent into wall to deal bonus damage	Maneuver, Power, Strike	107
Whirlwind Strike	Dex 5	One melee attack against each threatened opponent	Strike	108
Mobile Whirlwind	Dex 5, Whirlwind Strike	Use whirlwind strike as standard action	Mobility	101

Strike Feats	Prerequisites (three attacks)	Benefit	Feat Types	Page
Killing Blow	Int 10	Attack instantly kills foe without hit points	Precision, Strike	98
Hydra Strike	Str 5, Dex 5, Con 5	Attack all defenses for bonus damage	—	96
Legendary Strike	Any three Strike feats	+2 to hit with strikes	—	100
Patient Strike	Int 10	Bonus damage if you are not attacked	Reaction, Strike	102
Penetrating Strike	—	Attack removes foe's damage reduction	Strike	102

Strike Feats	Prerequisites (four attacks)	Benefit	Feat Types	Page
Hurricane Strike	Dex 15, Whirlwind Strike	Two melee attacks against all threatened foes	Strike	96
Mobile Hurricane	Dex 15, Hurricane Strike, Mobile Whirlwind, Whirlwind Strike	Use hurricane strike as standard action	Mobility	96
Predictive Strike	Int 15	Bonus damage if foe takes predicted action	Reaction, Strike	102

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 base attack bonus, a minimum number of ranks in one or more skills, or a class level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

In general, 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.

Agile Rage [Class]

Prerequisite: Rage ability.

Benefit: When you rage, you may choose to apply your rage bonus to your Dexterity instead of your Strength.

Arcane Spellgift [Spellgift]

Prerequisites: 2nd level, Wil 1.

Benefit: You have inherent magic in your body, granting you spellgifts. Your spellpower with spellgifts 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 spellgift points equal to the number of spellgift feats you possess.

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.

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]

Choose one category of armor: light, medium, heavy, or shields.

Prerequisite: Proficiency with the chosen armor category.

Benefit: You reduce your armor check penalty by 2 and your arcane spell failure by 5% when using your chosen armor. This effect cannot reduce those penalties below 0.

Armor Piercing Strike [Combat, Precision]

Prerequisite: Per 5, two attacks.

Benefit: In place of two attacks, 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 armor check penalty to physical attacks and to all checks that involve moving, including Ride. The character also suffers double the normal arcane spell failure chance for wearing the armor.

Bardic Spellpower [Magic]

Prerequisite: Ability to cast arcane spells.

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%.

Battletrance [Class]

Prerequisite: Rage ability.

Benefit: When you use your rage ability, you can enter a trance instead of getting angry. in place of the normal benefits and drawbacks from raging, you add your rage bonus to your Constitution, Perception, and Mental defense. Any other abilities, such as channeled rages, function normally.

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 [Combat, Magic]

Prerequisites: Base attack bonus +4, 1st level spells.

Benefit: If you deal lethal damage in excess of your spellpower with physical attacks during a single round, you gain a +2 bonus to spellpower for 1 round. This bonus does not stack with itself.

Calculated Strike [Combat, Precision, Strike]

Prerequisite: Intelligence 5, two attacks.

Benefit: In place of two attacks, you can make a physical attack. If you hit, you deal damage normally. If your attack result also beats the foe's Fortitude defense, until the end of the round, any damage the creature takes in excess of the creature's hit points is dealt as critical damage. This effect applies to all damage dealt to the creature during the current phase.

Countering Strike [Reaction, Strike]

Prerequisite: Intelligence 5, two attacks.

Benefit: In place of two attacks, 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 your allies, 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 attacks equal to half 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.

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 attack bonus is equal to your celestial power. Success means the attacking creature takes 1d6 damage per celestial power.

If you have five or more celestial 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 attack. If your smite targets an evil creature, you gain an attack bonus 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: You gain a +2 bonus to spellpower with Evocation (Channeling) spells and spells from the Good domain. If you have three or more celestial bloodline feats, this bonus increases to +4.

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 247, 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.

Chargebreaker [Combat, Reaction, Style]

Benefit: While in this style, you gain a +4 bonus to damage with melee attacks against creatures that move towards you during the current round. This style provides no benefit against creatures that moved towards you before you initiated the style. This bonus increases by +2 for each physical attack you can make per round beyond the first.

Style Requirement: Wield a melee weapon.

Cleave [Combat, Power]

Prerequisites: Str 3.

Benefit: If you make a melee attack that knocks a creature unconscious or kills it, you can immediately make an extra melee attack against another creature you threaten. The extra attack must be made with the same weapon, and uses the same attack bonus, but it is otherwise treated as being a different attack. You cannot move before making this extra attack. There is no limit to the number of times you can use this feat per round.

Close-Quarters Fighting [Combat, Defense]

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 a spell or use a spell-like ability. In addition, once per day you may reroll a Concentration check made to cast a spell.

Combat Mobility [Combat]

Prerequisite: Dex 3.

Benefit: At the start of each phase, you may choose a creature you can see. You ignore that creature when determining whether you are engaged *(move at half speed)* in combat.

Covering Fire [Combat, Style]

Prerequisites: Perception 5, base attack bonus +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 77).

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, four attacks.
Benefit: Whenever a foe misses you with a melee attack, you gain a cumulative +2 bonus to attack 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, ability to cast 2nd level spells.
Benefit: When casting spells which create or transform a physical substance that you are trained to craft, you gain a +1 bonus to your spellpower per 5 ranks you have in the appropriate Craft skill.

Deadly Aim [Combat, Precision]

Prerequisites: Per 5, base attack bonus +4.
Benefit: You gain a +1 bonus to physical ranged damage rolls. This bonus increases to +2 at Perception 10, and to +3 at Perception 20.

Deathless [General]

Prerequisite: Constitution 5 or base Fortitude defense +10.
Benefit: You become immune to death effects.

Defensive Fighting [Combat, Defense, Style]

Benefit: While in this style, you gain a +2 bonus to your physical defenses.
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, Improved Unarmed Combat.
Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flatfooted. You can deflect one additional attack at base attack bonus +5, +10, +15, and +20, to a maximum number of arrows equal to your Dexterity.

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.

Destructive [General]

Prerequisite: Strength 3.
Benefit: You gain a +5 bonus to Strength checks made to break, bend, or crush objects.

Diehard [General]

Prerequisite: Con 3.
Benefit: You are not staggered when you have no hit points remaining. You still take critical damage and risk death if you are damaged when you have no hit points.

If your Constitution is at least 10, you also halve the penalties you take from having critical damage (see Critical Damage, page 17).

Dilettante [Skill]

Prerequisite: Int 3.
Benefit: Choose a number of Knowledge skills equal to your Intelligence. You are treated as trained in those skills, even if you possess no ranks, allowing you to make Knowledge checks in those areas. If your Intelligence increases after taking this feat, you may choose additional Knowledge skills.

Disorienting Strike [Combat, Strike]

Prerequisite: Two attacks.
Benefit: In place of two attacks, 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 physical attack you can make per round beyond the first.
Style Requirement: Wield a melee weapon. You must make a melee attack each round.

Divine Spellgift [Spellgift]

Prerequisites: 2nd level, Wil 1.
Benefit: You have inherent magic in your body, granting you spellgifts. Your spellpower with spellgifts 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 spellgift points equal to the number of spellgift feats you possess.

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.

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.

Dodge [Combat, Defense, Reaction]

Prerequisite: Dexterity 5, base attack bonus +4.
Benefit: You gain a +1 bonus to physical defenses (Armor, Manuever, Reflex). This bonus increases to +2 at Dexterity 10,

and to +3 at Dexterity 20.

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 5.5: 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 1d6 damage per two levels. A failed attack deals half damage. Your attack bonus is equal to your level + your Constitution. 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 5.5: 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 three or more dragon bloodline feats, this bonus increases to +2.

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 d8 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 d6 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 247, for more details. You can only fly for a number of rounds equal to 3 + half your Constitution. 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 Constitution before resting.

Driving Assault [Combat, Maneuver, Power, Strike]

Prerequisites: Str 5, two attacks.

Benefit: In place of two attacks, you can attempt to shove a creature. If you succeed, you may take a full attack action against it.

Dwarven Resilience [Racial]

Prerequisite: Dwarf.

Benefit: You gain a +2 bonus to defenses against poisons, spells, and spell-like effects.

Energetic Substitution [Metamagic]

Prerequisite: Ability to cast 2nd level spells.

Benefit: When casting a substituted spell, you can choose what kind of energy damage it deals: cold, fire, or electricity. This can only be applied to spells that originally dealt cold, fire, or electricity damage. A substituted spell uses up a spell slot one level higher than the spell's actual level.

Executioner [Combat, Reaction]

Prerequisites: Four attacks, any three Reaction feats.

Benefit: At the end of every round, you can make a free physical melee attack against all creatures you threaten that have no hit points remaining.

Extend Spell [Metamagic]

Prerequisite: Ability to cast 2nd level spells.

Benefit: An extended spell has its range doubled. This metamagic can only be applied to spells with a range of Close *(30 ft.)*, Medium *(100 ft.)*, or Long *(300 ft.)*. An extended spell uses up a spell slot one level higher than the spell's actual level.

Eye of the Storm [Awareness, Combat, Defense]

Prerequisite: Perception 5, base attack bonus +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.

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 physical attacks with ranged weapons you are not proficient with.

Extra Ability [Class]

Choose a class feature with limited uses.

Prerequisite: The chosen class feature.

Benefit: You gain additional uses of your chosen class feature. The number of uses you gain depends on the class feature chosen, as shown on Table 5.6: Extra Ability Uses.

Table 5.6: Extra Ability Uses

Class	Ability	Effect
Barbarian	Rage	+1 use per day
Cleric	Devotion	+4 devotion points
Druid	Wild aspect	+2 uses per day
Druid	Wild speech	+2 uses per day
Fighter	Combat discipline	+2 uses per day
Fighter	Battlemaster	+2 uses per day
Monk	Channel *ki*	+2 uses per day
Paladin	Divine invocation	+2 uses per day
Ranger	Quarry	+1 use per day
Ranger	Wild speech	+2 uses per day
Sorcerer	Spellsurge	+1 use per day
Spellwarped	Spellwarped invocation	+2 uses per day
Wizard	Cantrip sequencer	+1 active sequencer

Fae Heritage [Bloodline]

Benefit: You have the blood of a fae creature in your veins, granting you 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.

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 is equal to your fae power.

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 4 ranks.

Benefit: As a standard action, you can make a DC 8 Perform check to fascinate creatures within Medium *(100 ft.)* range of you. You can affect one creature per Perform rank you have. Your Perform check is opposed by a creature's Mental defense. If you fail against a creature, it is not fascinated. You can sustain the performance as a standard action.

A fascinated creature is sits quietly and observes your performance, taking no other actions, for as long as you play. While fascinated, it takes a −4 penalty on checks made as reactions, such as Awareness checks and initiative checks. If the creature notices any obvious threat, such as someone aiming a ranged weapon at it, drawing a weapon, or casting a spell, it is no longer fascinated. A fascinated creature's ally may shake it free of the spell as a standard action.

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. This is an enchantment (compulsion), mind-affecting ability.

Fearless [General]

Prerequisite: Willpower 10 or base Mental defense +10.

Benefit: You are immune to fear effects.

Flexible 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.

Focused Strike [Combat, Precision, Strike]

Prerequisite: Two attacks.

Benefit: In place of two attacks, you can make a physical attack with a +5 attack bonus. If you hit, you deal damage normally. You may trade additional attacks to make this strike. For each attack you trade, you gain an additional +5 attack bonus.

Freeing Performance [Performance, Skill]

Prerequisite: Perform 12 ranks.

Benefit: By spending a minute performing continuously, you can make a DC 28 Perform check to free an ally within Medium *(100 ft.)* range from hostile magic. This creates an effect similar to the *break enchantment* spell, with a spellpower equal to your Perform ranks.

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 123). 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: Base attack bonus +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 [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 physical attack 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: Base attack bonus +8.

Benefit: While in this style, you double your critical threat range with any weapon you wield.

Style Requirement: Wield a weapon.

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, four attacks.

Benefit: As a full-round action, you can make two melee attacks against each foe you threaten. You cannot convert these attacks into strikes.

Hydra Strike [Combat, Strike]

Prerequisite: Three attacks, Strength 5, Dexterity 5, Constitution 5.

Benefit: In place of three attacks, 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 3 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 278.

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: Ability to cast 2nd level spells.

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, the struck creature is affected by the spell, as if it had been the target, in addition to taking damage from the weapon. The imbuement fades away without effect after 1 round (at the end of your next turn) 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: Two attacks.

Benefit: In place of two attacks, 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 Dirty Trick [Combat, Maneuver]

Prerequisite: Base attack bonus +4.

Benefit: When you perform a dirty trick on a cretaure successfully, the creature is impaired *(20% failure)* for 1d4 rounds. You also gain a +2 bonus to dirty trick attacks.

Improved Disarm [Combat, Finesse]

Prerequisite: Base attack bonus +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 disarm attacks.

Improved Feint [Combat, Finesse]

Prerequisite: Base attack bonus +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 feint attacks.

Improved Imbued Spellstrike [Metamagic]

Prerequisites: Ability to cast 3rd level spells, Imbued Spellstrike.

Benefit: This metamagic functions like Imbued Spellstrike, except that the imbuement lasts for 5 minutes if you have not struck

a foe. If the weapon leaves your hands or if you cast another spell, the imbuement fades away without effect.

An improved imbued spellstrike spell uses up a spell slot two levels higher than the spell's actual level.

Improved Grapple [Combat, Maneuver]

Prerequisite: Base attack bonus +4.

Benefit: Grappling does not make you defenseless *(−5 defense vs. melee)* against other creatures. You also gain a +2 bonus to 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: Base attack bonus +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 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: Base attack bonus +4.

Benefit: When you shove a creature, you can move it outside of your reach. You also gain a +2 bonus to shove attacks.

Improved Trip [Combat, Maneuver]

Prerequisite: Base attack bonus +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 trip attacks.

Improved Unarmed Combat [Combat]

Benefit: You gain proficiency with your unarmed attack. This grants you a +4 attack bonus 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 19.

Inescapable Bulwark [Combat, Style]

Prerequisite: Base attack bonus +8.

Benefit: While in this style, if you take the block action, all enemies you threaten are immobilized *(Unable to leave its location)* during the current phase (see Block, page 247). This effect can interrupt and prevent their movement during that phase.

Style Requirement: Wield a melee weapon. You must make a melee attack each round.

Insightful Defense [Awareness, Combat, Defense, Style]

Prerequisites: Perception 5, base attack bonus +4.

Benefit: You can use your Perception 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.

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 special attack bonus with combat tricks.

Inspire Competence [Performance, Skill]

Prerequisite: Perform 4 ranks.

Benefit: As a standard action, you can make a DC 8 Perform check to inspire competence in allies within Medium *(100 ft.)* range of you. You can affect one creature per two Perform ranks you have. You cannot affect yourself with this performance. An affected creature gains a +2 enhancement bonus to skill checks made with a particular skill. This bonus increases by 1 at 8 Perform ranks and every 6 Perform ranks thereafter. You can sustain the performance as a swift action.

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. This is a mind-affecting ability.

Inspire Courage [Performance, Skill]

Prerequisite: Perform 6 ranks.

Benefit: As a standard action, you can make a DC 12 Perform check to inspire courage in allies within Medium *(100 ft.)* range of you, including yourself. You can affect one creature per two Perform ranks you have. An affected creatures gains a +2 enhancement bonus to physical attacks and defenses against fear. This bonus increases by 1 at 8 Perform ranks and every 6 Perform ranks thereafter. You can sustain the performance as a swift action.

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. This is a mind-affecting ability.

Inspire Greatness [Performance, Skill]

Prerequisite: Perform 12 ranks.

Benefit: As a standard action, you can make a DC 24 Perform check to inspire greatness in allies within Medium *(100 ft.)* range of you, including yourself. You can affect one creature per two Perform ranks you have. The affected creatures gain a +4 enhancement bonus to defenses. This bonus increases to +5 at 20 Perform ranks.

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. This is a mind-affecting ability.

Inspire Heroics [Performance, Skill]

Prerequisite: Perform 20 ranks.

Benefit: As a standard action, you can make a DC 32 Perform check to inspire heroics in allies within Medium *(100 ft.)* range

of you, including yourself. You can affect one creature per two Perform ranks you have. All affected creatures gain temporary hit points equal to your check result and can take an extra attack at a −5 penalty when making a full attack. This extra attack is not cumulative with similar effects. You can sustain the performance as a swift action.

Inspire Spellpower [Performance, Skill]

Prerequisite: Perform 10 ranks.

Benefit: As a standard action, you can make a DC 16 Perform check to inspire spellpower in allies within Medium *(100 ft.)* range of you, including yourself. You can affect one creature per two Perform ranks you have. All affected creatures gain a +3 bonus to their spellpower with spells and spell-like abilities. This bonus increases by 1 at 14 Perform ranks and every 6 Perform ranks thereafter. You can sustain the performance as a swift action.

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.

Intimidating Strike [Combat, Strike]

Prerequisites: Two attacks, Intimidate 10 ranks.

Benefit: In place of two attacks, 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 *(unable to approach its fear)*.

Iron Will [General]

Prerequisite: Willpower 3.

Benefit: You gain a +2 bonus to your Mental defense. This bonus increases to +4 at Willpower 10, and to +6 at Willpower 20. This bonus can increase your hit points (see Hit Points, page 17).

Killing Blow [Combat, Precision, Strike]

Prerequisite: Intelligence 10, three attacks.

Benefit: In place of three attacks, 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, two attacks.

Benefit: In place of two attacks, you can attempt to shove an opponent. If you succeed, it is knocked prone at the end of its movement.

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 [Awareness, Combat]

Prerequisites: Three attacks, any three Awareness feats.

Benefit: You cannot be overwhelmed, and never suffer overwhelm penalties. This ability can prevent rogues from sneak attacking you.

Legendary Balance [Skill]

Prerequisite: Acrobatics 15 ranks.

Benefit: You can balance on surfaces that cannot support your weight. The DC 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 DC 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.

- You can always take 10 on Climb checks, even when rushed, endangered, or distracted.
- You gain a +5 bonus to Climb checks.
- A successful Climb check allows you to move a distance equal to your climb speed.

In addition, you can now climb surfaces that are perfectly smooth. The DC is 30 for perfectly smooth vertical surfaces, and 40 to climb on a perfectly smooth ceiling. You can also wallrun on ceilings.

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 5 feet of you. If your check result is 30 or higher, it may dispel the effect. The DC to dispel the effect is equal to 20 + the spell's spellpower. Failure indicates that the spell is not 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 DC 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: Three attacks, 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. If the result is 30 or higher, it may dispel the effect. The DC to dispel the effect is equal to 20 + the effect's spellpower. Failure indicates that the spell is not 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: Three attacks, any three Finesse feats.

Benefit: When you roll the maximum amount of damage with a weapon, you roll the weapon's damage die (or dice) again and add the result to your damage dealt. There is no limit to the number of times a weapon's die can add to damage in this way.

This feat does not affect weapons that roll a d3 or smaller die for damage. If the weapon's damage die would be treated as having a particular result instead of being rolled, that effect is not applied to any subsequent die rolls after the first. When fighting with two weapons, each weapon's damage die is rolled separately, including all additional rolls from this feat, before determining which weapon deals more damage.

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 attacks, checks, and defenses against creatures you identify with a successful Knowledge check.

Legendary Leaper [Skill]

Prerequisite: Athletics 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: Three attacks, any three Maneuver feats.

Benefit: If you succeed at a combat maneuver attack by 10 or more, 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: Three attacks, any three Mobility feats.
Benefit: You are never considered engaged *(move at half speed)* in combat.

Legendary Mounted Warrior [Combat, Mounted]

Prerequisites: Three attacks, 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 Perception [Skill]

Prerequisite: Perception 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 Performance [Performance, Skill]

Prerequisites: Perform 15 ranks, any three Performance feats.
Benefit: You can sustain two performances as part of the same swift action. You take a −10 penalty to other Perform checks while sustaining two performances at once.

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: Three attacks, 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, Precison]

Prerequisites: Three attacks, 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. When you get a critical hit, if the threat confirmation hits by 5 or more, all damage from the critical hit is maximized.

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: Three attacks, any three Reaction feats.
Benefit: You gain a +10 bonus to initiative checks.

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.

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 attacks, checks, and defenses against spells and magical effects you identify with a successful Spellcraft check.

Legendary Sprinter [Skill]

Prerequisite: Athletics 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: Three attacks, any three Strike feats.
Benefit: You gain a +2 attack bonus with strikes.

Legendary Style [Combat]

Prerequisites: Three attacks, any three Style feats.
Benefit: You may have two 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.

- You can always take 10 on Swim checks, even when rushed, endangered, or distracted.
- You gain a +5 bonus to Swim checks.
- A successful Swim check allows you to move a distance equal to your swim speed.

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. You still suffer the normal penalty with underwater ranged attacks. You can make a Swim check as a swift action to gain this benefit in a round when you do not make a Swim check to move.

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.

Lightning Reflexes [General]

Prerequisite: Dexterity 3.
Benefit: You gain a +2 bonus to your Reflex defense. This bonus increases to +4 at Dexterity 10, and to +6 at Dexterity 20.

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 59.

Manyshot [Combat, Finesse]

Prerequisites: Dex 10, three attacks.
Benefit: When you attack with a light thrown weapon or projectile weapon, you may attack with two projectiles or weapons at once. This allows you to gain the benefits of dual-wielding (see Dual Wielding, page 250). Taking advantage of this style requires having multiple weapons in hand or loading two projectiles at once, which may be difficult if you reload slowly.
Style Requirement: Wield a ranged weapon.

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: Ability to cast a Conjuration (Translocation) spell of at least 5th level.
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 5, base attack bonus +4.
Benefit: You gain a +2 bonus to physical melee damage rolls. This bonus increases to +4 at Strength 10, and to +6 at Strength 20.

Mighty Shot [
Prerequisites:]

Str 5, base attack bonus +4.
Benefit: You gain a +2 bonus to physical ranged damage rolls. This bonus increases to +4 at Strength 10, and to +6 at Strength 20.

Mighty Summons [Magic]

Prerequisite: Ability to cast a Conjuration (Summoning) spell of at least 2nd level.
Benefit: Each creature you conjure with a summoning spell gains a +2 bonus to Strength and Constitution for the duration of the spell that summoned it.

Mobile Hurricane [Combat, Mobility]

Prerequisites: Dex 15, Hurricane Strike, Mobile Whirlwind, Whirlwind Attack, four attacks.
Benefit: You can make a hurricane strike as a standard action.

Mobile Whirlwind [Combat, Mobility]

Prerequisites: Dex 5, Whirlwind Strike, two attacks.
Benefit: You can make a whirlwind strike as a standard action.

Mounted Archery [Combat, Mounted]

Prerequisite: Training in Ride.
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 running.

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 physical melee attacks against prone targets.

Natural Spellgift [Spellgift]

Prerequisites: 2nd level, Wil 1.

Benefit: You have inherent magic in your body, granting you spellgifts. Your spellpower with spellgifts 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 spellgift points equal to the number of spellgift feats you possess.

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.

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 maneuver attacks. This bonus increases by +1 for each physical attack you can make per round beyond the first.

Style Requirement: You must make a melee attack each round.

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 physical attack 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.

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 physical attacks.

Style Requirement: Wield a melee weapon. You must make a melee attack or take the total defense action each round.

Patient Spell [Metamagic]

Prerequisite: Ability to cast 2nd level spells.

Benefit: A patient spell requires a full-round action to cast. In exchange, you gain a +2 bonus to spellpower with the spell. A patient spell uses up a spell slot one level higher than the spell's actual level.

Patient Strike [Reaction, Strike]

Prerequisite: Intelligence 10, three attacks.

Benefit: In place of three attacks, you can make a physical attack. If you hit, you deal damage normally. If the target does not make a physical attack against you during the current phase, this attack deals quadruple damage.

Peaceful Magic [Magic]

Prerequisite: Ability to cast 2nd level spells.

Benefit: If you have not taken damage within the past 5 rounds, you gain a +2 bonus to spellpower.

Penetrating Strike [Combat, Strike]

Prerequisite: Three attacks.

Benefit: In place of three attacks, 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.

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.

Pierce Delusions [
Prerequisite:]

Perception 10.

Benefit: You are immune to hostile delusion effects.

Pierce Wings [Combat, Precision, Strike]

Prerequisite: Perception 5, two attacks.

Benefit: In place of two attacks, 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.

Predictive Strike [Reaction, Strike]

Prerequisite: Intelligence 15, four attacks.

Benefit: In place of four attacks, 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 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 + your Intelligence in place of the poison's normal potency. In addition, you cannot accidentally poison yourself while applying poison to an object.

Precise Shot [Combat, Precision, Style]

Prerequisites: Perception 5, base attack bonus +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, base attack bonus +4.

Benefit: You can use your Perception 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.

A character who has selected this feat may throw light weapons at his full normal rate of attacks (much like a character with a bow).

If you have three or more Reaction feats, 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: Ability to cast 3rd level spells.

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 turn after you cast it, you lose your standard action. 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: Ability to cast 2nd level spells.

Benefit: By expending an Evocation (Control) 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 rounds equal to half the level of the spell slot.

Rapid Performance [Performance, Skill]

Prerequisites: Perform 14 ranks, any three Performance feats.

Benefit: You can use performance feats as a swift action by taking a −5 penalty on the Perform check to activate the feat.

Reach Spell [Metamagic]

Prerequisite: Ability to cast 3rd level spells.

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 ranged touch attack. A reach spell uses up a spell slot two levels higher than the spell's actual level.

Reckless Attack [Combat, Power, Style]

Prerequisite: Base attack bonus +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. This bonus increases by +1 for each physical attack you can make per round beyond the first.

Style Requirement: Wield a melee weapon.

Recover Performance [Performance, Skill]

Prerequisites: Perform 10 ranks, any other Performance feat.

Benefit: If you fail the Perform check to use a Performance feat, you can take a move action to reroll the Perform check. If the initial performance was done with the Rapid Performance feat, you take the same −5 penalty on the reroll.

Residual Awareness [Magic]

Prerequisite: Ability to cast a Divination (Awareness) spell.

Benefit: Whenever you cast a Divination (Awareness) spell, you gain an enhancement bonus to Awareness checks equal to the level of the spell for 5 rounds.

Residual Beguilement [Magic]

Prerequisite: Ability to cast an Enchantment (Beguilement) spell of at least 3rd level.

Benefit: Whenever you cast a Enchantment (Beguilement) spell, you gain an enhancement bonus to Persuasion checks equal to the level of the spell for 5 minutes.

Residual Knowledge [Magic]

Prerequisite: Ability to cast a Divination (Knowledge) spell.

Benefit: Whenever you cast a Divination (Knowledge) spell, you gain an enhancement bonus to Knowledge checks equal to the level of the spell for 5 rounds.

Residual Shield [Magic]

Prerequisite: Ability to cast an Abjuration (Shielding) spell.

Benefit: Whenever you cast an Abjuration (Shielding) spell with a duration of Short *(Focus + 5 rounds)* or longer on another creature,

you gain the benefits on yourself for 1 round.

Resilient Magic [Magic]

Prerequisite: Ability to cast an Abjuration spell of at least 2nd level.

Benefit: Your spells persist for 1 round after being dispelled if they still have time remaining in their duration.

Resist Maneuver [Class, Fighter]

Prerequisite: Fighter.

Benefit: Choose a combat maneuver. You gain a +5 bonus to Maneuver Defense against that maneuver.

Retributive Counterspell [Magic]

Prerequisites: Ability to cast 4th level spells.

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.

Retributive Magic [Magic]

Prerequisite: Ability to cast an Abjuration spell of at least 1st level.

Benefit: If you take lethal damage in excess of your spellpower during a single round, you gain a +2 bonus to spellpower for 1 round. This bonus does not stack with itself.

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 character level or your Intelligence, whichever is lower.

Scale the Beast [Skill]

Prerequisite: Climb 10 ranks.

Benefit: As a standard action, you can make a Climb check against the Maneuver Class 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 DC equal to its Maneuver Class. The creature takes a −4 penalty to 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: Ability to cast 3rd level spells.

Benefit: When casting a shaped spell, you can exclude any num-ber 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 physical attacks), 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 take the shield's armor check penalty on physical attacks and on all checks that involve moving, including Ride checks.

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: Two attacks.

Benefit: In place of two attacks, 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: Ability to cast 2nd level spells.

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.

Benefit: You gain a +3 bonus to all checks involving that skill. In addition, once per day you may reroll a skill check made with

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.

Skill Mastery [Skill]

Choose a skill.

Prerequisite: 10 ranks in the chosen skill.

Benefit: When making a skill check with your chosen skill, stress and distraction do not prevent you from taking 10, allowing you to automatically succeed. You still cannot take 10 when opposed. See Taking 10, page 63.

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

Snatch Arrows [Combat, Finesse, Reaction]

Prerequisites: Dex 5, Deflect Arrows, Improved Unarmed Combat.

Benefit: When using the Deflect Arrows feat, you may catch the weapon instead of just deflecting it. As an immediate action, you can throw a caught weapon back at the original attacker. If you have an appropriate projectile weapon available, you can also fire caught ammunition.

You must have at least one hand free (holding nothing) to use this feat.

Spell Focus [Magic]

Choose a school of magic or a spell descriptor.

Prerequisite: 2nd level spells.

Benefit: You get a +2 bonus to your spellpower when casting spells and using spell-like abilities from the school of magic or with the spell descriptor you select.

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

Spell Specialization [Magic]

Choose a school of magic or a spell descriptor to which you already have applied the Spell Focus feat.

Prerequisites: 4th level spells, Spell Focus.

Benefit: You gain a +2 bonus to your spellpower when casting spells and using spell-like abilities from the school of magic or with the spell descriptor you select. In exchange, you take a −2 penalty to spellpower with all other spells and spell-like abilities.

Spellwarped Ritualist [Magic]

Benefit: You can learn and perform rituals as if you were an arcane caster with a spellpower equal to your spellwarped level or your spellwarped key attribute, whichever is higher. 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 combustable item as a ritual component. It can replace an amount of ritual components equal to the value of the item.

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: Ability to cast spells, Perform 10 ranks, any other Performance feat.

Benefit: You can cast enchantment and illusion spells while sustaining a performance. The Spellcraft DC to identify those spells as they are cast increases by 10, as the performance disguises the magic.

Spring Attack [Combat]

Prerequisites: Dex 5, Mobility, base attack bonus +8.

Benefit: As a standard action, you can move up to your speed and make a full attack. You must move at least 5 feet after each attack you make before you can make another attack. You can only use this style while unencumbered *(not carrying a heavy load or wearing medium or heavy armor)*.

Still Spell [Metamagic]

Prerequisite: Ability to cast 2nd level spells.

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 10.

Benefit: You are immune to hostile compulsion effects.

Suggestive Performance [Performance, Skill]

Prerequisites: Perform 10 ranks, Fascinating Performance.

Benefit: As a swift action, you can make a DC 20 Perform check to suggest an action to a single creature you are currently fascinating with the Fascinating Performance feat. This functions as the *suggestion* spell, with an attack bonus equal to your Perform modifier. You can affect an additional creature at 12 Perform ranks and every 2 Perform ranks thereafter.

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.

Sustained Spell [Metamagic]

Prerequisite: Ability to cast 2nd level spells.

Benefit: You can maintain focus on a sustained spell as a swift action instead of as a standard action. The spell must target you or only affect you. 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]

Benefit: You increase your land speed by 5 feet.

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 base attack bonus + your Intelligence + 2 per round you have seen the creature fight. The DC is equal to 10 + the creature's CR. 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, base attack bonus +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 base attack bonus or your Intelligence + 2 per round you have seen the creature fight. The DC is equal to 15 + the creature's CR. If you succeed, you learn 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.

Threatening Fire [Combat, Reaction, Style]

Prerequisites: Dexterity 5, Overwhelming Fire, base attack bonus +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 take the block action. (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 used 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 Search, page 65). If you detect a trap partway through your movement, you may immediately stop moving.

Toughness [General]

Prerequisite: Constitution 3.

Benefit: You gain a +2 bonus to your Fortitude defense. This bonus increases to +4 at Constitution 10, and to +6 at Constitution 20. This bonus can increase your hit points (see Hit Points, page 17).

Track [Skill]

Benefit: You can use the Survival skill to find or follow tracks. Following tracks requires a successful Survival check. The DC of the check depends on how easy the tracks are to notice, as shown on Table 5.7: Track DCs and Table 5.8: 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 DC depends on the surface and the prevailing conditions, as given on the table below:

Table 5.7: Track DCs

Surface	Description	Survival DC
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 strembed	20

Table 5.8: Track Modifiers

Condition	DC 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.

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 DC 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 DCs 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 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: You gain a +2 attack bonus when attacking with two weapons at once.

Two-Weapon Rend [Combat, Power]

Prerequisites: Str 5, Mighty Blows, Two-Weapon Fighting, base attack bonus +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.

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 67, 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: Base attack bonus +8.

Benefit: You can use your battlefield experience in place of learned knowledge to identify monsters. When attempting to identify a monster, you may roll your base attack bonus + your Intelligence. A successful check gives you the same information as a Knowledge check would.

Wall Slam [Combat, Maneuver, Power, Strike]

Prerequisites: Strength 5, two attacks.

Benefit: As a standard action, you can attempt to shove an opponent into a solid obstacle. If you succeed, the creature takes 1d10 bludgeoning damage per two Strength.

Wardwalker [Magic]

Prerequisite: Ability to cast an Abjuration (Warding) spell of at least 3rd level.

Benefit: When you trigger an Abjuration (Warding) spell, it does

not take effect until one round after you triggered it, giving you time to escape.

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 physical attacks against creatures not wearing medium or heavy armor.
- Blades, heavy: You gain a +2 bonus to physical attacks 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 attack. 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 physical attacks against creatures using a shield.
- Headed weapons: You gain a +2 bonus to physical attacks against creatures wearing medium or heavy armor.
- Monk weapons: You gain a +2 bonus to maneuver attacks.
- 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 attack bonus 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 114).

Special: You cannot choose simple weapons when you take this feat.

Weapon Finesse [Combat, Finesse]

Prerequisites: Dexterity 5, base attack bonus +4.

Benefit: You gain a +1 bonus to physical damage with light weapons. This bonus increases to +2 at Dexterity 10, and to +3 at Dexterity 20.

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 physical attacks 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.

Widen Spell [Metamagic]

Prerequisite: Ability to cast 4th level spells.

Benefit: You can alter a burst, emanation, line, or spread shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened spell uses up a spell slot three levels higher than the spell's actual level.

Spells that do not have an area of one of these four sorts are not affected by this feat.

Whirlwind Strike [Combat, Strike]

Prerequisites: Dex 5, two attacks.

Benefit: As a full-round action, you can make a single melee attack against each opponent you threaten.

5.5   Other Feat Rules

Bonus Feats

Some class features and 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 features which give you a specific feat, since there were no other feats you could have taken. However, a 6th level fighter can retrain his 2nd level fighter bonus feat for any other combat feat that he qualified for at 2nd 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.

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

With age, a character's physical attribute scores decrease and 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, Wis, and Cha.
2 At old age, −2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3 At venerable age, −3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Height and Weight

The dice roll given in the Height Modifier column determines the character's extra height beyond the base height. That same number multiplied by the dice roll or quantity given in the Weight Modifier column determines the character's extra weight beyond the base weight.

Table 6.3: 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.

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 attack when using 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 add either his Dexterity or his Strength to attack rolls with light weapons, whichever he prefers. In addition, light weapons are easier to use in the off-hand or while grappling.

Medium: A medium weapon can be used in one hand. It is difficult, but possible, to wield a medium weapon in your off-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 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 16). 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 attack roll. 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, preventing you from gaining the +4 proficiency bonus. 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 offhand for anything else. This can cause you to be defenseless *(−5 defense vs. melee)*.

Ranged Weapons in Melee

You take a −4 penalty to attack 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 proficiency bonus.

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.

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

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	Heavy crossbow, light crossbow	Hand 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

Table 7.2: Weapon Damage and Size

Medium	Tiny	Small	Large	Huge	Gargantuan	Colossal
1d2	—	1	1d3	1d4	1d8	2d6
1d3	1	1d2	1d4	1d6	1d10	2d8
1d4	1d2	1d3	1d6	1d8	2d6	2d10
1d6	1d3	1d4	1d8	1d10	2d8	4d6
1d8	1d4	1d6	1d10	2d6	2d10	4d8
1d10	1d6	1d8	2d6	2d8	4d6	4d10

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 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 other than an unarmed strike. Natural weapons are described on Table 7.4: Natural Weapons (page 119).

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 Wielding, page 250). 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 39).

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 features. 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 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 disarm attacks using this weapon.

Double: This weapon has more than one striking surface. You can fight with both ends simultaneously, just like dual wielding (see Dual Wielding, page 250). 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.

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 the shove attack.

Grappling: You gain a +2 bonus to 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: You gain a +4 bonus to confirm critical threats with this weapon.

Nonlethal: This weapon deals nonlethal damage rather than lethal damage. See Nonlethal Damage, page 18.

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 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 physical attacks 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 76).

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 114.

Tripping: You can use this weapon to make trip attacks. You gain a +2 bonus 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 18).

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.

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 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.

Table 7.3: Weapons

Weapons	Encumbrance	Dmg	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, 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
Flexible weapons						
Flail	Medium	1d8	Bludgeoning	8 gp	5 lb.	Disarming, Tripping
Flail, heavy	Heavy	1d10+1	Bludgeoning	15 gp	10 lb.	Disarming, Tripping

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 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. An entangled creature moves at half speed, cannot run or charge, and takes a −2 penalty to physical attacks and defenses, as well as Strength and Dexterity-based checks. 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. If the entangled creature attempts to cast a spell, it must make a DC 15 + double spell level Concentration check or be unable to cast the spell.

An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 20 Strength check (also a full-round action).

A net is useful only against creatures within one size category of 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 on attack rolls 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 difficult to use in the off-hand. It is treated as a medium weapon if it is used as a secondary weapon when fighting

Weapons	Encumbrance	Dmg	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

with two weapons at once.

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 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 attack and damage rolls when using 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 19.

Urgrosh, Dwarven: This weapon has an axe head which deals 1d8 points of damage, and a spear which deals 1d6 points of damage.

Exotic Weapons	Encumbrance	Dmg	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, hand[3]	Light (Ranged)	1d4	Piercing	100 gp	2 lb.	Projectile (30 ft.)
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, hand (10)	—	—	—	1 gp	1 lb.	Ammunition
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	Dmg	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.

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: Medium and heavy body armor limits mobility and agility, halving the character's Dexterity. This halving is applied in addition to the armor's armor check 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 bonus.

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.

Armor Check Penalty: Any armor heavier than leather hurts a character's ability to use some skills. An armor check penalty number is the penalty that applies to Balance, Climb, Escape Artist, Jump, Sleight of Hand, Sprint, Stealth, and Tumble checks by a character wearing a certain kind of armor. Double the normal armor check penalty is applied to Swim checks. A character's encumbrance (the amount of gear carried, including armor) may also apply an armor check penalty.

Shields: If a character is wearing armor and using a shield, both armor check penalties apply.

Nonproficient with Armor Worn: A character who wears armor and/or uses a shield with which he or she is not proficient takes the armor's (and/or shield's) armor check penalty on attack rolls and on all Strength-based and Dexterity-based ability and skill checks. The penalty for nonproficiency with armor stacks with the penalty for nonproficiency with shields.

Sleeping in Armor: A character who sleeps overnight in medium or heavy body armor is automatically fatigued the next day. He or she takes a −2 penalty on Strength and Dexterity and can't charge or run. 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.) Readying (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 armor check penalty and armor 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.

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.

Armor Descriptions

Any special benefits or accessories to the types of armor found on Table 7.6: Armor and Shields are described below.

Table 7.6: Armor and Shields

Armor	Armor/Shield Bonus	Dex Modifier	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.)	Speed (20 ft.)	Cost	Weight[1]
Light armor								
Padded	+1	1x	0	5%	30 ft.	20 ft.	5 gp	10 lb.
Leather	+2	1x	−1	10%	30 ft.	20 ft.	10 gp	15 lb.
Studded leather	+3	1x	−2	15%	30 ft.	20 ft.	25 gp	20 lb.
Medium armor								
Chain shirt	+4	1/2x	−2	20%	30 ft.	20 ft.	40 gp	25 lb.
Hide	+4	1/2x	−4	20%	30 ft.	20 ft.	15 gp	25 lb.
Scale mail	+5	1/2x	−4	25%	30 ft.	20 ft.	30 gp	30 lb.
Chainmail	+5	1/2x	−3	30%	30 ft.	20 ft.	50 gp	40 lb.
Breastplate	+6	1/2x	−4	25%	30 ft.	20 ft.	150 gp	30 lb.
Heavy armor								
Splint mail	+6	1/2x	−7	40%	20 ft.	15 ft.	75 gp	45 lb.
Half-plate	+7	1/2x	−6	40%	20 ft.	15 ft.	250 gp	50 lb.
Full plate	+8	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	+3	—	−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 require a Strength of 3 to be used, and can grant you cover. See the description.

4 Armor spikes reduce the defense bonus granted by the armor they are put on by 1.

Armor Spikes: You can have spikes added to your armor, which allow you to deal extra piercing damage (see Table: Weapons) 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 Defending yourself with a buckler requires the free use of the hand, so you . Using a buckler does not occupy your hand, allowing you to hold items with You can use , leaving you free to use another weapon or cast spells with that hand. However, you must choose to either defend yourself with the arm or

You can use a bow or crossbow without penalty while carrying it. You can also use your shield arm to wield a weapon (whether you are using an off-hand weapon or using your off hand to help wield a heavy weapon), but you take a −1 penalty on attack rolls while doing so. If you use a weapon in the hand with the buckler, you don't get the buckler's defense bonus for the rest of the round.

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 DC 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. You must have a Strength of 3 to use a tower shield. If you attempt to use a tower shield with a lower Strength, you are automatically treated as being both defenseless (*−5 defense vs. melee*) and nonproficient with the shield.

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 on attack rolls 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.

Table 7.7: Armor for Unusual Creatures

	Humanoid		Nonhumanoid	
Size	**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.

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 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

Liquid: Liquid poisons are the most common type of poison. Liquid poisons can be used to coat weapons, slipped into food, or simply thrown at foes.

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.

Table 7.8: Typical Poisons

Poison	Transmission	Form	Potency	Primary Effect	Terminal Effect	Price
Nitharit	Contact	Powder	3	Sickened	Nauseated for 1 round	
Sassone leaf	Contact	Powder	6	1d6 damage per round	1d6 damage per two potency	
Dragon bile	Contact	Liquid	10	Sickened, 1d8 damage per round	1d8 damage per two potency, nauseated for 1 round	
Black lotus extract	Contact	Liquid	15	1d10 damage per round	1d10 damage per two potency	
Arsenic	Ingestion	Powder	5	1d6 damage per round	1d6 damage per two potency	
Insanity mist	Ingestion	Gas	10	Disoriented	Confused for 1 round	

Poison Effects

Poisons can have a wide variety of effects, as determined by the type of poison used. However, most poison share certain common properties.

Poison Attacks: All poisons have a potency. Unless otherwise noted, a poison's attack bonus 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 suffect 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.

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 class features and abilities which require free motion.

Encumbrance by Armor

A character's armor affects his or her Dexterity, armor check 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.

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.

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 armor check penalty, and moves at two-thirds speed (as if it were in heavy armor). This armor check penalty does not stack with the armor check penalty from any armor the creature is wearing.

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 is vulnerable (−2 to attacks, penalties, and 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.

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	—	—	—	—

There are three movement scales in the game, as follows.

- Tactical, for combat, measured in feet (or squares) per round.

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

- 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

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.

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 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 (DC 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, moves at half speed, 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 Class: Objects are easier to hit than creatures because they usually don't move, but many are tough enough to shrug off some damage from each blow. An object's Armor defense is equal to 10 + its size modifier + its Dexterity. An inanimate object has a Dexterity of 0 (−10 penalty to AD). Furthermore, if you take a move action to focus on the object, you automatically hit with melee weapons and get a +4 bonus with ranged weapons on any attacks you make during your turn against the object.

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 Class (do not treat them as inanimate objects).

Breaking Items

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check (rather than an attack roll and damage roll, as with the disarm special attack) to see whether he or she succeeds. The DC depends more on the construction of the item than on the material.

If an item has lost half or more of its hit points, the DC to break it drops by 2.

Larger and smaller creatures get size bonuses and size penalties on Strength checks to break open doors as follows: Fine −16, Diminutive −12, Tiny −8, Small −4, Large +4, Huge +8, Gargantuan +12, Colossal +16.

A crowbar or portable ram improves a character's chance of breaking open a door.

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-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 (base attack bonus +0) against the creature. For this attack, the creature's shield, armor, and deflection bonuses do not count. If the creature is wearing shoes or other footwear, it gets a +2 armor defense bonus. 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 DC 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 DC 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 an improvised weapon equivalent to a club.

Flint and Steel: Lighting a torch with flint and steel is a full-

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.

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 (DC 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 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 DC to open a lock with the Open Lock skill depends on the lock's quality: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40).

Manacles and Manacles, Masterwork: Manacles can bind a Medium creature. A manacled creature can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles). Breaking the manacles requires a Strength check (DC 26, or DC 28 for masterwork manacles). Manacles have hardness 10 and 10 hit

Clothing		
Item	Cost	Weight
Artisan's outfit	1 gp	4 lb.
Cleric's vestments	5 gp	6 lb.
Cold weather outfit	8 gp	7 lb.
Courtier's outfit	30 gp	6 lb.
Entertainer's outfit	3 gp	4 lb.
Explorer's outfit	10 gp	8 lb.
Monk's outfit	5 gp	2 lb.
Noble's outfit	75 gp	10 lb.
Peasant's outfit	1 sp	2 lb.
Royal outfit	200 gp	15 lb.
Scholar's outfit	5 gp	6 lb.
Traveler's outfit	1 gp	5 lb.

Food, Drink, and Lodging		
Item	Cost	Weight
Ale		
Gallon	2 sp	8 lb.
Mug	4 cp	1 lb.
Banquet (per person)	10 gp	—
Bread, per loaf	2 cp	1/2 lb.
Cheese, hunk of	1 sp	1/2 lb.
Inn stay (per day)		
Good	2 gp	—
Common	5 sp	—
Poor	2 sp	—
Meals (per day)		
Good	5 sp	—
Common	3 sp	—
Poor	1 sp	—
Meat, chunk of	3 sp	1/2 lb.
Wine		
Common (pitcher)	2 sp	6 lb.
Fine (bottle)	10 gp	1-1/2 lb.

Mounts and Related Gear		
Item	Cost	Weight
Barding		
Medium creature	x2[2]	x1[2]
Large creature	x4[2]	x2[2]
Bit and bridle	2 gp	1 lb.
Dog, guard	25 gp	—
Dog, riding	150 gp	—
Donkey or mule	8 gp	—
Feed (per day)	5 cp	10 lb.
Horse		
Horse, heavy	200 gp	—
Horse, light	75 gp	—
Pony	30 gp	—
Warhorse, heavy	400 gp	—
Warhorse, light	150 gp	—
Warpony	100 gp	—
Saddle		
Military	20 gp	30 lb.
Pack	5 gp	15 lb.
Riding	10 gp	25 lb.
Saddle, Exotic		
Military	60 gp	40 lb.
Pack	15 gp	20 lb.
Riding	30 gp	30 lb.
Saddlebags	4 gp	8 lb.
Stabling (per day)	5 sp	—

Transport		
Item	Cost	Weight
Carriage	100 gp	600 lb.
Cart	15 gp	200 lb.
Galley	30,000 gp	—
Keelboat	3,000 gp	—
Longship	10,000 gp	—
Rowboat	50 gp	100 lb.
Oar	2 gp	10 lb.
Sailing ship	10,000 gp	—
Sled	20 gp	300 lb.
Wagon	35 gp	400 lb.
Warship	25,000 gp	—

Spellcasting and Services	
Service	Cost
Coach cab	3 cp per mile
Hireling, trained	3 sp per day
Hireling, untrained	1 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile
Spell, 1st-level	Spellpower x 10 gp[1]
Spell, 2nd-level	Spellpower x 20 gp[1]
Spell, 3rd-level	Spellpower x 30 gp[1]
Spell, 4th-level	Spellpower x 40 gp[1]
Spell, 5th-level	Spellpower x 50 gp[1]
Spell, 6th-level	Spellpower x 60 gp[1]
Spell, 7th-level	Spellpower x 70 gp[1]
Spell, 8th-level	Spellpower x 80 gp[1]
Spell, 9th-level	Spellpower x 90 gp[1]

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

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 DC 23 Strength check.

Rope, Silk: This rope has 4 hit points and can be burst with a DC 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 ignites the creature for 1 round. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. An ignited creature is vulnerable, causing it to take a −2 penalty to attacks, defenses, and checks. In addition, at the end of its turn, it takes d6 damage from the fire. If the creature takes a move action, it can attempt a DC 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.

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, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature moves at half speed, cannot run or charge, and takes a −2 penalty to physical attacks and defenses, as well as Strength and Dexterity-based checks. An entangled creature who attempts to cast a spell must make a Concentration check (DC 10 + double the

spell's level) or lose the spell. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound by the goo must make a DC 15 Concentration check to cast a spell. 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 alchemical 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 special attack bonus 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 67).

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 DC 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. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it (−2 penalty on Charisma-based skill checks to influence such individuals). 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 122). 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.
- *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 spells slots to spend, your attempt to cast the spell fails.
- *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 136, 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 + (higher of level, Concentration, or Willpower) −overwhelm penalties. If the result equals or exceeds a DC equal to 10 + half

damage taken + (twice the level of the spell you are casting), you cast the spell successfully. Failure means you miscast the spell (see Miscasting, page 136).

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 136). Failure means you miscast the spell (see Miscasting, page 136), 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 your magical attack bonus and the 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 a bonus equal to your spellpower. See Spell Resistance, page 141, for details.

Magical Attacks

To affect an unwilling creature with a spell, you must make a magical attack. Your magic attack bonus 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 77).

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. 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, class features, and other effects 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 247, 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 Charisma 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 abjurations 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 141.

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, cowering, grappling, paralyzed, pinned, or stunned) 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 spells 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 a bonus 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 I* or *silent 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.
Creation	The spell creates a physical object.
Curse	The spell cannot be dispelled. It can be removed with *break enchantment* or *remove curse*.
Death	The spell only affects living creatures. A creature killed by a death effect cannot be returned to life by *lesser resurrection*.
Delusion	The spell alters a creature's opinions or personality, but does not necessarily affect its actions.
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 as a torch.
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.
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	—
Retributive	A creature may only benefit from one retributive effect at once.
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 DC 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 DC to identify a subtle spell with the Spellcraft skill is 5 higher than normal (see Spellcraft, page 77)
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 DC 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 DC 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	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

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 (DC 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. When a spell's name begins with "lesser," "greater," or "mass," the spell description is alphabetized under the second word of the spell name instead.

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.
Resist Energy: Grant damage reduction against energy type.
Sanctuary: Grant ally immunity to attack until it attacks.
Ablative Spellshield: Immediately reduce damage from spells.
Conj **Fog Cloud**: Create zone of fog that obscures vision.
Grease: Create grease to make area or object slippery.
Summon Monster I: Call extraplanar creature to fight for you.
Retrieve Object: Teleport unattended object to your hand.
Div **Message**: Gain ability to whisper conversation at range.
See Invisibility: Grant ability to see invisible creatures and objects.
True Strike: Quickly grant brief legend point.
Precognition, Lesser: Gain one legend point.
Ench **Command**: Speak command that creature must obey.
Sanctuary: Grant ally immunity to attack until it attacks.
Sleep: Tire a creature, possibly putting it to sleep.
Forget: Delude creature into forgetting something.
Evoc **Burning Hands**: Create damaging cone of fire.
Feather Fall: Arrest fall of object or ally.
Magic Missile: Fire unerring missiles to deal damage.
Shocking Grasp: Touch foe with electricity to deal damage and stagger.
Mage Hand: Telekinetically move objects.
Illus **Color Spray**: Create cone of random colors to impair vision.
Dancing Lights: Create floating lights you control.
Ventriloquism: Gain ability to speak from anywhere.
Create Sound: Create sounds from nowhere.
Trans **See Invisibility**: Grant ability to see invisible creatures and objects.
Reduce Person: Halve size of humanoid.
Vivi **Inflict Light Wounds**: Inflict foe with minor injuries.
Waves of Fatigue, Lesser: Fatigue creatures in cone.
Unliving Heart: Gain temporary hit points, become undead.

2nd-level Arcane Spells

Abjur **Inertial Shield**: Grant damage reduction.
Protection from Alignment: Grant ally damage reduction against aligned foes.
Share Pain: Split damage between two allies.
Ablate Impact: Immediately reduce damage from physical attacks.

Conj **Acid Arrow**: Fling acid to deal lingering damage
Glitterdust: Create dust to negate concealment and stealth.
Planar Disruption: Damage foe, possibly return it to its native plane.
Summon Monster II: Call extraplanar creature to fight for you.
Dimension Slide: Teleport creature short distance.
Div **Manipulate Probability, Lesser**: Know your next die results.
Read Mind: Learn a creature's surface thoughts.
Ench **Fear**: Terrify foe.
Hypnotic Pattern: Create lights to fascinate creatures.
Power Word Daze: Speak word to daze foe.
Charm Person: Delude person into believing you are its ally.
Evoc **Knock**: Open locked or barred object.
Scorching Ray: Fire ray of fire to deal damage and ignite.
Sound Burst: Create blast of sound to deal damage.
Wall of Fire: Create flaming wall that deals damage.
Illus **Blur**: Grant Stealth bonus by blurring outline.
Mirror Image: Create decoy duplicates of you.
Silent Image: Creates figment to fool eyes.
Trans **Darkvision**: Grant ability to see in total darkness.
Haste, Lesser: Grant ally double movement speed.
Slow: Force foe to skip movement phase.
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 **Ghoul Touch**: Sicken or nauseate creauture.
Inflict Moderate Wounds: Inflict foe with moderate injuries.
Share Pain: Split damage between two allies.
Curse of Blood and Bone: Inflict curse to deal damage and reduce total hit points.

3rd-level Arcane Spells

Abjur **Delay Damage**: Delay half the damage you take until later.
Dimensional Anchor: Block extradimensional movement.
Dispel Magic: Negate magical effects on target.
Fire Shield: Gain cold resistance and retributive damage against attacks.
Spell Resistance: Grant spell resistance.
Deflection: Gain regenerating legend point for physical defenses.
Conj **Summon Monster III**: Call extraplanar creature to fight for you.
Div **Discern Vulnerability**: Quickly find weaknesses in foe's defenses.
Foresight: "Sixth sense" warns of impending danger.
Ench **Calm Emotions**: Calm multiple creatures to avoid violence.
Confusion: Compel foe to act randomly.
Hold Person: Immobilize a person.
Aversion: Compel creature to avoid something.
Evoc **Fireball**: Create burst of fire to deal damage.
Fire Shield: Gain cold resistance and retributive damage against attacks.
Lifeseeking Missile: Fire homing missiles to deal damage.
Lightning Bolt: Create line of lightning to deal damage.
Shout: Shout loudly to deal damage and deafen in cone.
Levitate: Telekinetically move ally vertically.
Illus **Displacement**: Grant ally 50% miss chance against attacks.
Invisibility: Turn ally invisible until it attacks.
Minor Image: Create figment to fool eyes and ears.
Trans **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.
Vivi **Drain Life**: Steal vital energy to deal damage and heal.
Eyebite: Inflict foe's eyes to deal damage and impair sight.
Inflict Serious Wounds: Inflict foe with serious injuries.
Lifeseeking Missile: Fire homing missiles to deal damage.

Univ   **Prismatic Beam**: Fire multicolored ray with random effects.

4th-level Arcane Spells

Conj   **Ice Storm**: Create storm to deal damage.

      Retrieve Object, Greater: Teleport object to your hand.

      Dimension Door: Teleport anywhere within 1,000 feet.

      Moment of Prescience: Immediately gain a legend point.

Ench   **Heroism**: Grant temporary hit points, immunity to fear, legend point.

      Phantasmal Killer: Frighten foe, possibly to death.

      Sleep, Mass: Tire multiple creatures, possibly putting them to sleep.

      Charm Monster: Delude creature into believing you are its ally.

Evoc   **Ice Storm**: Create storm to deal damage.

      Missile Storm: Create swarm of homing missiles to damage multiple foes.

      Phantasmal Killer: Frighten foe, possibly to death.

      Major Image: Create figment to fool all senses.

Trans   **Fly**: Grant ally ability to fly.

      Stoneskin: Grant damage reduction.

      Totemic Mind, Mass: Grant multiple allies +2 to mental attribute.

      Totemic Power, Mass: Grant multiple allies +2 to physical attribute.

      Reduce Person, Mass: Halve size of multiple humanoids.

Vivi   **Enervation**: Inflict two negative levels.

      Inflict Critical Wounds: Inflict foe with critical injuries.

      Waves of Fatigue: Fatigue creatures in large cone.

      Curse of Enfeeblement: Inflict curse to penalize Strength or Dexterity.

5th-level Arcane Spells

Abjur   **Fog Shield**: Emanate fog that follows you, obscuring vision.

      Retributive Shield: Grant damage reduction that damages attackers.

      Repulsion: Prevent creatures from approaching you.

      Spelltheft: Steal magical effects within area.

Conj   **Acid Arrow, Greater**: Fling acid to deal lingering damage and stagger.

      Planar Disruption, Mass: Damage multiple foes, possibly return them to their native planes.

      Summon Monster V: Call extraplanar creature to fight for you.

      Blink: Gain 50% miss chance by disappearing and reappearing.

Div   **Precognition**: Gain two legend points.

      Telepathy: Grant ability to communicate mentally.

      Manipulate Probability: Control creature's next die results.

Ench   **Agony**: Inflict pain to increase damage taken.

      Hold Monster: Immobilize a creature.

      Power Word Impair: Speak word to impair foe.

Evoc   **Forcecage**: Imprison foe in prison of force.

      Polar Ray: Fire frigid ray to deal damage and slow.

      Wall of Fire, Greater: Create huge flaming wall that deals damage.

Illus   **Mirror Image, Greater**: Create regenerating decoy duplicates of you.

Trans   **Haste**: Grant ally double movement speed and extra attack.

      Telepathy: Grant ability to communicate mentally.

      Totemic Mind, Greater: Grant +4 to mental attribute

      Totemic Power, Greater: Grant +4 to physical attribute.

      Transmute Flesh and Stone: Transform foe to stone, or restore petrified ally.

Vivi   **Inflict Light Wounds, Mass**: Inflict multiple foes with minor injuries.

      Unliving Eyes: Grant ability to perfectly see living creatures.

Univ   **Prismatic Wall**: Create multicolored wall with random effects.

6th-level Arcane Spells

Abjur   **Dispel Magic, Greater**: Negate magical effects within area.

      Shadow Umbra: Grant 50% chance to absorb attacks.

      Prohibition: Punish nearby creatures that take specific action.

Conj   **Acid Fog**: Create zone of acidic fog to deal damage.

      Project Image: Create illusory double that can talk and cast spells.

      Solid Fog: Create fog that blocks vision and slows movement.

      Summon Monster VI: Call extraplanar creature to fight for you.

      Ethereal Jaunt: Travel to Ethereal Plane.

Div   **Prohibition**: Punish nearby creatures that take specific action.

      Read Mind, Greater: Unavoidably learn a creature's surface thoughts.

      See Invisibility, Mass: Grant multiple allies ability to see invisible creatures and objects.

Ench   **Confusion, Mass**: Compel multiple foes to act randomly.

      Fear, Mass: Terrify multiple foes.

      Hypnotic Pattern: Create many lights to fascinate creatures.

      Power Word Stun: Speak word to stun or daze foe.

      Suggestion: Convince creature to obey suggestion.

Evoc   **Black Tentacles**: Grapple foes with tentacles from the ground.

      Chain Lightning: Create lightning that jumps between foes to deal damage.

      Shout, Greater: Shout loudly to deal damage and deafen in large cone.

      Wall of Force: Create force wall that is immune to damage.

Illus   **Invisibility, Greater**: Turn ally invisible.

      Mislead: Become invisible and create illusory double.

      Project Image: Create illusory double that can talk and cast spells.

      Shadow Umbra: Grant 50% chance to absorb attacks.

      Persistent Image: Create scripted figment to fool all senses.

Trans   **Disintegrate**: Deal damage, possibly transforming target into dust.

      See Invisibility, Mass: Grant multiple allies ability to see invisible creatures and objects.

      Slow, Mass: Force multiple foes to skip movement phase.

      Enlarge Person, Mass: Double size of multiple humanoids.

Vivi   **Harm**: Inflict damage and Constitution damage.

      Inflict Moderate Wounds, Mass: Inflict multiple foes with moderate injuries.

      Strip the Flesh: Rend foe's skin from its body.

      Death Knell: Inflict damage, accelerate death, and gain life if foe dies.

Univ   **Prismatic Spray**: Fire multicolored cone with random effects.

7th-level Arcane Spells

Abjur   **Spell Turning**: Gain ability to reflect hostile spells.

      Antimagic Field: Negate all magic in emanation.

Conj   **Fog Sea**: Create massive zone of fog that obscures vision.

      Summon Monster VII: Call extraplanar creature to fight for you.

Div   **True Seeing**: Grant ability to see through all illusions and transformations.

Ench   **Confusion, Mass**: Compel multiple foes to act randomly.

      Deep Slumber: Compel foe to close eyes and possibly sleep forever.

      Feeblemind: Reduce foe's Intelligence to −9.

      Hold Person, Mass: Immobilize multiple people.

      Dominate Person: Compel person to obey you completely.

Illus   **Invisibility, Mass**: Turn multiple allies invisible.

Trans   **Temporal Stasis**: Stop time for creature, possibly permanently.

      True Seeing: Grant ability to see through all illusions and transformations.

      Enlarge Monster, Mass: Double size of multiple creatures.

Vivi   **Finger of Death**: Deal damage, possibly instantly kill foe.

Inflict Serious Wounds: Inflict foe with serious injuries.

Waves of Fatigue, Greater: Fatigue or exhaust creatures in large cone.

8th-level Arcane Spells

Abjur *Spelltheft, Greater*: Steal magical effects on target.

Conj **Imprisonment**: Entomb foe beneath the earth permanently.

Maze: Trap foe in extradimensional maze.

Web: Create spiderwebs that immobilize.

Dimension Door, Mass: Teleport anywhere within 1,000 feet with multiple allies.

Div **Read Mind, Mass**: Learn surface thoughts from multiple creatures.

Moment of Prescience, Greater: Immediately gain two legend points.

Ench **Discordant Song**: Create music to compel creatures to act randomly.

Heroism, Greater: Gives combat bonuses, temporary hit points.

Phantasmal Killer, Mass: Frighten multiple foes, possibly to death.

Power Word Confuse: Speak word to confuse or disorient foe.

Feeblemind: Reduce foe's Intelligence to −9.

Evoc **Missile Storm, Greater**: Create massive swarm of homing missiles to damage nearby foes.

Illus **Phantasmal Killer, Mass**: Frighten multiple foes, possibly to death.

Trans **Haste, Mass**: Grant multiple allies double movement speed, extra attack.

Imprisonment: Entomb foe beneath the earth permanently.

Iron Body: Transform your body into living iron.

Temporal Stasis: Stop time for creature, possibly permanently.

Reverse Gravity: Reverse gravity in a zone.

Vivi **Enervation, Greater**: Inflict up to eight negative levels.

Inflict Critical Wounds, Mass: Inflict multiple foes with critical injuries.

Curse of the Wayward Mind: Inflict curse to confuse or disorient foe.

9th-level Arcane Spells

Abjur **Disjoin Magic**: Unconditionally negate magical effects on multiple targets.

Energy Conversion: Absorb energy, fire energy bolts to deal damage.

Shadow Puppet: Step into Plane of Shadow and create shadow duplicate in your stead.

Summon Monster IX: Call extraplanar creature to fight for you.

Etherealness: Travel to Ethereal Plane with multiple allies.

Div **Foresight, Greater**: Gain immunity to being caught by surprise and massive initiative bonus.

Revelation: Grant target vision of one of three futures.

Precognition, Greater: Gain three legend points.

Ench **Deep Slumber**: Compel foe to close eyes and possibly sleep forever.

Hold Monster, Mass: Immobilize multiple creatures.

Irresistible Dance: Force foe to dance.

Dominate Monster: Compel creature to obey you completely.

Evoc **Energy Conversion**: Absorb energy, fire energy bolts to deal damage.

Meteor Swarm: Create huge hail of meteors to deal damage and knock foes prone.

Illus **Shadow Puppet**: Step into Plane of Shadow and create shadow duplicate in your stead.

False Reality: Create scripted image in massive area.

Trans **Assimilate**: Absorb creature into your body.

Transmute Any Object: Transform objects or creatures into new forms.

Time Stop: Gain immense speed to take extra actions.

Vivi **Assimilate**: Absorb creature into your body.

Cripple: Cripple limbs to deal damage and stagger or paralyze.

Horrid Wilting: Create dessicating burst to deal damage.

Power Word Blind: Speak word to blind or visually impair foe.

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 ally 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.

Ench **Confusion, Lesser**: Compel foe to briefly act randomly.

Fear, Lesser: Frighten foe briefly.

Evoc **Combat Telekinesis**: Wield weapon telekinetically.

Magic Ray: Fire force ray to deal damage.

Illus **Displacement, Lesser**: Grant ally 20% miss chance against physical attacks

Flare: Create flash of light to impair foe's vision.

Trans **Augment Attack**: Grant ally damage bonus on next attack

Slow, Lesser: Force foe to skip one movement phase.

Vivi **Draining Touch**: Steal vital energy to deal damage and heal.

Exhaustion: Fatigue or exhaust foe.

Arcane Rituals

1st-level Arcane Rituals

Abjur **Alarm**: Wards large emanation for 24 hours.

Endure Elements: Exist comfortably in hot or cold environments.

Conj **Mount**: Summons riding horse for 24 hours.

Unseen Servant: Invisible force obeys your commands.

Div **Appraisal**: Determine value of item.

Identify: Determines properties of magic item.

Read Magic: Read magical writing.

Evoc **Floating Disk**: Creates 3 ft. diameter horizontal disk that holds 100 lb./level.

Illus **Disguise Self**: Changes your appearance.

Light: Object shines like a torch.

Magic Aura: Alters object's magic aura.

Trans **Erase**: Mundane or magical writing vanishes.

Mending: Makes minor repairs on an object.

Univ **Arcane Mark**: Inscribes a personal rune (visible or invisible).

2nd-level Arcane Rituals

Abjur **Arcane Lock**: Magically locks a portal or chest.

Invisibility Purge: Suppresses invisibility within large radius.

Undetectable Alignment: Conceals alignment for 24 hours.

Conj **Create Food and Water**: Conjures sustinence from thin air.

Div **Comprehend Languages**: You understand all spoken and written languages.

Find Traps: Notice traps better.

Whispering Wind: Sends a short message 1 mile/level.

Ench **Zone of Truth**: Subjects within medium emanation cannot lie.

Illus **Continual Flame**: Makes a permanent, heatless torch.

Darkness: Object radiates supernatural shadow.

Magic Mouth: Speaks once when triggered.

Trans **Enhance Armor**: Increase enhancement bonus of armor.

Enhance Weapon: Increase enhancement bonus of weapon.
Shape Weapon: Change weapon into similar weapon.
Shape Wood: Sculpt wood into any shape.
Gentle Repose: Preserves one corpse.

3rd-level Arcane Rituals

Abjur   **Binding**: Create invisible cage to hold creatures.
Nondetection: Hides subject from divination, scrying.
Sepia Snake Sigil: Creates text symbol that immobilizes reader.
Conj   **Create Object**: Creates one cloth or wood object.
Div   **Clairaudience/Clairvoyance**: Hear or see at a distance for 5 minutes.
Telepathic Bond: Mental link lets two creatures communicate.
Evoc   **Explosive Runes**: Deals 1d6/level damage in a small radius when read.
Fire Trap: Opened object deals fire damage.
Tiny Hut: Creates shelter for ten creatures.
Illus   **Disguise Self, Greater**: Change your appearance at will.
Illusory Wall: Wall, floor, or ceiling looks real, but anything can pass through.
Phantom Steed: Shadow horse appears for extended duration.
Secret Page: Changes one page to hide its real content.
Trans   **Sepia Snake Sigil**: Creates text symbol that immobilizes reader.
Mending, Greater: Repairs an object.
Phantom Steed: Shadow horse appears for extended duration.
Shape Stone: Sculpts stone into any shape.
Water Breathing: Subjects can breathe underwater.
Vivi   **Animate Dead**: Creates undead skeletons and zombies.
Speak with Dead: Corpse answers one question/two levels.
Univ   **Item Attunement**: Attune to item to increase its power.

4th-level Arcane Rituals

Conj   **Secret Chest**:[F]Hides expensive chest on Ethereal Plane; you retrieve it at will.
Div   **Arcane Eye**: Invisible floating eye moves 30 ft./round.
Detect Scrying: Alerts you of magical eavesdropping.
Tongues: Speak and understand any language.
Ench   **Symbol of Persuasion**: Trap compels triggering creature to follow *suggestion*.
Illus   **Hallucinatory Terrain**: Makes one type of terrain appear like another (field into forest, or the like).
Illusory Script: Only intended reader can decipher.
Seeming: Changes appearance of group of creatures.
Trans   **Shape Metal**: Sculpts metal into any shape.
Vivi   **Remove Curse**: Frees object or person from curse.

5th-level Arcane Rituals

Abur   **Break Enchantment**: Frees subjects from enchantments, alterations, curses, and petrification.
Dimensional Lock: Teleportation and interplanar travel blocked for 30 days.
Mage's Private Sanctum: Prevents anyone from viewing or scrying an area for 24 hours.
Conj   **Mage's Faithful Hound**: Phantom dog can guard, attack.
Planar Binding, Lesser: Traps extraplanar creature of 6 HV or less until it performs a task.
Div   **Apparition**: See, hear, and speak at a distance.
Contact Other Plane: Lets you ask question of extraplanar entity.
Dream: Sends message to anyone sleeping.
Legend Lore:[F]Lets you learn tales about a person, place, or thing.
Scrying:[F]Spies on subject from a distance.
Sending: Delivers short message anywhere, instantly.

Sensor Swarm: Floating sensors scout for you.
Illus   **Apparition**: See, hear, and speak at a distance.
Dream: Sends message to anyone sleeping.
False Vision: Fools scrying with an illusion.
Trans   **Fabricate**: Transforms raw materials into finished items.
Passwall: Creates passage through wood or stone wall.
Sending: Delivers short message anywhere, instantly.
Shape Weapon, Greater: Change weapon into any other weapon.
Vivi   **Create Undead**: Creates ghouls, ghasts, mummies, or mohrgs.
Symbol of Pain: Trap fills triggering creature with pain.
Univ   **Permanency**: Makes certain spells permanent.

6th-level Arcane Rituals

Conj   **Create Object, Greater**: Create almost any type of object.
Plane Shift:[F]As many as eight subjects travel to another plane.
Teleport: Instantly transports you as far as 100 miles/level.
Div   **Analyze Dweomer**: Reveals all magical aspects of subjects.
Find the Path: Shows most direct way to a location.
Nightmare: Sends vision dealing 1d10 damage, fatigue.
Telepathic Bond, Mass: Mental link lets allies communicate.
Ench   **Geas/Quest**: Commands subject to perform task.
Symbol of Insanity: Trap drives triggering creature insane.
Illus   **Nightmare**: Sends vision dealing 1d10 damage, fatigue.
Permanent Image: Includes sight, sound, and smell.
Shadow Walk: Step into shadow to travel rapidly.
Trans   **Overland Flight**: Subject gains 30' fly speed for a long time.

7th-level Arcane Rituals

Abjur   **Sequester**: Subject is invisible to sight and scrying; renders creature comatose.
Conj   **Clone**:[M]Create inert duplicate of creature.
Instant Summons: Prepared object appears in your hand.
Mordenkainen's Magnificent Mansion:[F]Door leads to extradimensional mansion.
Phase Door: Creates an invisible passage through wood or stone.
Planar Binding: As lesser planar binding, but up to 12th level.
Teleport Object: As teleport, but affects a touched object.
Div   **Scrying, Greater**: As scrying, but faster and longer.
Vision: As legend lore, but quicker and strenuous.
Ench   **Symbol of Sleep**: Trap compels triggering creature to fall asleep.
Evoc   **Control Weather**: Change local weather.
Illus   **Programmed Image**: As major image, plus triggered by event.
Symbol of Death: Trap kills triggering creature.
Trans   **Sequester**: Subject is invisible to sight and scrying; renders creature comatose.

8th-level Arcane Rituals

Conj   **Teleport, Greater**: As teleport, but no range limit and no off-target arrival.
Div   **Demand**: As *sending*, plus you can send *suggestion*.
Discern Location: Reveals exact location of creature or object.
Sensor Swarm, Greater: As sensor swarm, but eyes have darkvision and *see invisibility*.
Ench   **Demand**: As *sending*, plus you can send *suggestion*.
Illus   **Screen**: Illusion hides area from vision, scrying.
Vivi   **Create[Great] Undead**:[M]Creates shadows, wraiths, spectres, or devourers.

9th-level Arcane Rituals

Abjur   **Emancipation**: Releases creature from imprisonment, many other impediments.
Mind Blank: Subject is immune to mental/emotional magic and scrying.

Conj   **Planar Binding, Greater**: As lesser planar binding, but up to 18th level.

Ench   **Antipathy**: Object or location affected by spell repels certain creatures.

       Sympathy:[F] Object or location attracts certain creatures.

Conj   **Teleportation Circle**: Circle teleports any creature inside to designated spot.

Vivi   **Soul Bind**:[F] Traps newly dead soul to prevent resurrection.

10.2   Divine Magic

Divine Spells

1st-level Divine Spells

Bane: Impair foe.
Bless: Grant ally a legend point.
Command: Speak command that creature must obey.
Cure Light Wounds: Cure ally with minor injuries.
Divine Favor: Gain legend point.
Entropic Shield: Grant ally 50% miss chance against ranged attacks.
Inflict Light Wounds: Inflict foe with minor injuries.
Regeneration, Lesser: Grant automatic healing each round.
Resist Energy: Grant damage reduction against energy type.
Sanctuary: Grant ally immunity to attack until it attacks.
Shield of Faith: Create floating shield to increase defenses.
Summon Monster I: Call extraplanar creature to fight for you.

2nd-level Divine Spells

Aid: Grant temporary hit points and immunity to fear.
Cure Moderate Wounds: Cure ally with moderate injuries.
Delay Poison: Quickly grant ally immunity to poison.
Detect Alignment: Reveal entities with selected alignment within cone.
Inflict Moderate Wounds: Inflict foe with moderate injuries.
Planar Disruption: Damage foe, possibly return it to its native plane.
Protection from Alignment: Grant ally damage reduction against aligned foes.
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.
Summon Monster II: Call extraplanar creature to fight for you.
Totemic Mind: Grant +2 to mental attribute.
Totemic Power: Grant +2 to physical attribute.

3rd-level Divine Spells

Cure Serious Wounds: Cure ally with serious injuries.
Curse of Blood and Bone: Inflict curse to deal damage and reduce total hit points.
Death Ward: Grant ally immunity to negative energy and death effects.
Dimensional Anchor: Block extradimensional movement.
Dispel Magic: Negate magical effects on target.
Freedom: Grant ally immunity to movement impediments.
Hold Person: Immobilize a person.
Inflict Serious Wounds: Inflict foe with serious injuries.
Resist Energy, Greater: Grant damage reduction against all energy types.
Spiritual Weapon: Create floating weapon that attacks on its own.
Summon Monster III: Call extraplanar creature to fight for you.

4th-level Divine Spells

Air Walk: Grant ability to walk on air.
Blade Barrier: Create wall of whirling blades to deal damage.

Bless, Mass: Grant multiple creatures a legend point.
Command, Mass: Speak command that multiple creatures must obey.
Cure Critical Wounds: Cure ally with critical injuries.
Discern Lies: Reveal deliberate lies within cone.
Enervation: Inflict two negative levels.
Inflict Critical Wounds: Inflict foe with critical injuries.
Poison: Inflict deadly poison on foe.
Summon Monster IV: Call extraplanar creature to fight for you.
Totemic Mind, Mass: Grant multiple allies +2 to mental attribute.
Totemic Power, Mass: Grant multiple allies +2 to physical attribute.

5th-level Divine Spells

Bane, Mass: Impair multiple foes.
Cure Light Wounds, Mass: Cure multiple allies with minor injuries.
Divine Favor, Greater: Gain regenerating legend point.
Flame Strike: Smite foes with divine fire.
Hold Monster: Immobilize a creature.
Inflict Light Wounds, Mass: Inflict multiple foes with minor injuries.
Planar Disruption, Mass: Damage multiple foes, possibly return them to their native planes.
Revivify: Resurrect recently deceased creature.
Summon Monster V: Call extraplanar creature to fight for you.
Silence, Mass: Prevent multiple targets from making noise.
Totemic Mind, Greater: Grant +4 to mental attribute
Totemic Power, Greater: Grant +4 to physical attribute.

6th-level Divine Spells

Blasphemy: Damage and stagger nearby nonevil creatures.
Cacaphonic Word: Make incoherent noise to damage and disorient non-chaotic creatures.
Cure Moderate Wounds, Mass: Cure multiple allies with moderate injuries.
Dictum: Damage and slow nearby nonlawful creatures.
Dispel Magic, Greater: Negate magical effects within area.
Divine Might: Double in size and gain damage reduction.
Harm: Inflict damage and Constitution damage.
Heal: Cure ally of critical injuries and almost all afflictions.
Holy Word: Damage and daze nearby nongood creatures.
Inflict Moderate Wounds, Mass: Inflict multiple foes with moderate injuries.
Regeneration: Grant automatic healing and immunities
Summon Monster VI: Call extraplanar creature to fight for you.
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.
Cure Serious Wounds, Mass: Cure multiple allies with serious injuries.
Death Ward, Mass: Grant multiple allies immunity to negative energy and death effects.
Destruction: Invoke divine power to deal damage and possibly kill.
Dictum: Damage and slow nearby nonlawful creatures.
Hold Person, Mass: Immobilize multiple people.
Holy Word: Damage and daze nearby nongood creatures.
Inflict Serious Wounds, Mass: Inflict multiple foes with serious injuries.
Summon Monster VII: Call extraplanar creature to fight for you.
True Seeing: Grant ability to see through all illusions and transformations.

8th-level Divine Spells

Cloak of Chaos: Grant multiple creatures spell resistance and retributive damage against lawful foes.

Cure Critical Wounds, Mass: Cure multiple allies with critical injuries.

Enervation, Greater: Inflict up to eight negative levels.

Holy Aura: Grant multiple creatures spell resistance and retributive damage against evil foes.

Inflict Critical Wounds, Mass: Inflict multiple foes with critical injuries.

Shield of Law: Grant multiple creatures spell resistance and retributive damage against chaotic foes.

Summon Monster VIII: Call extraplanar creature to fight for you.

Unholy Aura: Grant multiple creatures spell resistance and retributive damage against good foes.

9th-level Divine Spells

Earthquake: Shake ground to knock prone and immobilize foes.

Hold Monster, Mass: Immobilize multiple creatures.

Implosion: Concentrate to damage and possibly kill multiple creatures.

Storm of Vengeance: Storm rains acid, lightning, and hail.

Summon Monster IX: Call extraplanar creature to fight for you.

Cleric Domains

Air Domain Spells

1 **Feather Fall**: Arrest fall of object or ally.
1 **Gentle Descent**: Grant ally ability to glide.
1 **Zephyr Blade**: Melee weapon can strike from a short distance for half damage.
2 **Gentle Descent**: Grant ally 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.
3 **Gaseous Form**: Transform ally into gas, granting flight.
4 **Air Walk**: Grant ability to walk on air.
4 **Gentle Descent, Mass**: Grant multiple allies ability to glide.
4 **Summon Monster V**: Call extraplanar creature to fight for you.
4 **Zephyr Blade, Greater**: Grant melee weapon ability to strike at range.
5 **Windstrike, Greater**: Bludgeon distant foe with wind to deal damage and shove.
6 **Call Lightning, Greater**: Call multiple lightning bolts from sky to deal damage and stagger.
6 **Skysmite**: Call unerring lightning bolt from sky to deal damage.
6 **Stormlord**: Gain whirlwind that blocks ranged attacks and deals retributive damage.
7 **Summon Monster VIII**: Call extraplanar creature to fight for you.
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 **Entropic Shield**: Grant ally 50% miss chance against ranged attacks.
1 **Forget**: Delude creature into forgetting something.
2 **Protection from Alignment**: Grant ally damage reduction against aligned foes.
3 **Confusion**: Compel foe to act randomly.
3 **Summon Monster III**: Call extraplanar creature to fight for you.
3 **Chaos Hammer**: Damage and disorient nonchaotic creature.
5 **Prismatic Wall**: Create multicolored wall with random effects.
6 **Cacaphonic Word**: Make incoherent noise to damage and disorient non-chaotic creatures.
6 **Summon Monster VI**: Call extraplanar creature to fight for you.

6 **Prismatic Spray**: Fire multicolored cone with random effects.
8 **Cloak of Chaos**: Grant multiple creatures spell resistance and retributive damage against lawful foes.
8 **Discordant Song**: Create music to compel creatures to act randomly.
9 **Irresistible Dance**: Force foe to dance.
9 **Summon Monster IX**: Call extraplanar creature to fight for you.
Summoning spells summon chaotic creatures only.

Death Domain Spells

1 **Unliving Heart**: Gain temporary hit points, become undead.
1 **Waves of Fatigue, Lesser**: Fatigue creatures in cone.
3 **Death Ward**: Grant ally immunity to negative energy and death effects.
3 **Curse of Blood and Bone**: Inflict curse to deal damage and reduce total hit points.
4 **Curse of Enfeeblement**: Inflict curse to penalize Strength or Dexterity.
4 **Enervation**: Inflict two negative levels.
4 **Poison**: Inflict deadly poison on foe.
4 **Waves of Fatigue**: Fatigue creatures in large cone.
6 **Death Knell**: Inflict damage, accelerate death, and gain life if foe dies.
6 **Harm**: Inflict damage and Constitution damage.
7 **Death Ward, Mass**: Grant multiple allies immunity to negative energy and death effects.
7 **Finger of Death**: Deal damage, possibly instantly kill foe.
7 **Waves of Fatigue, Greater**: Fatigue or exhaust creatures in large cone.
8 **Enervation, Greater**: Inflict up to eight negative levels.
9 **Wail of the Banshee**: Scream to damage and possibly kill nearby creatures.

Destruction Domain Spells

1 **Burning Hands**: Create damaging cone of fire.
1 **Rotting Grasp**: Rot flesh of adjacent foe to deal lingering damage.
2 **Scorching Ray**: Fire ray of fire to deal damage and ignite.
2 **Sound Burst**: Create blast of sound to deal damage.
3 **Fireball**: Create burst of fire to deal damage.
3 **Rotburst**: Rot flesh of nearby foes to deal lingering damage.
4 **Ice Storm**: Create storm to deal damage.
5 **Flame Strike**: Smite foes with divine fire.
6 **Disintegrate**: Deal damage, possibly transforming target into dust.
6 **Skysmite**: Call unerring lightning bolt from sky to deal damage.
7 **Destruction**: Invoke divine power to deal damage and possibly kill.
7 **Rotburst, Greater**: Rot flesh of many nearby foes to deal lingering damage.
8 **Fire Storm**: Create storm of fire to deal damage to foes.
9 **Earthquake**: Shake ground to knock prone and immobilize foes.
9 **Implosion**: Concentrate to damage and possibly kill multiple creatures.
9 **Meteor Swarm**: Create huge hail of meteors to deal damage and knock foes prone.

Earth Domain Spells

1 **Earth's Pull**: Increase force of gravity on foe.
1 **Earthspike**: Animate earthen spike to deal damage.
1 **Tremorsense**: Grant ability to "see" through the ground.
2 **Earthen Blade**: Create magical weapon from the ground.
2 **Meld into Stone**: Become one with large block of stone.
4 **Earth Glide**: Grant ally ability to glide through earth.
4 **Earthspike, Mass**: Animate multiple earthen spikes to deal damage.
4 **Stoneskin**: Grant damage reduction.
4 **Summon Monster V**: Call extraplanar creature to fight for you.
5 **Transmute Flesh and Stone**: Transform foe to stone, or restore petrified ally.
7 **Summon Monster VIII**: Call extraplanar creature to fight for you.
8 **Imprisonment**: Entomb foe beneath the earth permanently.
8 **Iron Body**: Transform your body into living iron.

9   **Earthquake**: Shake ground to knock prone and immobilize foes.
Summoning spells summon earth elementals only.

Evil Domain Spells

1   **Bane**: Impair foe.
2   **Protection from Alignment**: Grant ally damage reduction against aligned foes.
3   **Summon Monster III**: Call extraplanar creature to fight for you.
3   **Unholy Blight**: Damage and stagger nonevil creature.
4   **Enervation**: Inflict two negative levels.
5   **Bane, Mass**: Impair multiple foes.
6   **Blasphemy**: Damage and stagger nearby nonevil creatures.
6   **Death Knell**: Inflict damage, accelerate death, and gain life if foe dies.
6   **Harm**: Inflict damage and Constitution damage.
6   **Summon Monster VI**: Call extraplanar creature to fight for you.
8   **Enervation, Greater**: Inflict up to eight negative levels.
8   **Unholy Aura**: Grant multiple creatures spell resistance and retributive damage against good foes.
9   **Assimilate**: Absorb creature into your body.
9   **Summon Monster IX**: Call extraplanar creature to fight for you.
Summoning spells summon evil creatures only

Fire Domain Spells

1   **Burning Hands**: Create damaging cone of fire.
2   **Flame Blade**: Wield fire as scimitar.
2   **Scorching Ray**: Fire ray of fire to deal damage and ignite.
2   **Wall of Fire**: Create flaming wall that deals damage.
3   **Fireball**: Create burst of fire to deal damage.
3   **Fire Shield**: Gain cold resistance and retributive damage against attacks.
4   **Summon Monster V**: Call extraplanar creature to fight for you.
5   **Fire Seeds**: Infuse berries with fiery energy, detonate to deal damage.
5   **Flame Strike**: Smite foes with divine fire.
5   **Wall of Fire, Greater**: Create huge flaming wall that deals damage.
7   **Delayed Blast Fireball**: Create fiery burst to deal damage; delaying blast increases power.
7   **Summon Monster VIII**: Call extraplanar creature to fight for you.
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   **Bless**: Grant ally a legend point.
2   **Protection from Alignment**: Grant ally damage reduction against aligned foes.
3   **Death Ward**: Grant ally immunity to negative energy and death effects.
3   **Summon Monster III**: Call extraplanar creature to fight for you.
3   **Holy Smite**: Damage and daze nongood creature.
4   **Bless, Mass**: Grant multiple creatures a legend point.
6   **Heal**: Cure ally of critical injuries and almost all afflictions.
6   **Holy Word**: Damage and daze nearby nongood creatures.
6   **Divine Might**: Double in size and gain damage reduction.
6   **Summon Monster VI**: Call extraplanar creature to fight for you.
8   **Holy Aura**: Grant multiple creatures spell resistance and retributive damage against evil foes.
9   **Summon Monster IX**: Call extraplanar creature to fight for you.
Summoning spells summon good creatures only.

Knowledge Domain Spells

1   **Manipulate Probability, Lesser**: Know your next die results.
2   **Read Mind**: Learn a creature's surface thoughts.
3   **Foresight**: "Sixth sense" warns of impending danger.
4   **Moment of Prescience**: Immediately gain a legend point.

5   **Manipulate Probability**: Control creature's next die results.
6   **Read Mind, Greater**: Unavoidably learn a creature's surface thoughts.
7   **True Seeing**: Grant ability to see through all illusions and transformations.
8   **Moment of Prescience, Greater**: Immediately gain two legend points.
8   **Read Mind, Mass**: Learn surface thoughts from multiple creatures.
9   **Foresight, Greater**: Gain immunity to being caught by surprise and massive initiative bonus.
9   **Revelation**: Grant target vision of one of three futures.

Law Domain Spells

1   **Command**: Speak command that creature must obey.
2   **Protection from Alignment**: Grant ally damage reduction against aligned foes.
3   **Hold Person**: Immobilize a person.
3   **Order's Wrath**: Damage and slow nonlawful creature.
3   **Summon Monster III**: Call extraplanar creature to fight for you.
4   **Command, Mass**: Speak command that multiple creatures must obey.
4   **Discern Lies**: Reveal deliberate lies within cone.
5   **Hold Monster**: Immobilize a creature.
6   **Prohibition**: Punish nearby creatures that take specific action.
6   **Dictum**: Damage and slow nearby nonlawful creatures.
6   **Summon Monster VI**: Call extraplanar creature to fight for you.
7   **Hold Person, Mass**: Immobilize multiple people.
8   **Imprisonment**: Entomb foe beneath the earth permanently.
8   **Shield of Law**: Grant multiple creatures spell resistance and retributive damage against chaotic foes.
9   **Hold Monster, Mass**: Immobilize multiple creatures.
9   **Prohibition**: Punish nearby creatures that take specific action.
9   **Summon Monster IX**: Call extraplanar creature to fight for you.
Summoning spells summon lawful creatures only.

Magic Domain Spells

1   **Ablative Spellshield**: Immediately reduce damage from spells.
3   **Dimensional Anchor**: Block extradimensional movement.
3   **Dispel Magic**: Negate magical effects on target.
3   **Spell Resistance**: Grant spell resistance.
5   **Spelltheft**: Steal magical effects within area.
6   **Dispel Magic, Greater**: Negate magical effects within area.
7   **Antimagic Field**: Negate all magic in emanation.
7   **Spell Turning**: Gain ability to reflect hostile spells.
8   **Spelltheft, Greater**: Steal magical effects on target.
9   **Disjoin Magic**: Unconditionally negate magical effects on multiple targets.

Protection Domain Spells

1   **Resist Energy**: Grant damage reduction against energy type.
1   **Sanctuary**: Grant ally immunity to attack until it attacks.
1   **Shield of Faith**: Create floating shield to increase defenses.
2   **Share Pain**: Split damage between two allies.
3   **Death Ward**: Grant ally immunity to negative energy and death effects.
3   **Resist Energy, Greater**: Grant damage reduction against all energy types.
3   **Spell Resistance**: Grant spell resistance.
4   **Stoneskin**: Grant damage reduction.
5   **Repulsion**: Prevent creatures from approaching you.
7   **Spell Turning**: Gain ability to reflect hostile spells.
9   **Energy Conversion**: Absorb energy, fire energy bolts to deal damage.

Strength Domain Spells

1   **Divine Favor**: Gain legend point.
2   **Totemic Power**: Grant +2 to physical attribute.
3   **Enlarge Person**: Double size of humanoid.

3 **Shout**: Shout loudly to deal damage and deafen in cone.
4 **Enlarge Monster**: Double size of creature.
4 **Totemic Power, Mass**: Grant multiple allies +2 to physical attribute.
5 **Divine Favor, Greater**: Gain regenerating legend point.
5 **Totemic Power, Greater**: Grant +4 to physical attribute.
6 **Enlarge Person, Mass**: Double size of multiple humanoids.
6 **Shout, Greater**: Shout loudly to deal damage and deafen in large cone.
6 **Divine Might**: Double in size and gain damage reduction.
7 **Enlarge Monster, Mass**: Double size of multiple creatures.
8 **Iron Body**: Transform your body into living iron.

Travel Domain Spells

1 **Feather Fall**: Arrest fall of object or ally.
1 **Longstrider**: Double your land speed.
2 **Dimension Slide**: Teleport creature short distance.
2 **Spider Climb**: Grant ability to walk on walls and ceilings.
3 **Freedom**: Grant ally immunity to movement impediments.
3 **Gaseous Form**: Transform ally into gas, granting flight.
4 **Air Walk**: Grant ability to walk on air.
4 **Dimension Door**: Teleport anywhere within 1,000 feet.
5 **Repulsion**: Prevent creatures from approaching you.
6 **Ethereal Jaunt**: Travel to Ethereal Plane.
6 **Word of Recall**: Teleport back to designated place.
7 **Freedom, Mass**: Grant multiple allies immunity to movement impediments.
8 **Dimension Door, Mass**: Teleport anywhere within 1,000 feet with multiple allies.
9 **Etherealness**: Travel to Ethereal Plane with multiple allies.

Trickery Domain Spells

1 **Ventriloquism**: Gain ability to speak from anywhere.
2 **Silence**: Prevent target from making noise.
3 **Confusion**: Compel foe to act randomly.
3 **Invisibility**: Turn ally invisible until it attacks.
4 **Phantasmal Killer**: Frighten foe, possibly to death.
5 **Silence, Mass**: Prevent multiple targets from making noise.
6 **Confusion, Mass**: Compel multiple foes to act randomly.
6 **Mislead**: Become invisible and create illusory double.
7 **Invisibility, Mass**: Turn multiple allies invisible.
8 **Phantasmal Killer, Mass**: Frighten multiple foes, possibly to death.
8 **Reverse Gravity**: Reverse gravity in a zone.
8 **Maze**: Trap foe in extradimensional maze.

Vitality Domain Spells

1 **Cure Light Wounds**: Cure ally with minor injuries.
1 **Inflict Light Wounds**: Inflict foe with minor injuries.
2 **Cure Moderate Wounds**: Cure ally with moderate injuries.
2 **Inflict Moderate Wounds**: Inflict foe with moderate injuries.
3 **Cure Serious Wounds**: Cure ally with serious injuries.
3 **Inflict Serious Wounds**: Inflict foe with serious injuries.
4 **Cure Critical Wounds**: Cure ally with critical injuries.
4 **Inflict Critical Wounds**: Inflict foe with critical injuries.
5 **Cure Light Wounds, Mass**: Cure multiple allies with minor injuries.
5 **Inflict Light Wounds, Mass**: Inflict multiple foes with minor injuries.
6 **Heal**: Cure ally of critical injuries and almost all afflictions.
6 **Harm**: Inflict damage and Constitution damage.
7 **Cure Serious Wounds, Mass**: Cure multiple allies with serious injuries.
7 **Inflict Serious Wounds, Mass**: Inflict multiple foes with serious injuries.
8 **Cure Critical Wounds, Mass**: Cure multiple allies with critical injuries.
8 **Inflict Critical Wounds, Mass**: Inflict multiple foes with critical in-

juries.

War Domain Spells

1 **Bane**: Impair foe.
1 **Bless**: Grant ally a legend point.
1 **Divine Favor**: Gain legend point.
3 **Hold Person**: Immobilize a person.
3 **Spiritual Weapon**: Create floating weapon that attacks on its own.
4 **Bless, Mass**: Grant multiple creatures a legend point.
4 **Blade Barrier**: Create wall of whirling blades to deal damage.
5 **Bane, Mass**: Impair multiple foes.
5 **Divine Favor, Greater**: Gain regenerating legend point.
5 **Flame Strike**: Smite foes with divine fire.
8 **Fire Storm**: Create storm of fire to deal damage to foes.
9 **Storm of Vengeance**: Storm rains acid, lightning, and hail.

Water Domain Spells

1 **Fog Cloud**: Create zone of fog that obscures vision.
2 **Aqueous Blade**: Transform weapon to attack Reflex defense.
3 **Water Walk**: Grant ability to walk on water.
4 **Ice Storm**: Create storm to deal damage.
4 **Summon Nature's Ally IV**: Call creature to fight for you.
5 **Fog Shield**: Emanate fog that follows you, obscuring vision.
5 **Polar Ray**: Fire frigid ray to deal damage and slow.
6 **Solid Fog**: Create fog that blocks vision and slows movement.
7 **Summon Nature's Ally VII**: Call creature to fight for you.
9 **Horrid Wilting**: Create dessicating burst to deal damage.
9 **Storm of Vengeance**: Storm rains acid, lightning, and hail.
Summoning spells summon water elementals or aquatic creatures only.

Wild Domain Spells

1 **Earth's Pull**: Increase force of gravity on foe.
1 **Entangle**: Slow foe with nearby plants.
2 **Barkskin**: Grant damage reduction.
2 **Wall of Thorns**: Create thorny wall that blocks sight and deals damage.
3 **Meld into Plants**: Become one with large plant.
3 **Summon Nature's Ally III**: Call creature to fight.
4 **Enlarge Monster**: Double size of creature.
4 **Entangling Growth**: Slow foe with newly grown plants.
5 **Fire Seeds**: Infuse berries with fiery energy, detonate to deal damage.
5 **Wall of Thorns, Greater**: Create huge thorny wall that blocks sight and deals damage.
6 **Summon Nature's Ally VI**: Call creature to fight for you.
7 **Antilife Shell**: Prevent living creatures from entering zone.
8 **Summon Nature's Army**: Call many creatures to fight for you.
9 **Summon Nature's Ally IX**: Call creature to fight for you.

Divine Rituals

1st-level Divine Rituals

Bless Water: Makes holy water.
Create Water: Creates pure water.
Endure Elements: Exist comfortably in hot or cold environments.
Identify: Determines properties of magic item.
Mending: Makes minor repairs on an object.
Light: Object shines like a torch.
Purify Food and Drink: Purifies food or water.
Read Magic: Read magical writing.

2nd-level Divine Rituals

Augury: Learns whether an action will be good or bad.
Comprehend Languages: You understand all spoken and written

languages.

Consecrate: Fills area with positive energy, making undead weaker.

Continual Flame: Makes a permanent, heatless torch.

Create Food and Water: Conjures sustinence from thin air.

Darkness: Object radiates supernatural shadow.

Desecrate: Fills area with negative energy, making undead stronger.

Find Traps: Notice traps better.

Enhance Armor: Increase enhancement bonus of armor.

Enhance Weapon: Increase enhancement bonus of weapon.

Gentle Repose: Preserves one corpse.

Invisibility Purge: Dispels invisibility within large radius.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Shape Wood: Sculpts wood into any shape.

Zone of Truth: Subjects within medium emanation cannot lie.

3rd-level Divine Rituals

Animate Dead: Creates undead skeletons and zombies.

Binding: Create invisible cage to hold creatures.

Contagion: Infects subject with chosen disease.

Glyph of Warding:^{M}Inscription harms those who pass it.

Item Attunement: Attune to item to increase its power.

Mending, Greater: Repairs an object.

Remove Blindness/Deafness: Cures normal or magical conditions.

Remove Disease: Cures all diseases affecting subject.

Speak with Dead: Corpse answers one question/two levels.

Remove Curse: Frees object or person from curse.

Shape Stone: Sculpts stone into any shape.

Water Breathing: Subjects can breathe underwater.

4th-level Divine Rituals

Divination: Provides useful advice for specific proposed actions.

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Remove Curse: Frees object or person from curse.

Restoration: Restores level and attribute score drains.

Sending: Delivers short message anywhere, instantly.

Shape Metal: Sculpts metal into any shape.

Tongues: Speak and understand any language.

5th-level Divine Rituals

Atonement:^{FM}Removes burden of misdeeds from subject.

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Commune: Deity answers one yes-or-no question/level.

Create Undead: Create ghouls, ghasts, mummies, or mohrgs.

Dimensional Lock: Blocks teleportation and interplanar travel for a month.

Dream: Sends message to anyone sleeping.

Mark of Justice: Designates action that will trigger curse on subject.

Nightmare: Sends vision dealing 1d10 damage, fatigue.

Lesser Resurrection: Restores life to subject who died as long as thirty days ago.

Scrying:^{F}Spies on subject from a distance.

Unhallow: Designates location as unholy.

6th-level Divine Rituals

Find the Path: Shows most direct way to a location.

Geas/Quest: Commands subject to perform task.

Heroes' Feast: Feast cures and grants combat bonuses.

Plane Shift:^{F}As many as eight subjects travel to another plane.

Wind Walk: You and your allies turn vaporous and travel fast.

7th-level Divine Rituals

Control Weather: Change local weather.

Glyph of Warding, Greater: As *glyph of warding*, but up to 10d10 damage or 6th level spell.

Hallow: Designates location as holy.

Refuge: Alters item to transport its possessor to you.

Restoration, Greater: As restoration, plus other conditions.

Resurrection: Fully restore dead subject.

Scrying, Greater: As *scrying*, but faster and longer.

Symbol of Destruction: Trap kills triggering creature.

8th-level Divine Rituals

Create[Greate] Undead: Create shadows, wraiths, spectres, or devourers.

Discern Location: Reveals exact location of creature or object.

Forbiddance: Blocks planar travel, damages creatures of different alignment.

9th-level Divine Rituals

Soul Bind:^{F}Traps newly dead soul to prevent resurrection.

True Resurrection: As resurrection, plus remains aren't needed.

10.3 Nature Magic

Nature Spells

1st-level Nature Spells

Burning Hands: Create damaging cone of fire.

Cure Light Wounds: Cure ally with minor injuries.

Earth's Pull: Increase force of gravity on foe.

Earthspike: Animate earthen spike to deal damage.

Entangle: Slow foe with nearby plants.

Excrete Slime: Excrete slime to deal retributive damage.

Fog Cloud: Create zone of fog that obscures vision.

Gentle Descent: Grant ally ability to glide.

Heat Metal: Heat metal object to deal damage, possibly daze.

Longstrider: Double your land speed.

Regeneration, Lesser: Grant automatic healing each round.

Resist Energy: Grant damage reduction against energy type.

Rotting Grasp: Rot flesh of adjacent foe to deal lingering damage.

Summon Nature's Ally I: Call creature to fight for you.

Tremorsense: Grant ability to "see" through the ground.

Zephyr Blade: Melee weapon can strike from a short distance for half damage.

2nd-level Nature Spells

Aqueous Blade: Transform weapon to attack Reflex defense.

Barkskin: Grant damage reduction.

Cure Moderate Wounds: Cure ally with moderate injuries.

Earthen Blade: Create magical weapon from the ground.

Faerie Fire: Create lights to negate concealment and stealth.

Flame Blade: Wield fire as scimitar.

Fungal Growth: Grow fungus to sicken and damage foe.

Gust of Wind: Create wind to shove creatures away.

Meld into Stone: Become one with large block of stone.

Rock Blast: Fire rocks to deal damage.

Spider Climb: Grant ability to walk on walls and ceilings.

Summon Nature's Ally II: Call creature to fight for you.
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.

3rd-level Nature Spells

Call Lightning: Call multiple lightning bolts from sky to deal damage.
Cone of Cold: Create frigid cone to deal damage and inhibit movement.
Cure Serious Wounds: Cure ally with serious injuries.
Dispel Magic: Negate magical effects on target.
Freedom: Grant ally immunity to movement impediments.
Lightning Bolt: Create line of lightning to deal damage.
Meld into Plants: Become one with large plant.
Resist Energy, Greater: Grant damage reduction against all energy types.
Rotburst: Rot flesh of nearby foes to deal lingering damage.
Summon Nature's Ally III: Call creature to fight.
Water Walk: Grant ability to walk on water.

4th-level Nature Spells

Air Walk: Grant ability to walk on air.
Cure Critical Wounds: Cure ally with critical injuries.
Earth Glide: Grant ally ability to glide through earth.
Earthspike, Mass: Animate multiple earthen spikes to deal damage.
Enlarge Monster: Double size of creature.
Entangling Growth: Slow foe with newly grown plants.
Gentle Descent, Mass: Grant multiple allies ability to glide.
Ice Storm: Create storm to deal damage.
Poison: Inflict deadly poison on foe.
Stoneskin: Grant damage reduction.
Summon Nature's Ally IV: Call creature to fight for you.
Sunbeam: Create beam of light to deal damage and possibly blind.
Totemic Mind, Mass: Grant multiple allies +2 to mental attribute.
Totemic Power, Mass: Grant multiple allies +2 to physical attribute.
Zephyr Blade, Greater: Grant melee weapon ability to strike at range.

5th-level Nature Spells

Cure Light Wounds, Mass: Cure multiple allies with minor injuries.
Fire Seeds: Infuse berries with fiery energy, detonate to deal damage.
Fog Shield: Emanate fog that follows you, obscuring vision.
Summon Nature's Ally V: Call creature to fight for you.
Totemic Mind, Greater: Grant +4 to mental attribute
Totemic Power, Greater: Grant +4 to physical attribute.
Wall of Fire, Greater: Create huge flaming wall that deals damage.
Windstrike, Greater: Bludgeon distant foe with wind to deal damage and shove.

6th-level Nature Spells

Call Lightning, Greater: Call multiple lightning bolts from sky to deal damage and stagger.
Chain Lightning: Create lightning that jumps between foes to deal damage.
Cone of Cold, Greater: Create large frigid cone to deal damage and inhibit movement.
Cure Moderate Wounds, Mass: Cure multiple allies with moderate injuries.
Dispel Magic, Greater: Negate magical effects within area.
Heal: Cure ally of critical injuries and almost all afflictions.
Regeneration: Grant automatic healing and immunities
Skysmite: Call unerring lightning bolt from sky to deal damage.

Solid Fog: Create fog that blocks vision and slows movement.
Stormlord: Gain whirlwind that blocks ranged attacks and deals retributive damage.
Summon Nature's Ally VI: Call creature to fight for you.
Sunburst: Create burst of light to deal damage and possibly blind.
Wall of Thorns, Greater: Create huge thorny wall that blocks sight and deals damage.

7th-level Nature Spells

Antilife Shell: Prevent living creatures from entering zone.
Cure Serious Wounds, Mass: Cure multiple allies with serious injuries.
Fog Sea: Create massive zone of fog that obscures vision.
Freedom, Mass: Grant multiple allies immunity to movement impediments.
Rotburst, Greater: Rot flesh of many nearby foes to deal lingering damage.
Summon Nature's Ally VII: Call creature to fight for you.

8th-level Nature Spells

Cure Critical Wounds, Mass: Cure multiple allies with critical injuries.
Fire Storm: Create storm of fire to deal damage to foes.
Summon Nature's Ally VIII: Call creature to fight for you.
Summon Nature's Army: Call many creatures to fight for you.

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

Endure Elements: Exist comfortably in hot or cold environments.
Light: Object shines like a torch.
Mending: Makes minor repairs on an object.
Purify Food and Drink: Purifies food or water.
Read Magic: Read magical writing.

2nd-level Nature Rituals

Animal Messenger: Sends a Tiny animal to a specific place.
Comprehend Languages: You understand all spoken and written languages.
Continual Flame: Makes a permanent, heatless torch.
Create Food and Water: Conjures sustinence from thin air.
Enhance Armor: Increase enhancement bonus of armor.
Enhance Weapon: Increase enhancement bonus of weapon.
Find Traps: Notice traps better.
Gentle Repose: Preserves one corpse.
Pass Without Trace: Creatures leave no tracks.
Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.
Shape Wood: Sculpts wood into any shape.
Whispering Wind: Sends a short message up to 10 miles.

3rd-level Nature Rituals

Contagion: Infects subject with chosen disease.
Fire Trap: Opened object deals fire damage.
Ironwood: Magic wood is strong as steel.
Item Attunement: Attune to item to increase its power.
Mending, Greater: Repairs an object.
Remove Blindness/Deafness: Cures normal or magical condi-

tions.

Remove Disease: Cures all diseases affecting subject.
Shape Stone: Sculpts stone into any shape.
Water Breathing: Subjects can breathe underwater.

4th-level Nature Rituals

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
Reincarnate: Brings dead subject back in a random body.
Shape Metal: Sculpts metal into any shape.
Tongues: Speak and understand any language.

5th-level Nature Rituals

Atonement:^{FM}Removes burden of misdeeds from subject.
Commune with Nature: Learn about terrain for 10 miles.
Dream: Sends message to anyone sleeping.
Fabricate: Transforms raw materials into finished items.
Passwall: Creates passage through wood or stone wall.
Scrying:^FSpies on subject from a distance.
Tree Stride: Step from one tree to another far away.

6th-level Nature Rituals

Find the Path: Shows most direct way to a location.
Heroes' Feast: Feast cures and grants combat bonuses.
Move Earth: Digs trenches and builds hills.
Nightmare: Sends vision dealing 1d10 damage, fatigue.
Transport via Plants: Move instantly from one plant to another of the same kind.
Wind Walk: You and your allies turn vaporous and travel fast.

7th-level Nature Rituals

Awaken: Animal or tree gains human intellect
Control Weather: Change local weather.
Scrying, Greater: As *scrying*, but faster and longer.

8th-level Nature Rituals

Discern Location: Reveals exact location of creature or object.

9th-level Nature Rituals

Antipathy: Object or location affected by spell repels certain creatures.
Shambler: Summons 1d4+2 shambling mounds to fight for you.
Sympathy: Object or location attracts certain creatures.

10.4   Spell Descriptions

Ablate Impact   2nd Level

You instantly reduce the force of an incoming blow.

Target: You

Casting Time: Immediate action   **Components**: Verbal only

Effect: You gain nonlethal damage reduction against physical damage equal to twice your spellpower. This damage reduction converts damage into nonlethal damage rather than completely negating it. Force damage ignores this damage reduction and negates it for 1 round.

Duration: Until end of round

Abjuration [Shielding]   **Lists**: Abjuration

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.

Ablative Spellshield   1st Level

You instantly encase yourself a shimmering field of magical energy, protecting you from hostile magic.

Target: You

Casting Time: Immediate action   **Components**: Verbal only

Effect: You gain nonlethal damage reduction against spells equal to twice your spellpower. This damage reduction converts damage into nonlethal damage rather than completely negating it. Force damage ignores this damage reduction and negates it for 1 round.

Duration: Until end of round

Abjuration [Antimagic]   **Lists**: Abjuration, Magic

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.

   Spells that are not subject to spell resistance are not affected by *spellshield*.

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.

Acid Arrow   2nd Level

You fire a magical arrow of acid from your hand that speeds to its target.

Target: One creature or object   **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Reflex

   Success: 1d6 acid damage per two spellpower immediately, and again at the end of the next round.

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).

Acid Arrow, Greater   5th Level

You fire a magical arrow of acid from your hand that speeds to its target.

Special: This spell functions like *acid arrow*, except that the target is staggered *(unable to act in movement phase)* for 1 round each time it takes damage.

Conjuration [Acid, Creation, Physical]   **Lists**: Arcane

Notes: As *acid arrow*, except that ten points of cold or fire damage are required to end the effect.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Acid Fog   6th Level

A billowing mass of acidic vapors fills the area, slowing creatures down and obscuring sight.

Zone: Medium *(20 ft.)* radius cylinder   **Range**: Medium *(100 ft.)*

Effect: Fog fills the area, as *fog cloud*, except that the fog is acidic.

Duration: Short *(Focus + 5 rounds)*

Trigger: At the end of every round

Targets: Everything in the fog

Attack: Spellpower vs. Fortitude

   Success: 1d6 acid damage per four spellpower.

Conjuration [Acid, Creation, Fog, Physical]   **Lists**: Arcane, Destruction

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.

Agony   5th 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.

   Failure: The target takes double damage the next time it takes physical damage.

Duration: 5 rounds

Enchantment [Delusion, Mind]   **Lists**: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Aid   2nd Level

You fill your ally with confidence, improving its resilience in combat.

Target: One creature   **Range**: Touch

Effect: The target gains temporary hit points equal to your spellpower. In addition, it is immune to fear effects.

Duration: Short *(Focus + 5 rounds)*.

If you cast this spell as if it was two levels higher, and you are the only target, the duration becomes Long *(1 hour)*.

Enchantment [Mind, Morale]   **Lists**: Divine

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.

Air Walk   4th 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.

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, Wild

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.

Antimagic Field   7th Level

You create a mobile, spherical energy field that suppresses magic.

Zone: Small *(10 ft.)* radius centered on 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: Long *(1 hour)*

Abjuration [Antimagic]   **Lists**: Abjuration, 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.

Aqueous Blade   2nd 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, Water

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

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: 1d10 life damage per two 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.

Failure: Half damage, and no additional effects.

Duration: Extreme *(12 hours)*; see text

Transmutation/Vivimancy [Alteration]   **Lists**: Arcane, Evil

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Aversion   3rd Level

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. 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 takes a −4 penalty to attacks, defenses, and checks as long as she is close to it.

  Critical Success: As above, but the effect is permanent.

Duration: 5 rounds or Permanent

Enchantment [Mind]   **Lists**: Enchantment

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Bane   1st Level

Target: One creature   **Range**: Close *(30 ft.)*

Effect: The target is impaired *(20% failure)* with all actions.

Duration: 5 rounds

Enchantment [Compulsion, Mind]   **Lists**: Divine, Evil, War

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Bane, Mass   5th Level

Targets: Up to five creatures   **Range**: Medium *(100 ft.)*

Special: This spell functions like *bane*, except that it affects multiple creatures.

Enchantment [Compulsion, Mind]   **Lists**: Divine, Evil, 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.

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. Slashing weapons and fire damage ignore this damage reduction and negate it for 1 round.

Duration: Short *(Focus + 5 rounds)*.

  If you cast this spell as if it was two levels higher, and you are the only target, the duration becomes Long *(1 hour)*.

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.

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.

Duration: 5 rounds.

Trigger: At the end of every round

Targets: All creatures in the area within 5 feet of the ground.

Attack: Spellpower vs. Maneuver defense

  Success: The target takes 1d6 bludgeoning damage per two spellpower.

  Critical Success: The target is immobilized *(Unable to leave its location)* for the duration of the spell. It can escape with a grapple or Escape Artist check against a DC equal to 10 + your spellpower.

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.

Blade Barrier   4th Level

You create an immobile, vertical curtain of whirling blades shaped of pure force.

Zone: 100 ft. wall, 20 ft. high (S)   **Range**: Medium *(100 ft.)*

Effect: This spell creates a wall of blades made of force energy. 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.

Duration: Short *(Focus + 5 rounds)*

Trigger: A creature passes through the wall   **Target**: The moving creature

Attack: Spellpower vs. Reflex

  Success: 1d6 force damage per two spellpower.

  Failure: Half damage.

Evocation [Force, 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.

Blasphemy   6th 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: 1d6 divine damage per two spellpower.
  Critical Success: As above, and the target is staggered *(unable to act in movement phase)* for 5 rounds.
  Failure: Half damage.

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.

Bless   1st Level

You fill your ally with confidence, improving his prowess in combat.

Targets: One creature   **Range**: Medium *(100 ft.)*

Effect: The target gains an offensive legend point.
Duration: Short *(Focus + 5 rounds)* or until expended

Enchantment [Mind, Morale]   **Lists**: Divine, Good, War
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Bless, Mass   4th Level

You fill your allies with confidence, improving their prowess in combat.

Targets: Up to five creatures   **Range**: Medium *(100 ft.)*

Effect: The target gains an offensive legend point.
Duration: Short *(Focus + 5 rounds)* or until expended

Enchantment [Mind, Morale]   **Lists**: Divine, Good, 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.

Blink   5th 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 against you have a 50% chance to fail.
Duration: Short *(Focus + 5 rounds)*

Conjuration [Planar]   **Lists**: Arcane
Notes: If you are on the Astral Plane when you cast this spell, it has no 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.

Blur   2nd Level

You distort an ally's outline so it appears blurred, shifting, and wavering.

Target: One creature   **Range**: Close *(30 ft.)*

Effect: The target gains a +5 bonus to Stealth checks, and is always treated as having concealment for the purpose of making Stealth checks.
Duration: Short *(Focus + 5 rounds)*.
  If you cast this spell as if it was two levels higher, and you are the only target, the duration becomes Long *(1 hour)*.

Illusion [Glamer]   **Lists**: Arcane
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: 1d6 fire damage per two spellpower
  Failure: Half damage.

Evocation [Destructive, Fire]   **Lists**: Arcane, Destruction, 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.

Cacaphonic Word   6th 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: 1d6 divine damage per two spellpower.
  Critical Success: As above, and the target is disoriented *(moves randomly)* for 5 rounds.
  Failure: Half damage.

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   **Range**: Medium *(100 ft.)*
Targets: Everything in the area

Attack: Spellpower vs. Reflex
  Success: 1d8 electricity damage per two spellpower.
    If you are outdoors in cloudy or stormy weather, roll d10s instead of d8s for damage.
  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.

Call Lightning, Greater   6th Level

You repeatedly call intense bolts of lightning that flash down from thin air to smite your foes.

Burst: Large *(50 ft.)* vertical line   **Range**: Medium *(100 ft.)*
Targets: Everything in the area

Special: This spell functions like *call lightning*, except that creatures struck are also staggered *(unable to act in movement phase)* for 5 rounds if the attack succeeds.

Evocation [Destructive, Electricity]   **Lists**: Air, Nature
Notes: As *call lightning*.
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.

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.
Duration: Focus

Enchantment [Mind]   **Lists**: Arcane
Notes: Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.
    This spell automatically suppresses (but does not dispel) any 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: 1d6 electricity damage per two spellpower.
  Failure: Half damage.
  Special: This attack automatically succeeds against the primary target.

Evocation [Destructive, Electricity]   **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.

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: 1d10 divine damage per two spellpower.
  Critical Success: As above, and the target is disoriented *(moves randomly)* for 5 rounds.
  Failure: Half damage.

Evocation [Chaotic]   **Lists**: Chaos
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Charm Monster   4th Level

You manipulate a creature's mind so it thinks of you as a trusted friend and ally.

Target: One creature   **Range**: Medium *(100 ft.)*
Components: Somatic only

Special: This spell functions like *charm person*, except that it affects creatures of any type.

Enchantment [Delusion, Mind, Subtle]   **Lists**: Enchantment

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 on the attack.
   Success: The target sees your words and actions in the most favorable way, as a close friend or trusted ally. You cannot control it like an automaton, but you can persuade it to take particular actions with the Persuasion skill (see Persuasion, page 74). The target is treated as a friend (a +10 relationship modifier) for the purpose of Persuasion checks you make.
   Critical Success: As above, but the effect is permanent.
Duration: Long *(1 hour)*

Enchantment [Charm, Mind, Subtle]   **Lists**: Enchantment
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 DC to identify a subtle spell with the Spellcraft skill is 5 higher than normal (see Spellcraft, page 77)

   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).

Cloak of Chaos   8th Level

You shield your allies with a powerful aura that resembles a random pattern of color – an affront to your lawful foes.

Range: Close *(30 ft.)*   **Targets**: Up to five creatures

Effect: The target gains spell resistance against lawful spells and spells cast by lawful creatures.
Duration: Short *(Focus + 5 rounds)*

Trigger: Whenever a lawful creature within 30 feet of the target makes a physical attack against it
Target: The attacking creature

Attack: Spellpower vs. Mental
   Success: 1d6 divine damage per two spellpower.

Abjuration [Chaotic, Retributive]   **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.

Color Spray   1st Level

Burst: Medium *(20 ft.)* cone
Targets: All creatures in the area

Attack: Spellpower vs. Mental
   Success: The target's vision is impaired *(20% failure)*. This affects all sight-related actions, including physical attacks and targeted spells.
   Critical Success: The target's vision is severely impaired *(50% failure)*. This affects all sight-related actions, including physical attacks and targeted spells.
Duration: 5 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.

Command   1st Level

You compel a foe to obey a single command of your choice.

Target: One creature   **Range**: Medium *(100 ft.)*
Components: Verbal only

Special: When you cast this spell, you speak a command. The command must be a single word or short phrase.
Attack: Spellpower vs. Mental
   Success: The target must obey the command or be severely impaired *(50% failure)* with all actions.
   Critical Success: The target must obey the command or be stunned *(unable to take actions)*.
   Failure: The target must obey the command or be impaired *(20% failure)* with all actions.
Duration: 1 round

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).

Command, Mass   4th Level

You compel many foes to obey your command.

Targets: Five creatures   **Range**: Medium *(100 ft.)*
Components: Verbal only

Special: This spell functions like *command*, except that it affects multiple creatures.

Enchantment [Auditory, Compulsion, Mind, Speech]   **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.

Cone of Cold   3rd Level

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: 1d6 cold damage per two spellpower. In addition, the target moves at half speed for 5 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.

Cone of Cold, Greater   6th Level

You create a massive area of extreme cold that drains heat from creatures in the area, diminishing their ability to move.

Burst: Large *(50 ft.)* cone
Targets: Everything in the area

Attack: Spellpower vs. Reflex
  Success: 1d6 cold damage per two spellpower. In addition, the target moves at half speed.
  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.

Confusion   3rd Level

You compel a creature to act randomly, sowing confusion in your foes' ranks.

Target: One creature   **Range**: Medium *(100 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: 5 rounds

Enchantment [Compulsion, Mind]   **Lists**: Arcane, Chaos, Trickery
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Confusion, Mass   6th Level

You compel a group of creatures to act randomly, sowing confusion in your foes' ranks.

Targets: Up to five creatures   **Range**: Medium *(100 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)*.

Enchantment [Compulsion, Mind]   **Lists**: 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.

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**: Illusion
Notes: Creatures can identify the illusion, as *silent image*. This spell can be made permanent with a *permanency* ritual.
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   9th Level

You render your foe's limbs useless.

Target: One creature   **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Fortitude
  Success: 1d10 life damage per two spellpower. In addition, the target is staggered *(unable to act in movement phase)* for 5 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 paralyzed *(helpless, unable to move)*, except that it can move its head and mouth.
  Failure: Half damage, and no additional effects.

Vivimancy [Flesh]   **Lists**: Arcane
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Cure Critical Wounds   4th Level

You lay your hand on a creature and channel positive energy into it, healing even the most grievous injuries.

Target: One creature   **Range**: Medium *(100 ft.)*

Special: This spell functions like *cure light wounds*, except that for every 2 points of healing granted by this spell, it can instead cure 1 point of critical damage.

Vivimancy [Positive]   **Lists**: Divine, Nature, Vitality
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Cure Critical Wounds, Mass   8th Level

You stretch out your hand and channel positive energy into all of your allies, healing even their most grievous injuries.

Targets: Up to five creatures   **Range**: Medium *(100 ft.)*

Special: This spell functions like *cure critical wounds*, except that it affects multiple creatures.

Vivimancy [Positive]   **Lists**: Divine, Nature, Vitality

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.

Cure Light 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 1d10 damage per two spellpower.

Triggered Attack: If the target is undead, make a Spellpower vs. Fortitude attack.

     Success: 1d10 positive damage per two spellpower.

     Failure: Half damage.

Vivimancy [Positive]   **Lists**: Divine, Nature

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Cure Light Wounds, Mass   5th Level

You stretch out your hand and channel positive energy into all of your allies, healing some of their wounds.

Targets: Up to five creatures   **Range**: Medium *(100 ft.)*

Special: This spell functions like *cure light wounds*, except that it affects multiple creatures.

Vivimancy [Positive]   **Lists**: Divine, Nature, Vitality

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.

Cure Moderate Wounds   2nd Level

You lay your hand on a creature and channel positive energy into it, healing its wounds.

Target: One creature   **Range**: Medium *(100 ft.)*

Special: This spell functions like *cure light wounds*, except that for every 10 points of healing granted by this spell, it can instead cure 1 point of critical damage.

Vivimancy [Positive]   **Lists**: Divine, Nature, Vitality

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Cure Moderate Wounds, Mass   6th Level

You stretch out your hand and channel positive energy into all of your allies, healing their wounds.

Targets: Up to five creatures   **Range**: Medium *(100 ft.)*

Special: This spell functions like *cure moderate wounds*, except that it affects multiple creatures.

Vivimancy [Positive]   **Lists**: Divine, Nature, Vitality

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.

Cure Serious Wounds   3rd Level

You lay your hand on a creature and channel positive energy into it, healing even serious injuries.

Target: One creature   **Range**: Medium *(100 ft.)*

Special: This spell functions like *cure light wounds*, except that for every 5 points of healing granted by this spell, it can instead cure 1 point of critical damage.

Vivimancy [Positive]   **Lists**: Divine, Nature, Vitality

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Cure Serious Wounds, Mass   7th Level

You stretch out your hand and channel positive energy into all of your allies, healing even serious injuries.

Targets: Up to five creatures   **Range**: Medium *(100 ft.)*

Special: This spell functions like *cure serious wounds*, except that it affects multiple creatures.

Vivimancy [Positive]   **Lists**: Divine, Nature, Vitality

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.

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: 1d10 life damage per two 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 lasts for 1 year.

     Failure: Half damage, and no additional effects.

Duration: 5 rounds or 1 year

Vivimancy [Curse, Flesh]   **Lists**: Death, Divine, Evil, Vivimancy

Notes: Curses cannot be dispelled with *dispel magic*, but can be removed with *break enchantment* or *remove curse*.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Curse of Enfeeblement   4th Level

Target: One creature   **Range**: Close *(30 ft.)*

Attack: Spellpower vs. Fortitude
  Success: The target takes a -4 penalty to your choice of Strength or Dexterity.
  Failure: As above, but the penalty is halved.
Duration: One year

Vivimancy [Curse, Flesh]   **Lists**: Vivimancy, Death
Notes: This spell cannot reduce an attribute below -9. Curses cannot be dispelled with *dispel magic*, but can be removed with *break enchantment* or *remove curse*.
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Curse of the Wayward Mind   8th Level

Target: One creature   **Range**: Close *(30 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)*.
  Failure: The target is disoriented *(moves randomly)* for 5 rounds.
Duration: One year

Vivimancy [Curse]   **Lists**: Arcane
Notes: Curses cannot be dispelled with *dispel magic*, but can be removed with *break enchantment* or *remove curse*.
Retargeting Miscast: 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 *(Focus + 5 rounds)*

Illusion [Figment, Light]   **Lists**: Arcane
Notes: This spell can be made permanent with a *permanency* ritual.
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.

Darkvision   2nd 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
Notes: This spell does not grant the ability to see in magical darkness. It can be made permanent with a *permanency* ritual.
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.

Death Knell   6th Level

You draw forth the ebbing life force of a creature and use it to fuel your own power.

Target: Living creature   **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Fortitude
  Success: 1d10 life damage per two spellpower. In addition, for 5 rounds, the target automatically dies if it has no hit points remaining.
    If the target dies in this way, you gain temporary hit points equal to your spellpower. These temporary hit points last for 1 round per level the target had.
  Failure: Half damage, and no additional effects.
Duration: See text

Vivimancy [Death]   **Lists**: Death, Evil, Vivimancy
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   3rd Level

You shield an ally from deadly spells.

Target: One living creature   **Range**: Close *(30 ft.)*

Effect: The target is immune to all death spells, magical death effects, energy drain, and any negative energy effects.
Duration: Short *(Focus + 5 rounds)*

Abjuration/Vivimancy [Positive, Shielding]
Lists: Death, Divine, Good, Protection
Notes: This spell doesn't remove negative levels that the target has already gained. It does not protect against other sorts of attacks, even if those attacks might be lethal.
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Death Ward, Mass   7th Level

You shield your allies from deadly spells.

Targets: Five living creatures   **Range**: Medium *(100 ft.)*

Effect: The target is protected, as *death ward*.

Duration: Short *(Focus + 5 rounds)*

Abjuration/Vivimancy [Positive, Shielding]

Lists: Death, 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.

Deep Slumber   9th Level

You fill your foe with an overpowering urge to sleep, inevitably rendering it comatose.

Target: One creature   **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Mental

  Success: The target is blinded *(unable to see, moves at half speed, defenseless)* for 5 rounds.

  Critical Success: The target falls asleep. It cannot be awakened by any means for 5 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 5 rounds.

Duration: See text

Enchantment [Compulsion, Mind]   **Lists**: Arcane

Notes: Creatures 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).

Deflection   3rd Level

You shield yourself from enemy attacks, causing them to deflect away from you harmlessly.

Target: You

Effect: You gain a defensive legend point. If you spend it, you get another legend point 5 rounds later.

Duration: Long *(1 hour)*

Abjuration [Shielding]   **Lists**: Abjuration

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.

Delay Poison   2nd Level

Target: One creature   **Range**: Close *(30 ft.)*

Casting Time: Swift action

Effect: The target becomes temporarily immune to the effects of poison. 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 *(Focus + 5 rounds)*

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).

Delayed Blast Fireball   7th Level

Burst: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*

Targets: Everything in the area

Special: You can delay this spell's attack until up to 5 rounds after the spell is cast. You select the amount of delay upon completing the spell, and that time cannot change once it has been set unless someone touches the bead (see below). For every round that this spell is delayed, your spellpower with it increases by 2.

  If you choose a delay, a glowing bead of fire sits at the point of origin, shedding light as a torch, until it detonates. It cannot be physically harmed or moved, but it can be dispelled, which prevents it from detonating.

Attack: Spellpower vs. Reflex

  Success: 1d6 fire damage per two spellpower

  Failure: Half damage.

Duration: 5 rounds or less; see text

Evocation [Destructive, Fire]   **Lists**: Arcane, Fire

Notes: As *fireball*.

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.

Destruction   7th Level

Target: One creature   **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Fortitude
   Success: 1d10 divine damage per two 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.

Vivimancy [Death, Flesh]   **Lists**: Destruction, Divine
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Detect Alignment   2nd 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: Focus

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.

Dictum   6th Level

You utter a powerful command, binding your foes in place.

Burst: Large *(50 ft.)* radius centered on you
Targets: All nonlawful creatures in the area
Components: Verbal only

Attack: Spellpower vs. Mental
   Success: 1d6 divine damage per two spellpower.
   Critical Success: As above, and the target is slowed *(unable to act in movement phase, −2 to physical attacks, defenses, and checks)* for 5 rounds.
   Failure: Half damage.

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.

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, 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.

Dimension Door, Mass   8th Level

Range: Medium *(100 ft.)*
Targets: Up to five willing creatures
Effect: The target teleports to a destination you specify within 1,000 feet of you, as *dimension door*.

Conjuration [Teleportation]   **Lists**: Conjuration, Travel
Notes: You can choose the destinations for each target independently, within the range of 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.

Dimension Slide   2nd Level

Target: One creature   **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Mental
   Effect: The target teleports to a destination in range. The destination must be an unoccupied space on stable ground. If the destination is invalid, the spell fails.

Conjuration [Teleportation]   **Lists**: Conjuration, Travel
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Dimensional Anchor   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.

Abjuration [Antimagic]   **Lists**: Arcane, Divine, Magic
Notes: This spell cannot be dispelled. It can only be removed by physically travelling to the Astral Plane, such as through a planar rift or the gate created by the *gate* ritual.
   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).

Discern Lies   4th 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 know-ingly speaks a lie. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Duration: Focus

Divination [Detection]   **Lists**: 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.

Discern Vulnerability   3rd Level

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).

Discordant Song   8th Level

Magical music fills the air, sowing confusion among your foes.

Burst: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*

Targets: All creatures in the area

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: 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.

Disintegrate   6th Level

You shoot a thin, green ray from your pointing finger that completely destroys whatever it hits.

Target: One creature or object   **Range**: Close *(30 ft.)*

Attack: Spellpower vs. Fortitude
  Success: 1d10 physical damage per two 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.
  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 *wall of force*, but not magical effects such as an *antimagic field*.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Disjoin Magic   9th Level

Special: This spell has two versions: an area dispel, and a targetted 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.

Dispel Magic   3rd Level

You destroy magical effects.

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 DC equal to 10 + the spellpower of the spell, the spell is dispelled.

    If the target is an object, and the attack result beats a DC 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 DC 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 valid target within range (including yourself, if applicable).

Dispel Magic, Greater   6th Level

Area: Medium *(20 ft.)* radius limit   **Range**: Medium *(100 ft.)*

Targets: All creatures and unattended objects in the area

Attack: Spellpower vs. Special

  Effect: Spells affecting the target are dispelled, as *dispel magic*.

Abjuration [Antimagic]   **Lists**: Arcane, Divine, Magic, Nature

Notes: As *dispel magic*.

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.

Displacement   3rd Level

You shift your ally's image, causing it to appear to be about 2 feet away from its true location.

Target: One creature   **Range**: Close *(30 ft.)*

Effect: Targeted physical attacks against the target have a 50% miss chance. Spells and other special attacks suffer no miss chance.

Duration: Short *(Focus + 5 rounds)*

Illusion [Glamer]   **Lists**: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Divine Favor   1st Level

You imbue yourself with skill in combat by calling upon the divine power of your patron.

Target: You

Effect: You gain a legend point.

Duration: Short *(Focus + 5 rounds)* or until expended

Transmutation [Augment]   **Lists**: Divine, Strength, 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.

Divine Favor, Greater   5th Level

You imbue yourself with great strength and skill in combat by calling upon the divine power of your patron.

Target: You

Effect: You gain a legend point. If you spend it, you get another legend point 5 rounds later.

Duration: Long *(1 hour)*

Transmutation [Augment]   **Lists**: Divine, Strength, 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.

Divine Might   6th Level

Target: You

Success: You become larger, as *enlarge person*. 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 ovvercome 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, Good, 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.

Dominate Monster   9th Level

Target: One creature   **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Mental

  Success: The target is dominated, as *dominate person*, except that the effect does not depend on creature type.

Enchantment [Compulsion, Mind]   **Lists**: Enchantment

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Dominate Person   7th Level

Target: One humanoid creature   **Range**: Close *(30 ft.)*

Attack: Spellpower vs. Mental

Success: The target is confused *(randomly babbles, flees, attacks nearest, or acts normally)* for 5 rounds.

Critical Success: The target is dominated for 5 rounds. It obeys your commands unquestioningly, as an automaton. If you have a shared language, you can command the target to perform any task, and it will obey you immediately. If you lack a shared language, you can still issue simple commands, such as "attack" or "follow".

When this effect's duration ends, you must make another Spellpower vs. Mental attack against the target. If you succeed, the target remains dominated for another 5 rounds. If you fail, the target breaks free of your control. If you critically succeed, the target remains dominated for an additional 24 hours. If the effect's duration is extended, this attack must be repeated each time it ends until the domination is broken.

Failure: The target is dazed *(unable to act in movement phase)* for 5 rounds.

Enchantment [Compulsion, Mind, Subtle]   **Lists**: Enchantment

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).

Drain Life   3rd Level

Target: One living creature   **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Fortitude

Success: 1d10 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 minutes. If you take life damage, you lose all temporary hit points provided by this spell before applying the damage.

Failure: Half damage.

Vivimancy [Life]   **Lists**: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Earth's Pull   4th Level

You intensify the pull of gravity on your foe, causing it to feel much heavier and making its movements sluggish.

Range: Close *(30 ft.)*

Target: One Large or smaller creature within 10 feet of solid ground

Attack: Spellpower vs. Mental

Success: The target is slowed *(unable to act in movement phase, −2 to physical attacks, defenses, and checks)*. However, it gains a +5 bonus to Climb checks.

Failure: The target moves at half speed.

Duration: 5 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).

Earthen Blade   2nd Level

Range: Touch

Effect: This spell creates a weapon from the ground. The weapon can be of any type you are proficient with. In addition, the weapon is magical, as the *magic weapon* spell.

Duration: Long *(1 hour)*

Transmutation [Alteration, Augment, Earth]   **Lists**: Earth, 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.

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.

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.

Earthquake   9th Level

An intense but highly localized tremor shakes the ground. The shock knocks creatures down, and rifts open in the earth to trap unwary creatures.

Zone: Large *(50 ft.)* radius   **Range**: Medium *(100 ft.)*

Targets: All creatures 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 DC equal to 10 + your spellpower.

Evocation [Earth, Physical]   **Lists**: Destruction, Divine, Earth, Nature

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.

Earthspike　　　　　　　　1st Level

You create a spike from the ground that impales your foe.

Range: Medium *(100 ft.)*
Target: One creature or object within 10 feet of natural earth or stone

Attack: Spellpower vs. Armor defense
　Success: 1d6 piercing damage per spellpower.

Transmutation [Alteration, Earth, Physical]　　**Lists**: Earth, Nature
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Earthspike, Mass　　　　　　　　4th Level

Burst: Small *(10 ft.)* radius　　　**Range**: Medium *(100 ft.)*
Targets: Everything in the area within 10 feet of natural earth or stone

Attack: Spellpower vs. Armor defense
　Success: 1d8 piercing damage per two spellpower.

Transmutation [Alteration, Earth, Physical]　　**Lists**: Earth, Nature
Notes: This spell cannot attack more than one target within a single 5-ft. square.
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.

Energy Conversion　　　　　　　　8th Level

Effect: You gain damage reduction against all energy types (acid, cold, electricity, fire) equal to twice your spellpower.
　If you absorb damage with this spell from a single energy type that exceeds your spellpower, you gain a charge for that energy type. You can store up to 3 charges of any combination of energy types. Additional charges replace existing charges of your choice.
Duration: Long *(1 hour)*

Special: As a standard action, you can expend a charge to fire a bolt of energy.
Target: One creature or object　　　**Range**: Close *(30 ft.)*
Attack: Spellpower vs. Reflex
　Success: 1d8 energy damage per two spellpower. The damage type is the same as the type of the charge expended.
　Failure: Half damage.

Abjuration/Evocation [Shielding]　　**Lists**: Arcane, 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.

Enervation　　　　　　　　4th 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 attacks, special 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).

Enervation, Greater　　　　　　　　8th Level

Your foe's body loses its color momentarily as you drain its life force away.

Target: One creature　　　**Range**: Medium *(100 ft.)*
Effect: If the target is undead, it gains an offensive legend point and damage reduction against physical damage equal to your spellpower. Positive damage ignores this damage reduction and negates it for 1 round.
Triggered Attack: If the target is living, make a Spellpower vs. Fortitude attack.
　Success: The target gains eight negative levels. This imposes a −8 penalty to the target's attacks, special defenses, and checks, and a penalty to its current and maximum hit points equal to eight times the creature's level.
　Success: The target gains four negative levels. This imposes a −4 penalty to the target's attacks, special defenses, and checks, and a penalty to its current and maximum hit points equal to four times the creature's level.

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).

Enlarge Monster　　　　　　　　4th Level

Targets: One creature (Large or smaller)　　**Range**: Medium *(100 ft.)*
Special: This spell functions like *enlarge person*, except that the target can be a creature of any type.

Transmutation [Alteration, Sizing]　　**Lists**: Arcane, Nature, Strength, Wild
Notes: 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).

Enlarge Monster, Mass   7th Level

Targets: Five creatures (Large or smaller)   **Range**: Medium *(100 ft.)*
Effect: The target is enlarged, as *enlarge person*.
Duration: Short *(Focus + 5 rounds)*

Transmutation [Alteration,   **Lists**: Arcane, Nature, Strength, Wild Sizing]
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.

Enlarge Person   3rd Level

Target: One humanoid creature   **Range**: Medium *(100 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 maneuver attack and defense.
  • −1 penalty to other physical attacks and defenses.
  • −4 penalty to Stealth checks.
  • Melee weapons increase damage die size by one.
    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**: Strength, Transmutation
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.
    This spell can be made permanent with a *permanency* ritual.
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Enlarge Person, Mass   6th Level

Targets: Five humanoid creatures   **Range**: Medium *(100 ft.)*
Effect: The target is enlarged, as *enlarge person*.
Duration: Short *(Focus + 5 rounds)*

Transmutation [Alteration, Sizing]   **Lists**: Strength, Transmutation
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.

Entangle   1st Level

Plants grow and ensnare your foe.

Target: One creature within 5 feet of plants   **Range**: Medium *(100 ft.)*
Attack: Spellpower vs. Reflex
  Success: The target is slowed *(unable to act in movement phase, −2 to physical attacks, defenses, and checks)*.
  Failure: The target moves at half speed.
  Special: The target can break this spell's effect with a grapple or Escape Artist check against a DC equal to 10 + your spellpower.
Duration: 5 rounds or until escaped

Transmutation [Alteration, Physical]   **Lists**: Nature, Wild
Notes: The effects of this spell may be altered somewhat based on the nature of the plants in the area. If no plants exist in the area, this spell has no effect.
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Entangle, Greater   4th Level

Plants grow out of nowhere and ensnare your foe.

Target: One creature   **Range**: Long *(300 ft.)*
Special: This spell functions like *entangle*, except that the target does not need to be near plants.

Transmutation [Alteration, Physical]   **Lists**: Nature, Wild
Notes: The effects of this spell may be altered somewhat based on the nature of the plants in the area.
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

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).

Ethereal Jaunt   6th 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.

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.

Etherealness   9th Level

Target: You and up to five willing creatures   **Range**: Touch

Effect: The target becomes ethereal, as *ethereal jaunt*.

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 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.

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.

Duration: Short *(Focus + 5 rounds)*

Trigger: A creature hits you with a melee attack

Target: The attacking creature

Effect: 1d10 acid damage per two spellpower.

Transmutation [Augment]   **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.

Eyebite   3rd Level

Target: One creature   **Range**: Medium *(100 ft.)*

Success: 1d10 life damage per two spellpower. In addition, the target's vision is impaired *(20% failure)*. This affects all sight-related actions, including physical attacks and targeted spells.

Critical Success: As above, except that the target's vision is severely impaired *(50% failure)*.

Failure: Half damage, and no additional effects.

Vivimancy [Flesh]   **Lists**: Arcane

Notes: This spell has no effect on creatures without eyes.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Faerie Fire   2nd 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: Short *(Focus + 5 rounds)*

Illusion [Figment, Light]   **Lists**: Nature

Notes: Illusory figments, such as those created by the *silent image* spell, are not outlined, which may reveal their false nature. The lights continue illuminating creatures after they leave the area.

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.

False Reality   9th Level

Zone: 1 mile radius centered on you

Effect: A scripted figment of your design appears within the area, as *persistent image*.

Duration: Long *(1 hour)*

Illusion [Figment, Unreal]   **Lists**: Illusion

Notes: Creatures can identify the illusion, as *silent 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.

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 *(unable to approach its fear)* by you.

Duration: 5 rounds

Enchantment [Fear, Mind]   **Lists**: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Fear, Mass   6th Level

You terrify your foe.

Target: Up to five creatures   **Range**: Medium *(100 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 *(unable to approach its fear)* by you.
Duration: 5 rounds

Enchantment [Fear, Mind]   **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.

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 *(Focus + 5 rounds)*

Evocation [Air]   **Lists**: Air, Arcane, Travel
Notes: 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.
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Feeblemind   8th 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 dazed *(unable to act in movement phase)* for 5 rounds.

Enchantment [Delusion, Mind]   **Lists**: Enchantment
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Finger of Death   7th Level

Target: One living creature   **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Fortitude
  Success: 1d10 life damage per two 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.

Vivimancy [Death]   **Lists**: Arcane, Death
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Fire Seeds   5th Level

Targets: Up to five acorns or berries

Effect: The targets are imbued with fiery energy capable of dealing up to 1d6 fire damage per two spellpower. You may freely decide the distribution of dice between the target berries.
    You must also specify at least one command word used to detonate the seeds. You can specify different command words to detonate different combinations of seeds.
Duration: Extreme *(12 hours)* or until discharged

Special: As a standard action, you can say one of your defined command words to detonate seeds.
Range: Medium *(100 ft.)*
Area: Small *(10 ft.)* burst centered on a detonating seed
Targets: Everything in the area

Attack: Spellpower vs. Reflex
  Success: The target takes the damage imbued into the seed.
  Failure: Half damage.
  Special: This attack automatically succeeds against a creature that is holding a seed when it detonates.

Evocation/Transmutation [Destructive, Fire]   **Lists**: Fire, Nature, Wild
Notes: You can only have one *fire seeds* spell active at any time.
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.

Fire Shield   3rd Level

You appear to immolate yourself in a wreath of flame that lashes out at anyone who tries to harm you.

Effect: You gain damage reduction against cold damage equal to twice your spellpower. In addition, you radiate light as a torch.
Duration: Short *(Focus + 5 rounds)*

Trigger: A creature within 30 feet of you attacks you
Target: The attacking creature

Attack: Spellpower vs. Reflex
  Success: 1d6 fire damage per two spellpower

Abjuration/Evocation [Fire, Retributive, Shielding]   **Lists**: Arcane, 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.

Fire Storm   8th Level

You fill a massive area with sheets of roaring flame, burning everyone who opposes you.

Burst: Large *(50 ft.)* radius   **Range**: Medium *(100 ft.)*
Targets: Everything in the area, except allied creatures and plants

Attack: Spellpower vs. Reflex
  Success: 1d6 fire damage per two spellpower
  Failure: Half damage.

Evocation [Destructive, Fire]   **Lists**: Destruction, Fire, Nature, War
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.

Fireball   3rd 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: 1d6 fire damage per two spellpower
  Failure: Half damage.

Evocation [Destructive, Fire]   **Lists**: Arcane, Destruction, 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 combustable 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.

Flame Blade   2nd Level

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: Medium *(5 minutes)*

Evocation [Fire]   **Lists**: Nature, Fire
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 combustable 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.

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.   **Range**: Close *(30 ft.)* high
Targets: Everything in the area, except allied creatures

Attack: Spellpower vs. Reflex
  Success: 1d6 fire and divine damage per two spellpower
  Failure: Half damage.

Evocation [Destructive, Fire]   **Lists**: Destruction, Divine, Fire, War
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 combustable 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

Target: One creature   **Range**: Touch
Effect: The target gains a 30 foot fly speed with good maneuverability.
Duration: Short *(Focus + 5 rounds)*

Transmutation [Augment]   **Lists**: Arcane
Notes: An unencumbered creature with a fly speed can fly through the air. See Flying, page 247, for more details.
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.

Fog Cloud   1st 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 *(Focus + 5 rounds)*

Conjuration [Creation, Fog, Physical]   **Lists**: Arcane, Nature, Water
Notes: Fog spells do not function underwater and can be dispersed by wind. Localized wind, such as from a *gust of wind* 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.
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.

Fog Sea   7th Level

Zone: 500 ft. radius cylinder centered on you, 50 ft. high

Effect: Fog fills the area, as *fog cloud*.

Conjuration [Creation, Fog, Physical]   **Lists**: Arcane, Nature

Notes: Fog spells do not function underwater and can be dispersed by wind. Localized wind, such as from a *gust of wind* 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 severe wind disperses the fog within 1 minute, a windstorm disperses it within 5 rounds, and a hurricane disperses it within a round.

Physical spells cannot be dismissed or dispelled, and do not allow spell resistance.

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.

Fog Shield   5th Level

You create a bank of fog that follows you, concealing you and your allies.

Emanation: Medium *(20 ft.)* radius cylinder centered on you

Effect: Fog blocks sight in the area, as *fog cloud*. If you move, new fog does not form immediately. At the end of each round, the fog in your previous location disappears, and fog forms around your current location.

Duration: Short *(Focus + 5 rounds)*

Abjuration/Conjuration   **Lists**: Arcane, Divine, Nature, Water
[Creation, Fog, Physical]

Notes: Fog spells do not function underwater and can be dispersed by wind. Localized wind, such as from a *gust of wind* 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.

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.

Forcecage   5th Level

Target: One creature or object (Large or smaller)   **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Reflex

Success: 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: Short *(Focus + 5 rounds)*

Evocation [Force, Physical]   **Lists**: Evocation

Notes: As *wall of force*.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Foresight   3rd Level

Effect: You cannot be caught unaware *(critically threatened on every attack)*.

Duration: Long *(1 hour)*

Divination   **Lists**: Divination, 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.

Foresight, Greater   9th Level

You bestow a powerful sixth sense to your ally, giving them clear visions of any imminent danger.

Effect: You cannot be caught unaware *(critically threatened on every attack)*, and gain a +30 bonus to initiative checks.

Duration: Long *(1 hour)*

Divination   **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.

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**: Chaos, Enchantment

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Freedom   3rd Level

Target: One creature   **Range**: Close *(30 ft.)*

Effect: The target is immune to effects that restrict its mobility, such as *slow* or *web*. 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 *(Focus + 5 rounds)*

Transmutation [Augment]   **Lists**: Divine, Nature, Travel

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Freedom, Mass   7th Level

Targets: Up to five creatures   **Range**: Medium *(100 ft.)*

Effect: The target can move freely, as *freedom*.

Duration: Short *(Focus + 5 rounds)*

Transmutation [Augment]   **Lists**: 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.

Fungal Growth   2nd 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 5 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 DC 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 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.

Gaseous Form   3rd Level

The target and all its equipment becomes insubstantial, misty, and translucent.

Target: One willing corporeal creature   **Range**: Touch

Components: Somatic only

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, Air, 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.

Gentle Descent   1st Level

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 247).

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Gentle Descent, Mass   4th Level

You grant your ally ephemeral wings which allow him to glide.

Target: Up to five creatures   **Range**: Medium *(100 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 247).

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.

Ghoul Touch   2nd Level

Your foe feels the touch of a ghoul's undead hand against its flesh.

Target: One living creature   **Range**: Close *(30 ft.)*

Attack: Spellpower vs. Fortitude

  Success: The target is staggered *(unable to act in movement phase)*.

  Failure: The target is sickened *(moves at half speed)*.

Duration: 5 rounds

Vivimancy [Flesh]   **Lists**: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Glitterdust   2nd Level

Burst: Small *(10 ft.)* radius   **Range**: Medium *(100 ft.)*

Targets: Everything in the area

Effect: Golden particles surround and outline 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 *silent image* spell, are not outlined, which may reveal their false nature.

The dust can be removed from the target by drenching it with water or a similar liquid, or by dealing 5 points of acid or fire damage.

Duration: Short *(Focus + 5 rounds)*

Conjuration [Creation, Physical]   **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.

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 DC 15 Balance check is usually required to move on oily surfaces. See Balance, page 65, for more details.

Targets: All creatures in the area

Attack: Spellpower vs. Reflex
  Success: The target falls prone.

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.

Greater (Spell Name)

Any spell whose name begins with greater is alphabetized in this chapter according to the second word of the spell name. Thus, the description of a greater spell appears near the description of the spell on which it is based. Spell chains that have greater spells in them include those based on the spells command, dispel magic, invisibility, magic fang, magic weapon, restoration, scrying, shadow conjuration, shadow evocation, shout, and teleport.

Gust of Wind   2nd Level

You create a severe blast of air that knocks your foes flying.

Zone: 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.
  This spell can be made permanent with a *permanency* ritual.

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.

Harm   6th Level

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 1d10 damage per two spellpower.

Triggered Attack: If the target is living, make a Spellpower vs. Fortitude attack.
  Success: 1d10 negative damage per two spellpower. All damage dealt in excess of the target's hit points is dealt as critical damage.
  Failure: Half damage.

Vivimancy [Negative]   **Lists**: Arcane, Death, Divine, Evil, Vitality

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Haste, Lesser   2nd 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**: Transmutation

Notes: As with any effect that increases your speed, this effect affects your ability to jump (see Jump, page 71).

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Haste   5th Level

You accelerate your ally's motions, causing her to move and act more quickly than normal.

Target: One creature   **Range**: Close *(30 ft.)*

Effect: The target's speed increases, as *lesser haste*. In addition, when it takes a full attack action, it may make an additional attack at a −5 penalty.

Duration: Short *(Focus + 5 rounds)*

Transmutation [Temporal]   **Lists**: Transmutation

Notes: As *lesser haste*. The extra attack granted does not stack with similar effects.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Haste, Mass   8th Level

You accelerate your allies' motions, causing them to move and act more quickly than normal.

Targets: Up to five creatures   **Range**: Close *(30 ft.)*

Special: This spell functions like *haste*, except that it affects multiple creatures.

Transmutation [Temporal]   **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.

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 1d10 damage per two 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: 1d10 positive damage per two spellpower.

    Failure: Half damage.

Vivimancy [Positive]   **Lists**: Divine, Good, Nature, Vitality

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Heat Metal   1st Level

You heat your foe's armor, blistering its skin.

Target: One metal object (Medium or smaller)   **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Mental

    Success: The target and everything touching it takes 1d6 fire damage per two spellpower immediately, and again at the end of the next round.

        A creature wearing or holding the target object is dazed *(unable to act in movement phase)* each round it takes damage from the object.

Evocation [Fire]   **Lists**: Nature

Notes: This spell's attack automatically succeeds against unattended objects.

    If the target is underwater, this spell deals half damage, and boils the surrounding water. Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Heroism   4th Level

You imbue your ally with great bravery and morale in battle.

Target: One creature   **Range**: Close *(30 ft.)*

Effect: The target becomes immune to fear and gains temporary hit points equal to your spellpower. In addition, it gains an offensive legend point.

Duration: Short *(Focus + 5 rounds)*

Enchantment [Mind, Morale]   **Lists**: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Heroism, Greater   8th Level

Targets: Up to five creatures   **Range**: Medium *(100 ft.)*

Special: This spell functions like *heroism*, except that it affects multiple targets.

Enchantment [Mind, Morale]   **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.

Hold Monster   5th Level

Target: One creature   **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Mental

    Success: The target is immobilized *(Unable to leave its location)* for 5 rounds.

    Failure: The target moves at one-quarter speed for 5 rounds.

Enchantment [Compulsion, Mind]   **Lists**: Arcane, Divine, Law

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Hold Monster, Mass   9th Level

Targets: Up to five creatures   **Range**: Long *(300 ft.)*

Attack: Spellpower vs. Mental

    Success: The target is immobilized *(Unable to leave its location)* for 5 rounds.

    Failure: The target moves at one-quarter speed for 5 rounds.

Enchantment [Compulsion, Mind]   **Lists**: Arcane, 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.

Hold Person   3rd Level

Target: One humanoid creature   **Range**: Close *(30 ft.)*

Attack: Spellpower vs. Mental

    Success: The target is immobilized *(Unable to leave its location)* for 5 rounds.

    Failure: The target moves at one-quarter speed for 5 rounds.

Enchantment [Compulsion, Mind]   **Lists**: Arcane, Divine, Law, War

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Hold Person, Mass   7th Level

Targets: Up to five creatures   **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Mental

    Success: The target is immobilized *(Unable to leave its location)* for 5 rounds.

    Failure: The target moves at one-quarter speed for 5 rounds.

Enchantment [Compulsion, Mind]   **Lists**: Arcane, 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.

Holy Aura — 8th Level

Range: Close *(30 ft.)* — **Targets**: Up to five creatures

Effect: The target gains spell resistance against lawful spells and spells cast by evil creatures.

Duration: Short *(Focus + 5 rounds)*

Trigger: Whenever an evil creature within 30 feet of the target makes a physical attack against it

Target: The attacking creature

Attack: Spellpower vs. Mental
  Success: 1d6 divine damage per two spellpower

Abjuration [Good, Retributive, Shielding] — **Lists**: Divine, Good

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.

Holy Smite — 3rd Level

Target: One nongood creature — **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Mental
  Success: 1d10 divine damage per two spellpower.
  Critical Success: As above, and the target is dazed *(unable to act in movement phase)* for 5 rounds.
  Failure: Half damage, and no additional effects.

Evocation [Good] — **Lists**: Good

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Holy Word — 6th Level

Burst: Large *(50 ft.)* radius centered on you

Components: Verbal only

Attack: Spellpower vs. Mental
  Success: 1d6 divine damage per two spellpower.
  Critical Success: As above, and the target is dazed *(unable to act in movement phase)* for 5 rounds.
  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 attack against plants and creatures with the water subtype.
  Success: 1d6 physical damage per two spellpower
  Failure: Half damage.

Vivimancy [Flesh] — **Lists**: Arcane, Water

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.

Hypnotic Pattern — 2nd 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 *(Focus + 5 rounds)*

Targets: All creatures in the area

Attack: Spellpower vs. Mental
  Success: The target is fascinated *(unable to act unless threatened)* by the lights.

Enchantment/Illusion [Compulsion, Figment, Light, Mind, Visual]

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.

Hypnotic Pattern, Greater — 6th Level

You create a twisting pattern of subtle, shifting colors that weaves through the air, fascinating creatures within it and leading them astray.

Zone: Large *(50 ft.)* radius — **Range**: Extreme *(1,000 ft.)*

Effect: Lights appear in the area, illuminating the surroundings like a torch. By concentrating as a swift action, you can move the lights up to 50 feet.

Duration: Medium *(5 minutes)*

Targets: All creatures in the area

Attack: Spellpower vs. Mental
  Success: The target is fascinated *(unable to act unless threatened)* by the lights.

Enchantment/Illusion [Compulsion, Figment, Light, Mind, Visual]

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.

Ice Storm   4th Level

You conjure magical hailstones that pound down, smashing and chilling creatures in their path.

Burst: Small *(10 ft.)* radius cylinder, 20 ft.   **Range**: Medium *(100 ft.)* high

Effect: The ground in the area is covered in ice for 5 rounds, making it slippery. A DC 15 Balance check is usually required to move on icy surfaces. See Balance, page 65, for more details.

Targets: Everything in the area

Effect: 1d4 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 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.

Implosion   9th Level

You create a destructive resonance in your foe's body that destroys it from the inside out.

Trigger: At the end of every round

Target: One creature   **Range**: Medium *(100 ft.)*

Special: You cannot target the same creature more than once per casting of this spell.

Attack: Spellpower vs. Fortitude

Success: 1d10 life damage per two 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**: Destruction, Divine

Notes: This spell has no effect on creatures in *gaseous form* or on incorporeal creatures.

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.

Imprisonment   8th Level

You teleport your foe deep beneath the earth, leaving it in stasis forever.

Target: One creature touching the ground   **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Mental

Success: 1d10 physical damage per two spellpower. In addition, the target is slowed *(unable to act in movement phase, −2 to physical attacks, defenses, and checks)* for 5 rounds.

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.

Failure: Half damage, and the target moves at half speed for 5 rounds.

Conjuration/Transmutation [Teleportation,   **Lists**: Arcane, Earth, Law 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.

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**: Close *(30 ft.)*

Effect: The target gains damage reduction against physical 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.

Inflict Critical Wounds   4th Level

Target: One creature   **Range**: Close *(30 ft.)*

Effect: If the target is undead, it is healed for 1d10 damage per two spellpower.

Triggered Attack: If the target is living, make a Spellpower vs. Fortitude attack.

Success: 1d10 negative damage per two spellpower. For every 2 points of damage dealt in excess of the target's hit points, it takes 1 point of critical damage.

Failure: Half damage.

Vivimancy [Negative]   **Lists**: Arcane, Divine

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Inflict Critical Wounds, Mass   8th Level

Targets: Up to five creatures   **Range**: Medium *(100 ft.)*

Special: This spell functions like *inflict critical wounds*, except that it heals or inflicts 1d6 damage per two spellpower.

Vivimancy [Negative]   **Lists**: Arcane, 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.

Inflict Light Wounds   1st Level

Target: One creature   **Range**: Close *(30 ft.)*

Effect: If the target is undead, it is healed for 1d10 damage per two spellpower.

Triggered Attack: If the target is living, make a Spellpower vs. Fortitude attack.

    Success: 1d10 negative damage per two spellpower.

    Failure: Half damage.

Vivimancy [Negative]   **Lists**: Arcane, Divine

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Inflict Light Wounds, Mass   5th Level

Targets: Up to five creatures   **Range**: Medium *(100 ft.)*

Special: This spell functions like *inflict light wounds*, except that it heals or inflicts 1d6 damage per two spellpower.

Vivimancy [Negative]   **Lists**: Arcane, 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.

Inflict Moderate Wounds   2nd Level

Target: One creature   **Range**: Close *(30 ft.)*

Effect: If the target is undead, it is healed for 1d10 damage per two spellpower.

Triggered Attack: If the target is living, make a Spellpower vs. Fortitude attack.

    Success: 1d10 negative damage per two spellpower. For every 10 points of damage dealt in excess of the target's hit points, it takes 1 point of critical damage.

    Failure: Half damage.

Vivimancy [Negative]   **Lists**: Arcane, Divine

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Inflict Moderate Wounds, Mass   6th Level

Targets: Up to five creatures   **Range**: Medium *(100 ft.)*

Special: This spell functions like *inflict moderate wounds*, except that it heals or inflicts 1d6 damage per two spellpower.

Vivimancy [Negative]   **Lists**: Arcane, 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.

Inflict Serious Wounds   3rd Level

Target: One creature   **Range**: Close *(30 ft.)*

Effect: If the target is undead, it is healed for 1d10 damage per two spellpower.

Triggered Attack: If the target is living, make a Spellpower vs. Fortitude attack.

    Success: 1d10 negative damage per two spellpower. For every 5 points of damage dealt in excess of the target's hit points, it takes 1 point of critical damage.

    Failure: Half damage.

Vivimancy [Negative]   **Lists**: Arcane, Divine

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Inflict Serious Wounds, Mass   7th Level

Targets: Up to five creatures   **Range**: Medium *(100 ft.)*

Special: This spell functions like *inflict serious wounds*, except that it heals or inflicts 1d6 damage per two spellpower.

Vivimancy [Negative]   **Lists**: Arcane, 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.

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 64).

    If the target attacks any creature, such as by casting any spell that affects an unwilling creature, it becomes visible.

Duration: Short *(Focus + 5 rounds)*

Illusion [Glamer]   **Lists**: Arcane, Trickery

Notes: This spell can be made permanent (on objects only) with a *permanency* ritual.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Invisibility, Greater   6th Level

Target: One creature or object (Large or smaller)   **Range**: Close *(30 ft.)*

Effect: The target becomes invisible, as *invisibility*. At the end of every round, if the target did not attack a creature that round, it becomes invisible again.

Duration: Short *(Focus + 5 rounds)*

Illusion [Glamer]   **Lists**: Illusion

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Invisibility, Mass   7th Level

Targets: Up to five creatures or objects (Large or smaller)   **Range**: Medium *(100 ft.)*

Effect: The target becomes invisible, as *invisibility*.

Duration: Short *(Focus + 5 rounds)*

Illusion [Glamer]   **Lists**: 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.

Iron Body   8th Level

Target: You

Effect: This spell transforms your body into living iron, which grants you several powerful resistances and abilities.

You gain damage reduction against physical damage equal to your spellpower. Adamantine weapons ignore this damage reduction and negate it for 1 round.

You are immune to blindness, critical hits, attribute damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect.

Your move at half speed, and take a −8 armor check penalty. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attacks deal damage equal to a warhammer sized for you (1d6 for Small characters or 1d8 for Medium characters), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of ten, causing you to sink in water like a stone. However, you could survive the crushing pressure and lack of air at the bottom of the ocean – at least until the spell duration expires.

Duration: Short *(Focus + 5 rounds)*

Transmutation [Alteration, Augment]   **Lists**: Arcane, Earth, 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.

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**: Close *(30 ft.)*

Attack: Spellpower vs. Mental

Success: The target must spend a standard action each round to do nothing but dance.

Failure: The target must spend a move action each round to dance.

Duration: 5 rounds

Enchantment [Compulsion, Mind]   **Lists**: Arcane, Chaos

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Knock   2nd Level

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 an 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 DC of 11 + 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 Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Lesser (Spell Name)

Any spell whose name begins with lesser is alphabetized in this chapter according to the second word of the spell name. Thus, the description of a lesser spell appears near the description of the spell on which it is based. Spell chains that have lesser spells in them include those based on the spells cone of cold, dispel magic, moment of prescience, precognition, and spelltheft.

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**: Evocation

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Lifeseeking Missile   3rd Level

Targets: Any number of creatures   **Range**: Medium *(100 ft.)*

Special: You create one missile per two spellpower. Each missile can deal d8 force damage to a single creature.

Any missiles you do not explicitly target will automatically strike a living creature within the range. The missiles are able to unerringly strike creatures you cannot see or are not aware of, including invisible or concealed creatures. It can even strike creatures behind total cover, as long as there is a path to the target that lies entirely within the spell's range. You can direct the missiles to avoid specific targets, allowing you to strike a hidden foe among your allies.

Effect: The target is struck by as many missiles as you choose.

Evocation/Vivimancy [Force, 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.

Lightning Bolt   3rd Level

Burst: Large *(50 ft.)* line, 10 ft. wide
Targets: Everything in the area

Attack: Spellpower vs. Reflex
   Success: 1d6 electricity damage per two spellpower
   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.

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.

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 armor check 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 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.

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 DC higher than 0).

Duration: Short *(Focus + 5 rounds)*

Evocation [Telekinesis]   **Lists**: Evocation

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 Missile   1st Level

Targets: See text   **Range**: Close *(30 ft.)*

Effect: You create a number of missiles equal to half your spellpower. Each missile strikes one target creature for d8 force damage. You can direct each missile to strike the same or different targets.

Evocation [Force]   **Lists**: Arcane

Notes: Force spells also affect the Ethereal Plane.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Major Image   4th Level

Zone: Large *(50 ft.)* radius   **Range**: Medium *(100 ft.)*

Effect: A figment of your design appears within the area, as *silent image*, except that sound, smell, and thermal elements are included.

Duration: Short *(Focus + 5 rounds)*

Illusion [Figment, Unreal]   **Lists**: Illusion

Notes: Creatures can identify the illusion, as *silent 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.

Manipulate Probability, Lesser   2nd Level

Target: You

Effect: When you cast this spell, you roll a d20 twice. Store the results in order. At spellpower 5, and every 5 spellpower thereafter, you roll an additional die.

     Each time you would roll a d20, you may instead use a die result you rolled. The die results are used in the same order you rolled them. When all the die results have been used, the spell is expended.

     As a swift action, you may take a minor action which has no significant effect, but which uses up one of the stored dice.

Duration: Short *(Focus + 5 rounds)* or until expended

Divination   **Lists**: Divination, Knowledge

Notes: Any die results unused when the spell duration expires are discarded.

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.

Manipulate Probability   5th Level

Target: You

Effect: When you cast this spell, you roll a d20 four times. Store the results in order. At 15th spellpower, and every 5 spellpower thereafter, you roll an additional die.

     Each time you would roll a d20, you may instead use a die result you rolled. The die results can be used in any order, and you may choose to roll instead of using a stored die result. When all the die results have been used, the spell is expended.

Duration: Short *(Focus + 5 rounds)* or until expended

Divination   **Lists**: Divination, Knowledge

Notes: Any die results unused when the spell duration expires are discarded.

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.

Mass (Spell Name)

Any spell whose name begins with mass is alphabetized in this chapter according to the second word of the spell name. Thus, the description of a mass spell appears near the description of the spell on which it is based. Spell chains that have mass spells in them include those based on the spells charm monster, cure critical wounds, cure light wounds, cure moderate wounds, cure serious wounds, enlarge person, heal, hold monster, hold person, inflict critical wounds, inflict light wounds, inflict moderate wounds, inflict serious wounds, invisibility, reduce person, suggestion, totemic mind, and totemic power.

Maze   8th Level

Target: One creature   **Range**: Close *(30 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 DC 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 DC 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).

Meld into Plants   3rd Level

Target: One plant of your size or larger

Special: This spell functions like *meld into stone*, except that you meld into a plant instead of stone.

Transmutation [Alteration]   **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.

Meld into Stone   2nd Level

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**: Earth, 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.

Message   1st Level

Targets: Up to five creatures   **Range**: 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: Long *(1 hour)*

Divination   **Lists**: 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.

Meteor Swarm   9th 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.

Range: Medium *(100 ft.)*
Burst: Large *(50 ft.)* radius cylinder, 100 ft. high
Targets: Everything in the area

Attack: Spellpower vs. Reflex
  Success: 1d6 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.
  Failure: Half damage, and no additional effects.

Evocation [Destructive, Fire]   **Lists**: Arcane, Destruction, Fire

Notes: Fire spells shed light equivalent to a torch. They do not function underwater. They can ignite combustable 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.

Minor Image   3rd Level

Zone: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*

Effect: A figment of your design appears within the area, as *silent image*, except that sound elements are included.

Duration: Short *(Focus + 5 rounds)*

Illusion [Figment, Unreal]   **Lists**: Illusion

Notes: Creatures can identify the illusion, as *silent 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.

Mirror Image   2nd 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.

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.

Mirror Image, Greater   5th Level

Target: You

Effect: You gain illusory duplicates, as *mirror image*, except that the spell is not expended when you run out of images. At the end of each round, you gain two additional images, up to the number of images created when the spell was first cast.

Duration: Short *(Focus + 5 rounds)*

Illusion [Figment, Visual]   **Lists**: Arcane

Notes: As *mirror 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.

Mislead   6th Level

Target: You

Effect: You become invisible, as *invisibility*. At the same time, an illusory double of you appears, as *major image*.

You can control the image of yourself as you would control any other figment with *major image*. If not directed, it remains stationary.

Duration: Short *(Focus + 5 rounds)*

Illusion [Figment, Glamer, Unreal]   **Lists**: 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.

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: 1d4 force damage per two spellpower

Evocation [Force]   **Lists**: Arcane
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.

Missile Storm, Greater   8th Level

You unleash an immense swarm of missiles which seek out and destroy your foes.

Burst: 100 ft. radius centered on you
Targets: All enemies in the area
Effect: 1d4 force damage per two spellpower

Evocation [Force]   **Lists**: Arcane
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.

Moment of Prescience   4th 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, Knowledge
Notes: After using this spell, you cannot cast any *moment of prescience* spell for 1 hour.
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.

Moment of Prescience, Greater   8th Level

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 two legend points.
Duration: Until the end of the round

Divination   **Lists**: Arcane, Divination, Knowledge
Notes: After using this spell, you cannot cast any *moment of prescience* spell for 1 hour.
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.

Order's Wrath   3rd Level

Target: One nonlawful creature   **Range**: Medium *(100 ft.)*
Attack: Spellpower vs. Mental
  Success: 1d10 divine damage per two spellpower.
  Critical Success: As above, and the target is slowed *(unable to act in movement phase, −2 to physical attacks, defenses, and checks)* for 5 rounds.
  Failure: Half damage, and no additional effects.

Evocation [Lawful]   **Lists**: Law
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Persistent Image   6th Level

Zone: Large *(50 ft.)* radius   **Range**: Medium *(100 ft.)*
Effect: A figment of your design appears within the area, as *silent image*, except that sound, smell, and thermal elements are included. When you cast the spell, you set a script for the figment to follow. It follows that script without you having to concentrate on the spell.
Duration: Medium *(5 minutes)*

Illusion [Figment]   **Lists**: Illusion
Notes: Creatures can identify the illusion, as *silent 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.

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 *(unable to approach its fear)* for 5 rounds.

Enchantment/Illusion [Death, Fear, Mind]
Lists: Arcane, Trickery
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Phantasmal Killer, Mass   8th Level

Targets: Up to five creatures   **Range**: Medium *(100 ft.)*
Special: This spell functions like *phantasmal killer*, except that it affects multiple creatures.

Enchantment/Illusion [Death, Fear, Mind, Unreal]   **Lists**: 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.

Planar Disruption   2nd Level

You disrupt a creature's body by partially thrusting it into another plane.

Target: One creature	**Range**: Close *(30 ft.)*

Attack: Spellpower vs. Mental
  Success: 1d10 physical damage per two spellpower.
  Critical Success: If the creature is an outsider native to another plane, it is sent back to its home plane. Otherwise, it takes damage as normal.
  Failure: Half damage, and no additional effects.

Conjuration [Planar, Teleportation]	**Lists**: Arcane, Divine

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Planar Disruption, Mass   5th Level

You disrupt the bodies of many creatures by partially thrusting them into another plane.

Targets: Up to five creature	**Range**: Close *(30 ft.)*

Attack: Spellpower vs. Mental
  Success: 1d10 physical damage per two spellpower.
  Critical Success: If the creature is an outsider native to another plane, it is sent back to its home plane. Otherwise, it takes damage as normal.
  Failure: Half damage, and no additional effects.

Conjuration [Planar, Teleportation]
Lists: Arcane, 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.

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 second 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, Poison]	**Lists**: Death, Divine, Nature

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).

Polar Ray   5th 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: 1d10 cold damage per two spellpower. In addition, the target is slowed *(unable to act in movement phase, −2 to physical attacks, defenses, and checks)* for 5 rounds.
  Failure: Half damage, and the target moves at half speed for 5 rounds.

Evocation [Cold]	**Lists**: Arcane, Water

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Power Word Blind   9th Level

Target: One creature	**Range**: Close *(30 ft.)*
Components: Verbal only	

Attack: Spellpower vs. Fortitude
  Success: The target is blinded *(unable to see, moves at half speed, defenseless)* for 5 rounds.
  Failure: The target's vision is impaired *(20% failure)* for 5 rounds. This affects all sight-related actions, including physical attacks and targeted spells.

Vivimancy [Flesh]	**Lists**: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Power Word Confuse   8th Level

Target: One creature	**Range**: Close *(30 ft.)*
Components: Verbal only	

Attack: Spellpower vs. Mental
  Success: The target is confused *(randomly babbles, flees, attacks nearest, or acts normally)* for 5 rounds.
  Failure: The target is disoriented *(moves randomly)* for 5 rounds.

Enchantment [Compulsion, Mind]	**Lists**: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Power Word Daze   2nd Level

Target: One creature	**Range**: Close *(30 ft.)*
Components: Verbal only	

Attack: Spellpower vs. Mental
  Success: The target is dazed *(unable to act in movement phase)* for 5 rounds.

Enchantment [Compulsion, Mind]	**Lists**: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Power Word Impair   5th Level

Target: One creature   **Range**: Close *(30 ft.)*
Components: Verbal only

Attack: Spellpower vs. Mental
  Success: The target is severely impaired *(50% failure)* with all actions for 5 rounds.
  Failure: The target is impaired *(20% failure)* with all actions for 5 rounds.

Enchantment [Compulsion, Mind]   **Lists**: Arcane
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Power Word Stun   6th Level

You utter a single word of power that instantly causes your foe to become stunned, whether the creature can hear the word or not.

Target: One creature   **Range**: Close *(30 ft.)*
Components: Verbal only

Attack: Spellpower vs. Mental
  Success: The target is dazed *(unable to act in movement phase)* and moves at half speed for 5 rounds.
  Critical Success: The target is stunned *(unable to take actions)* for 5 rounds.
  Failure: The target moves at half speed for 5 rounds.

Enchantment [Compulsion, Mind]   **Lists**: Arcane
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Precognition   5th Level

You gain a sixth sense in relation to yourself.

Target: You
Effect: You gain two legend points.
Duration: Short *(Focus + 5 rounds)*

Divination   **Lists**: Arcane, 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.

Precognition, Greater   9th Level

Target: You
Effect: You gain three legend points.
Duration: Short *(Focus + 5 rounds)*

Divination   **Lists**: Arcane, 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.

Precognition, Lesser   1st Level

Target: You
Effect: You gain a legend point.
Duration: Short *(Focus + 5 rounds)*

Divination   **Lists**: Arcane, 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.

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 Beam Effects (page 191). The damaging effects deal 1d10 damage per two 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 Beam Effects (page 191). The damaging effects deal 1d6 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.

Prismatic Spray   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 Beam Effects (page 191). The damaging effects deal 1d6 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.

Table 10.1: Prismatic Beam Effects

1d8	Color of Beam	Defense	Success[1]	Failure
1	Red	Reflex	Fire damage and ignited for 5 rounds	Half damage, not ignited
2	Orange	Fortitude	Blinded for 1 round	No effect
3	Yellow	Reflex	Electricity damage and staggered for 1 round	Half damage, not staggered
4	Green	Fortitude	Acid damage and sickened for 5 rounds	Half damage, sickened
5	Blue	Mental	Slowed for 5 rounds	Half speed for 5 rounds
6	Indigo	Mental	Confused for 1 round	No effect
7	Violet	None	Damage of all energy types (acid, cold, electricity, fire)	—
8	Octarine	—	Struck by two beams; roll twice more, ignoring any "8" results.	

1 See Conditions, page 254 for a summary of the conditions imposed.

Prismatic Wall   5th Level

Zone: Large *(50 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 Beam Effects (page 191). The damaging effects deal 1d6 damage per two spellpower

Universal [Light]   **Lists**: Arcane, Chaos

Notes: This spell can be made permanent with a *permanency* ritual.

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.

Prohibition   6th Level

Emanation: Large *(50 ft.)* radius centered on 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: 1d6 damage per two spellpower. You know a creature broke the rule, but not which creature.

Abjuration/Divination

Lists: Abjuration, 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.

Project Image   6th Level

Range: Medium *(100 ft.)*

Effect: You tap energy from the Plane of Shadow to create a quasi-real version of yourself. The projected image 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.
- 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.
- 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.

   As a free action, you can stop attuning to the projected image, restoring your perceptions and spells to your original body.

Duration: Medium *(5 minutes)*

Conjuration/Illusion [Planar, Unreal]   **Lists**: Arcane

Notes: You must maintain line of effect to the projected image at all times. If your line of effect is obstructed, the spell ends. If you teleport or use a similar effect that breaks your line of effect, even momentarily, the spell ends.

   Since the image is not a creature, it is difficult to disrupt, and many spells have no effect on 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.

Protection from Alignment   2nd Level

Target: One creature   **Range**: Touch

Special: Choose an alignment other than neutral (chaotic, good, evil, lawful).

Effect: The target gains damage reduction equal to your spellpower against attacks with the chosen alignment, and attacks made by creatures with the chosen alignment.

Duration: Short *(Focus + 5 rounds)*

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).

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**: Arcane, Knowledge

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Read Mind, Greater   6th Level

Target: One creature   **Range**: Medium *(100 ft.)*

Effect: You can read the target's surface thoughts, as *read mind*.

Duration: Focus

Divination [Mind]   **Lists**: Arcane, Knowledge

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Read Mind, Mass   8th Level

Targets: Up to five creatures   **Range**: Medium *(100 ft.)*

Special: This spell functions like *read mind*, except that it affects multiple creatures.

Divination [Mind]   **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.

Reduce Person   1st Level

Target: One humanoid creature   **Range**: Medium *(100 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.

- −10 ft. penalty to movement speed.
- −4 penalty to maneuver attack and defense.
- +1 bonus to other physical attacks and defenses.
- +4 bonus to Stealth checks.
- Melee weapons decrease damage die size by one.

Equipment that leaves the target's possession returns to its original size.

Duration: Short *(Focus + 5 rounds)*

Transmutation [Alteration, Sizing]   **Lists**: Transmutation

Notes: 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.This spell can be made permanent with a *permanency* ritual.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Reduce Person, Mass   4th Level

Targets: Up to five humanoid creatures   **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Fortitude

Success: The target shrinks, as *reduce person*.

Duration: Short *(Focus + 5 rounds)*

Transmutation [Alteration, Sizing]   **Lists**: Transmutation

Notes: As *reduce person*.

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.

Regeneration, Lesser   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 regains one hit point per 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.

Regeneration   6th 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 regains one hit point per spellpower. In addition, the target is immune to being sickened, nauseated, staggered, or poisoned.

     You can also use this spell to regrow lost portions of the target's body and to reattach severed limbs or body parts, if both you and the target do nothing but concentrate on regrowing the lost body part or reattaching the severed limb for the spell's duration.

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.

Repulsion   5th Level

An invisible, mobile field surrounds you and prevents creatures from approaching you.

Emanation: Large *(50 ft.)* radius centered on you

Trigger: A creature in the area moves   **Target**: The moving creature towards you

Attack: Spellpower vs. Mental

     Success: The target is unable to move towards you. It can stand still, or alter the direction of its movement to move parallel towards you or away from you.

Duration: Short *(Focus + 5 rounds)*

Abjuration [Barrier]   **Lists**: Arcane, Protection, Travel

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.)*

Special: Choose a type of energy (acid, cold, electricity, fire).

Effect: The target gains damage reduction against the chosen energy type equal to twice your spellpower.

Duration: Short *(Focus + 5 rounds)*.

     If you cast this spell as if it was two levels higher, and you are the only target, the duration becomes Long *(1 hour)*.

Abjuration [Shielding]   **Lists**: Arcane, Divine, Nature, Protection

Notes: A character can only be affected by one *resist energy* spell at once.

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, Greater   3rd Level

Target: One creature   **Range**: Close *(30 ft.)*

Effect: The target gains damage reduction against all energy types (acid, cold, electricity, fire) equal to twice your spellpower.

Duration: Short *(Focus + 5 rounds)*.

     If you cast this spell as if it was two levels higher, and you are the only target, the duration becomes Long *(1 hour)*.

Abjuration [Shielding]   **Lists**: Arcane, Divine, Nature, Protection

Notes: A character can only be affected by one *resist energy* spell at once.

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.

Retributive Shield   5th Level

Target: One creature   **Range**: Close *(30 ft.)*

Effect: The target gains damage reduction against physical damage equal to your spellpower. Life damage ignores this damage reduction and negates it for 1 round.

     Any creature within Medium *(100 ft.)* range of the target that deals damage to it takes life damage equal to the damage resisted by this damage reduction.

Duration: Short *(Focus + 5 rounds)*

Abjuration/Vivimancy [Life, Shielding]   **Lists**: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Retrieve Object   1st Level

You teleport an object into your hand.

Target: One unattended object (Medium or smaller)   **Range**: Medium *(100 ft.)*

Effect: The target teleports into your hands.

Conjuration [Teleportation]   **Lists**: Conjuration

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).

Retrieve Object, Greater   4th Level

Target: One object (Medium or smaller)   **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Mental

     Success: The target teleports into your hands.

Conjuration [Teleportation]   **Lists**: Conjuration

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Revelation   9th Level

You grant the target a powerful vision of a possible future.

Target: One creature   **Range**: Close *(30 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 severely impaired *(50% failure)* with all actions 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 *precognition* spell.

Effect (*Revelation of Truth*): You show the target the truth of the world around it. It gains the benefits of a *true seeing* spell.

Duration: Short *(Focus + 5 rounds)*

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

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

Success: 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: Focus (up to 5 rounds)

Transmutation   **Lists**: Air, Transmutation, Trickery

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.

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 more than one round per four spellpower, it is restored to life. This functions like *lesser resurrection* ritual, except that the target suffers no negative effects for having died.

Vivimancy [Life]   **Lists**: Divine

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.

Rock Blast   2nd Level

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: 1d6 bludgeoning damage per two spellpower

   Failure: Half damage.

Conjuration [Destructive, Earth, Physical]   **Lists**: 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.

Rotburst   3rd Level

You rot the flesh of nearby creatures.

Burst: Small *(10 ft.)* radius centered on you

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.

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.

Rotburst, Greater   7th Level

You rot the flesh of many nearby creatures.

Burst: Large *(50 ft.)* radius centered on you

Targets: Everything in the area

Special: This spell functions like *rotburst*, except that it affects a larger area.

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.

Rotting Grasp   1st Level

You rot your foe's flesh with a touch.

Target: One creature or object   **Range**: 5 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.

   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, this spell immediately ends.

Duration: Short *(Focus + 5 rounds)*

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 duration of the spell.

Abjuration/Enchantment   **Lists**: Arcane, Divine, Protection [Compulsion, Mind, Shielding]

Notes: 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.

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.

Scorching Ray   2nd Level

You blast your foe with a fiery ray.

Target: One creature or object   **Range**: Close *(30 ft.)*

Attack: Spellpower vs. Reflex

  Success: 1d10 fire damage per two spellpower. In addition, the target is ignited *(d6 damage/round, 20% failure, Dex DC 15 to extinguish)* for 5 rounds.

  Failure: Half damage, and no additional effects.

Evocation [Destructive, Fire]   **Lists**: Arcane, Destruction, Fire

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

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 attack against creatures vulnerable to bright light.

  Success:

  Damage: 3solar. In addition, the target's vision is impaired *(20% failure)* for 5 rounds. This affects all sight-related actions, including physical attacks and targeted spells.

  Failure: Half damage, and no additional effects.

Evocation [Light]   **Lists**: Divine

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

See Invisibility   1st Level

Target: One creature   **Range**: Touch

Effect: The target can see any objects or beings that are invisible within its range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible as translucent shapes, allowing the target to easily discern the difference between visible, invisible, and ethereal creatures.

Duration: Short *(Focus + 5 rounds)*.

  If you cast this spell as if it was two levels higher, and you are the only target, the duration becomes Long *(1 hour)*.

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.

  This spell can be made permanent with a *permanency* ritual.

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.

See Invisibility, Mass   6th Level

Target: Up to five creatures   **Range**: Touch

Effect: The target can invisible things, as *see invisibility*.

Duration: Long *(1 hour)*

Divination/Transmutation [Augment]   **Lists**: Arcane

Notes: As *see invisibility*.

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 Puppet   9th Level

Effect: You step into the Plane of Shadow, as *shadow walk*. At the same time, you create a quasi-real version of yourself, as *project image*. The duplicate image appears superimposed over your body so that observers don't notice an image appearing and you disappearing. You can then control the image and cast spells through it even though you are on a different plane.

Duration: Short *(Focus + 5 rounds)*

Conjuration/Illusion [Planar, Unreal]   **Lists**: Illusion

Notes: If the image moves farther than Long *(300 ft.)* range away from where it was originally created, or if you leave the Plane of Shadow, the image ceases to exist.

  If you are not on the Material Plane when you cast this spell, it has no 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.

Shadow Umbra 6th Level

You shield your ally with a dark umbra that connects directly to the Plane of Shadow.

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 be absorbed by the umbra. Attacks absorbed by the umbra have no effect on the target. The umbra is selective, and does not inhibit beneficial effects.

Whenever the umbra absorbs 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 *(Focus + 5 rounds)*

Abjuration/Illusion [Glamer, Planar, Shielding] **Lists**: Arcane

Notes: If you are not on the Material Plane or Plane of Shadow when you cast this spell, it has no effect.

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Share Pain 2nd Level

Targets: Two willing creatures **Range**: Medium *(100 ft.)*

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: Long *(1 hour)*

Abjuration/Vivimancy [Life, Shielding] **Lists**: Arcane, Divine, Protection

Notes: 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.

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.

Shield of Faith 1st Level

You create a shimmmering, magical shield that protects you.

Target: One creature **Range**: Touch

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 armor check penalty or arcane spell failure chance.

Duration: Short *(Focus + 5 rounds)*.

If you cast this spell as if it was two levels higher, and you are the only target, the duration becomes Long *(1 hour)*.

Abjuration [Shielding] **Lists**: Divine, 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.

Shield of Law 8th Level

A dim, blue glow surrounds your allies, protecting them from attacks.

Range: Close *(30 ft.)* **Targets**: Up to five creatures

Effect: The target gains spell resistance against chaotic spells and spells cast by chaotic creatures.

Duration: Short *(Focus + 5 rounds)*

Trigger: Whenever a chaotic creature within 30 feet of the target makes a physical attack against it

Target: The attacking creature

Attack: Spellpower vs. Mental

Success: 1d6 divine damage per two spellpower

Abjuration [Lawful, Retributive, Shielding] **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.

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 attack if the target is wearing metal armor or otherwise has a significant quantity of metal.

Success: 1d10 electricity damage per two spellpower.

Critical Success: The target is staggered *(unable to act in movement phase)* for 5 rounds.

Failure: Half damage, and no additional effects.

Evocation [Electricity] **Lists**: Arcane, Destruction

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.

Shout 3rd Level

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

Special: You gain a +5 bonus to attack against brittle or crystalline objects and creatures.

Success: 1d6 sonic damage per two spellpower. In addition, the target is deafened *(unable to hear)*.

Failure: Half damage, and no additional effects.

Evocation [Destructive, Sonic] **Lists**: Arcane, 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.

Shout, Greater   6th Level

Burst: Large *(50 ft.)* cone
Targets: Everything in the area
Components: Verbal only

Special: You gain a +5 bonus to attack against brittle or crystalline objects and creatures.
Success: 1d6 sonic damage per two spellpower. In addition, the target is deafened *(unable to hear)*.
Failure: Half damage, and no additional effects.

Evocation [Destructive, Sonic]   **Lists**: Arcane, 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.

Shrink Item   3rd Level

Target: One nonmagical object (Medium or smaller)   **Range**: Close *(30 ft.)*
Special: You can target a Large object at 10th spellpower, a Huge object at 16th spellpower, or a Gargantuan object at 24th spellpower.
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: 24 hours or until discharged

Transmutation [Alteration]   **Lists**: Transmutation
Notes: If you recast this spell each day on an object, you can keep it at its small size indefinitely.

  This spell can be made permanent with a *permanency* ritual, in which case the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Silence   2nd Level

Target: One creature or object   **Range**: Medium *(100 ft.)*
Attack: Spellpower vs. Mental
  Effect: The target becomes unable to make noise. Any noises it makes are inaudible to other creatures. When you cast the spell, you may choose whether the target can still hear itself normally, potentially causing it to be unaware of the effect of the spell.

    Extraordinarily loud noises, such as the yell of a giant, are merely muffled by the spell rather than completely silenced. The DC to hear such sounds produced by the target is increased by 40. Sonic attacks function normally.
Duration: Short *(Focus + 5 rounds)*

Illusion [Glamer]   **Lists**: Divine, Trickery
Notes: Spellcasters unable to hear themselves cast are treated as deafened, and suffer a 20% chance of spell failure when casting spells with verbal components.
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Silence, Mass   5th Level

Target: Up to five creatures or objects   **Range**: Medium *(100 ft.)*
Special: This spell functions like *silence*, except that it affects multiple creatures.

Illusion [Glamer]   **Lists**: Divine, Trickery
Notes: As *silence*.
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.

Silent Image   2nd Level

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. As a standard action, you can concentrate to alter the image within the area.
Duration: Short *(Focus + 5 rounds)*

Illusion [Figment, Unreal]   **Lists**: Illusion
Notes: Creatures can recognize the figment as unreal by interacting with it physically, or by making a Awareness check against a DC 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.

Skysmite   6th Level

You call down lightning from the heavens, unerringly striking your foes, even if you cannot see them.

Range: Extreme *(1,000 ft.)*
Burst: Large *(50 ft.)* vertical line of lightning, 5 ft. wide
Targets: Everything in the area
Special: If no creature or objects lie in the area, 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.

Attack: Spellpower vs. Reflex
  Success: 1d10 electricity damage per two spellpower
  Failure: Half damage.

Evocation [Destructive, Electricity]   **Lists**: Air, Arcane, Destruction, Nature
Notes: The lightning can unerringly identify invisible and concealed creatures, but it does not differentiate between friend, foe, and inanimate object.
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.

Sleep   1st Level

Target: One creature   **Range**: Medium *(100 ft.)*
Components: Somatic only
Attack: Spellpower vs. Mental
  Success: The target is fatigued *(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. Awakening a creature put to sleep by this spell is difficult, and requires a standard action.
  Critical Success: As above, except that the target is exhausted *(move at half speed, unable to sprint or charge, impared with all actions)* instead of fatigued *(move at half speed, unable to sprint or charge)*.
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).

Sleep, Mass   4th Level

Targets: Up to five creatures   **Range**: Medium *(100 ft.)*
Special: This spell functions like *sleep*, except that it affects multiple targets.
Enchantment [Delusion, Mind, Sleep]   **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.

Slow   2nd Level

You 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 *(unable to act in movement phase, −2 to physical attacks, defenses, and checks)*.
  Failure: The target moves at half speed.
Duration: Short *(Focus + 5 rounds)*
Transmutation [Temporal]   **Lists**: Arcane
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Slow, Mass   6th Level

You decelerate your enemies' motions, causing them to move and act more slowly than normal.

Targets: Up to five creatures   **Range**: Medium *(100 ft.)*
Special: This spell functions like *slow*, except that it affects multiple targets.
Transmutation [Temporal]   **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.

Solid Fog   6th Level

You conjure a bank of immensely thick fog, concealing those inside.

Zone: Medium *(20 ft.)* radius cylinder   **Range**: Medium *(100 ft.)*
Effect: Fog blocks sight in the area, as *fog cloud*. The fog is so thick that 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.
Duration: Short *(Focus + 5 rounds)*
Conjuration [Creation, Fog, Physical]   **Lists**: Arcane, Nature, Water
Notes: Fog spells do not function underwater and can be dispersed by wind. Localized wind, such as from a *gust of wind* 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 severe wind disperses the fog within 1 minute, and a windstorm disperses it within a round.

Physical spells cannot be dismissed or dispelled, and do not allow spell resistance.

This spell can be made permanent with a *permanency* ritual. A permanent solid fog dispersed by wind reforms in 10 minutes.
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.

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: 1d6 sonic damage per two spellpower.
  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.

Spell Resistance   3rd Level

Target: One creature   **Range**: Close *(30 ft.)*
Effect: The target gains spell resistance equal to 10 + your spellpower.
Duration: Short *(Focus + 5 rounds)*

Abjuration [Shielding]   **Lists**: Abjuration, Magic, Protection
Notes: To affect a creature with spell resistance with a spell, a caster must make an attack with 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).

Spelltheft   5th Level

Special: This spell functions like *dispel magic*, except that 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.

Abjuration [Antimagic]   **Lists**: Abjuration, Magic
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Spelltheft, Greater   8th Level

Special: This spell functions like *greater dispel magic*, except that 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.

Abjuration [Antimagic]   **Lists**: Abjuration, Magic
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.

Spell Turning   7th Level

Target: You
Effect: Whenever a creature targets you with a spell or spell-like ability, it targets itself instead. If the spell affects multiple targets, the other targets are affected normally. If the caster is not a valid target, the spell simply has no effect on you.
    After you reflect one spell per five spellpower, the spell ends.
Duration: Long *(1 hour)* or until expended

Abjuration [Shielding]   **Lists**: Arcane, Magic, 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.

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**: Touch
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, Travel
Notes: See Climbing, page 247, for more details.
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.

Spiritual Weapon   3rd Level

You bring into being a weapon made of pure force which attacks your foes of its own volition.

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: Short *(Focus + 5 rounds)*

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: 1d6 force damage per two spellpower

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 special defenses are the same as your special defenses. 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.

Stinking Cloud   3rd Level

You create putrid vapors which obscure sight and sicken creatures.

Zone: Medium *(20 ft.)* radius cylinder   **Range**: Medium *(100 ft.)*

Effect: Fog fills the area, as *fog cloud*, except that the fog has a putrid stench. All creatures within the area are sickened *(moves at half speed)* for as long as they remain within the cloud, and for 1 round after they leave.

Duration: Short *(Focus + 5 rounds)*

Conjuration [Creation, Physical]   **Lists**: Arcane

Notes: This spell can be made permanent with a *permanency* ritual. A permanent *stinking cloud* dispersed by wind reforms in 10 minutes. Fog spells do not function underwater and can be dispersed by wind. Localized wind, such as from a *gust of wind* 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.

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.

Stoneskin   4th Level

You dramatically toughen a creature's skin, giving it the appearance of stone.

Target: One creature   **Range**: Close *(30 ft.)*

Effect: The target gains damage reduction against physical damage equal to your spellpower. Adamantine weapons ignore this damage reduction and negate it for 1 round.

Duration: Short *(Focus + 5 rounds)*.
     If you cast this spell as if it was two levels higher, and you are the only target, the duration becomes Long *(1 hour)*.

Transmutation [Augment,   **Lists**: Arcane, Earth, Nature, Protection Earth]

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.

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 201). Damaging effects deal 1d6 damage per two spellpower.

Duration: Focus (maximum 10 rounds)

Conjuration/Evocation [Acid,   **Lists**: Air, Divine, Nature, War, Water Creation, Electricity, Physical]

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.

Stormlord   6th 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 *(Focus + 5 rounds)*

Trigger: Creature within Long *(300 ft.)* range of you makes a physical attack against you

Target: Triggering creature

Attack: Spellpower vs. Fortitude
     Success: 1d6 bludgeoning damage per two spellpower.
     Failure: Half damage.

Abjuration/Evocation [Air, Electricity, Shielding]   **Lists**: Air, 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.

Strip the Flesh   6th Level

You rend parts of your foe's skin off its body, inflicting grievous wounds and leaving it vulnerable.

Target: One creature   **Range**: Close *(30 ft.)*

Attack: Spellpower vs. Fortitude
     Success: 1d10 slashing damage per two spellpower. In addition, all damage the target takes is doubled for 5 rounds. This does not apply to the initial damage dealt by this spell.
     Failure: Half damage, and no additional effects.

Vivimancy [Flesh, Physical]   **Lists**: Arcane

Notes: The doubling of damage can be negated by a Heal check against a DC equal to 10 + your spellpower.
     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).

Table 10.2: Storm of Vengeance Effects

Rounds	Effect	Defense	Success	Failure
Odd (1, 3, 5, 7, 9)	Lightning	Reflex	Electricity damage (foes only)	Half damage
Even (2, 4, 6, 8, 10)	Thunder	Fortitude	Deafened for 5 rounds	No effect
2, 6, 10	Hail	Reflex	Bludgeoning damage	Half damage
4, 8	Acid rain	None	Acid damage	—

Suggestion   6th Level

Target: One creature   **Range**: Close *(30 ft.)*
Components: Verbal only

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 such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act makes the spell fail automatically. You take a −5 penalty to the attack roll if the target thinks it is threatened.
  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**: Enchantment
Notes: A very reasonable suggestion can grant a +2 or greater bonus on the magic attack.
  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).

Suggestion, Mass   9th Level

Targets: Up to five creatures   **Range**: Close *(30 ft.)*
Special: This spell functions like *suggestion*, except that it affects multiple creatures.

Enchantment [Auditory, Delusion, Mind, Speech, Subtle]   **Lists**: Enchantment
Notes: As *suggestion*. All targets must receive the same suggestion.
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.

Summon Monster I   1st Level

Range: Close *(30 ft.)*

Effect: This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). 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 10.3: Summon Monster List (page 203). You can summon those creatures with this or any other summon monster 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
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.

Summon Monster II   2nd Level

Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*
Special: This spell functions like *summon monster I*, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. When you learn this spell, you choose two creatures from the 2nd-level list or lower on Table 10.3: Summon Monster List (page 203). You can summon those creatures with this or any other *summon monster* spell.

Duration: Short *(Focus + 5 rounds)*

Conjuration [Summoning, see text]   **Lists**: Arcane, 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.

Summon Monster III — 3rd Level

Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*

Special: This spell functions like *summon monster I*, except that you can summon one creature from the 3rd-level list or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose two creatures from the 3rd-level list or lower on Table 10.3: Summon Monster List (page 203). You can summon those creatures with this or any other *summon monster* spell.

Duration: Short *(Focus + 5 rounds)*

Conjuration [Summoning, see text]   **Lists**: Arcane, Chaos, Divine, Evil, Good, 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.

Summon Monster IV — 4th Level

Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*

Special: This spell functions like *summon monster I*, except that you can summon one creature from the 4th-level list or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose two creatures from the 4th-level list or lower on Table 10.3: Summon Monster List (page 203). You can summon those creatures with this or any other *summon monster* spell.

Duration: Short *(Focus + 5 rounds)*

Conjuration [Summoning, see text]   **Lists**: Arcane, 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.

Summon Monster V — 4th Level

Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*

Special: This spell functions like *summon monster I*, except that you can summon one creature from the 5th-level list or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose two creatures from the 5th-level list or lower on Table 10.3: Summon Monster List (page 203). You can summon those creatures with this or any other *summon monster* spell.

Duration: Short *(Focus + 5 rounds)*

Conjuration [Summoning, see text]   **Lists**: Air, Arcane, Divine, Earth, Fire, 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.

Summon Monster VI — 6th Level

Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*

Special: This spell functions like *summon monster I*, except you can summon one creature from the 6th-level list or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose two creatures from the 6th-level list or lower on Table 10.3: Summon Monster List (page 203). You can summon those creatures with this or any other *summon monster* spell.

Duration: Short *(Focus + 5 rounds)*

Conjuration [Summoning, see text]   **Lists**: Arcane, Chaos, Divine, Evil, Good, 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.

Summon Monster VII — 7th Level

Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*

Special: This spell functions like *summon monster I*, except that you can summon one creature from the 7th-level list or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose two creatures from the 7th-level list or lower on Table 10.3: Summon Monster List (page 203). You can summon those creatures with this or any other *summon monster* spell.

Duration: Short *(Focus + 5 rounds)*

Conjuration [Summoning, see text]   **Lists**: Arcane, 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.

Summon Monster VIII — 7th Level

Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*

Special: This spell functions like *summon monster I*, except that you can summon one creature from the 8th-level list or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose two creatures from the 8th-level list or lower on Table 10.3: Summon Monster List (page 203). You can summon those creatures with this or any other *summon monster* spell.

Duration: Short *(Focus + 5 rounds)*

Conjuration [Summoning, see text]   **Lists**: Air, Arcane, Divine, Earth, Fire, 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.

Table 10.3: Summon Monster List

1st Level

Celestial dog	LG
Celestial owl	LG
Celestial giant fire beetle	NG
Celestial porpoise[1]	NG
Celestial badger	CG
Celestial monkey	CG
Fiendish dire rat	LE
Fiendish raven	LE
Fiendish monstrous centipede, Medium	NE
Fiendish monstrous scorpion, Small	NE
Fiendish hawk	CE
Fiendish monstrous spider, Small	CE
NE Fiendish octopus[1]	CE
Fiendish snake, Small viper	CE

2nd Level

Celestial giant bee	LG
Celestial giant bombardier beetle	NG
Celestial riding dog	NG
Celestial eagle	CG
Lemure (devil)	LE
Fiendish squid[1]	LE
Fiendish wolf	LE
Fiendish monstrous centipede, Large	NE
Fiendish monstrous scorpion, Medium	NE
Fiendish shark, Medium[1]	NE
Fiendish monstrous spider, Medium	CE
Fiendish snake, Medium viper	CE

3rd Level

Celestial black bear	LG
Celestial bison	NG
Celestial dire badger	CG
Celestial hippogriff	CG
Elemental, Small (any)[2]	N
Fiendish ape	LE
Fiendish dire weasel	LE
Hell hound	LE
Fiendish snake, constrictor	LE
Fiendish boar	NE
Fiendish dire bat	NE
Fiendish monstrous centipede, Huge	NE
Fiendish crocodile	CE
Dretch (demon)	CE
Fiendish snake, Large viper	CE
Fiendish wolverine	CE

4th Level

Archon, lantern	LG
Celestial giant owl	LG
Celestial giant eagle	CG
Celestial lion	CG
Mephit (any)[2]	N
Fiendish dire wolf	LE
Fiendish giant wasp	LE
Fiendish giant praying mantis	NE
Fiendish shark, Large[1]	NE
Yeth hound	NE
Fiendish monstrous spider, Large	CE
Fiendish snake, Huge viper	CE
Howler	CE

5th Level

Archon, hound	K
Celestial brown bear	LG
Celestial giant stag beetle	LG
Celestial sea cat[1]	NG
Celestial griffon	NG
Elemental, Medium (any)[2]	CG
Achaierai	N
Devil, bearded	LE
Fiendish deinonychus	LE
Fiendish dire ape	LE
Fiendish dire boar	LE
Fiendish shark, Huge	NE
Fiendish monstrous scorpion, Large	NE
Shadow mastiff	NE
Fiendish dire wolverine	NE
Fiendish giant crocodile	CE
Fiendish tiger	CE

6th Level

Celestial polar bear	LG
Celestial orca whale[1]	NG
Bralani (eladrin)	CG
Celestial dire lion	CG
Elemental, Large (any)[2]	N
Janni (genie)	N
Chaos beast	CN
Devil, chain	LE
Xill	LE
Fiendish monstrous centipede, Gargantuan	NE
Fiendish rhinoceros	NE
Fiendish elasmosaurus[1]	CE

Fiendish monstrous spider, Huge	CE
Fiendish snake, giant constrictor	CE

7th Level

Celestial elephant	LG
Avoral (guardial)	NG
Celestial baleen whale[1]	NG
Djinni (genie)	CG
Elemental, Huge (any)[2]	N
Invisible stalker	N
Devil, bone	LE
Fiendish megaraptor	LE
Fiendish monstrous scorpion, Huge	
Babau (demon)	CE
Fiendish giant octopus[1]	CE
Fiendish girallon	CE

8th Level

Celestial dire bear	LG
Celestial cachalot whale[1]	NG
Celestial triceratops	NG
Lillend	CG
Elemental, greater (any)[2]	N
Fiendish giant squid[1]	LE
Hellcat	LE
Fiendish monstrous centipede, Colossal	NE
Fiendish dire tiger	CE
Fiendish monstrous spider, Gargantuan	CE
Fiendish tyrannosaurus	CE
Vrock (demon)	CE

9th Level

Couatl	LG
Leonal (guardinal)	NG
Celestial roc	CG
Elemental, elder (any)[2]	N
Devil, barbed	LE
Fiendish dire shark[1]	NE
Fiendish monstrous scorpion, Gargantuan	NE
Night hag	NE
Bebilith (demon)	CE
Fiendish monstrous spider, Colossal	CE
Hezrou (demon)	CE

1 May be summoned only into an aquatic or watery environment.

2 Each variety must be learned individually.

Summon Monster IX   9th Level

Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*

Special: This spell functions like *summon monster I*, except that you can summon one creature from the 9th-level list or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose two creatures from the 9th-level list or lower on Table 10.3: Summon Monster List (page 203). You can summon those creatures with this or any other *summon monster* spell.

Duration: Short *(Focus + 5 rounds)*

Conjuration   **Lists**: Arcane, Chaos, Divine, Evil, Good, Law

Summon Nature's Ally I   1st Level

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-

Summon Nature's Ally II   2nd Level

Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*

Special: This spell functions like *summon nature's ally I*, except that you can summon one 2nd-level creature or 1d3 1st-level creatures of the same kind. When you learn this spell, you choose two creatures from the 2nd-level list or lower on Table 10.4: Summon Nature's Ally List (page 206). You can summon those creatures with this or any other *summon nature's ally* spell.

Duration: Short *(Focus + 5 rounds)*

Conjuration [Summoning]   **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.

Summon Nature's Ally III   3rd Level

Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*

Special: This spell functions like *summon nature's ally I*, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind. When you learn this spell, you choose two creatures from the 3rd-level list or lower on Table 10.4: Summon Nature's Ally List (page 206). You can summon those creatures with this or any other *summon nature's ally* spell.

Duration: Short *(Focus + 5 rounds)*

Conjuration [Summoning]   **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.

Summon Nature's Ally IV   4th Level

Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*

Special: This spell functions like *summon nature's ally I*, except that you can summon one 4th-level creature or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose two creatures from the 4th-level list or lower on Table 10.4: Summon Nature's Ally List (page 206). You can summon those creatures with this or any other *summon nature's ally* spell.

Duration: Short *(Focus + 5 rounds)*

Conjuration [Summoning, see text]   **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.

Summon Nature's Ally V   5th Level

Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*

Special: This spell functions like *summon nature's ally I*, except that you can summon one 5th-level creature or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose two creatures from the 5th-level list or lower on Table 10.4: Summon Nature's Ally List (page 206). You can summon those creatures with this or any other *summon nature's ally* spell.

Duration: Short *(Focus + 5 rounds)*

Conjuration [Summoning, see text]   **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.

Summon Nature's Ally VI   6th Level

Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*

Special: This spell functions like *summon nature's ally I*, except that you can summon one 6th-level creature or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose two creatures from the 6th-level list or lower on Table 10.4: Summon Nature's Ally List (page 206). You can summon those creatures with this or any other *summon nature's ally* spell.

Duration: Short *(Focus + 5 rounds)*

Conjuration [Summoning, see text]   **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.

Summon Nature's Ally VII   7th Level

Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*

Special: This spell functions like *summon nature's ally I*, except that you can summon one 7th-level creature or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose two creatures from the 7th-level list or lower on Table 10.4: Summon Nature's Ally List (page 206). You can summon those creatures with this or any other *summon nature's ally* spell.

Duration: Short *(Focus + 5 rounds)*

Conjuration [Summoning, see text]   **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.

Summon Nature's Ally VIII   8th Level

Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*

Special: This spell functions like *summon nature's ally I*, except that you can summon one 8th-level creature or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose two creatures from the 8th-level list or lower on Table 10.4: Summon Nature's Ally List (page 206). You can summon those creatures with this or any other *summon nature's ally* spell.

Duration: Short *(Focus + 5 rounds)*

Conjuration [Summoning, see text]   **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.

Summon Nature's Ally IX   9th Level

Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*

Special: This spell functions like *summon nature's ally I*, except that you can summon one 9th-level creature or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose two creatures from the 9th-level list or lower on Table 10.4: Summon Nature's Ally List (page 206). You can summon those creatures with this or any other *summon nature's ally* spell.

Duration: Short *(Focus + 5 rounds)*

Conjuration [Summoning, see text]   **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.

Summon Nature's Army   8th Level

Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*

Special: This spell functions like *summon nature's ally I*, except that you can summon up to one creature per spellpower from the 4th-level list or lower.

When you learn this spell, you choose a creature from the 4th-level list or lower on the Summon Nature's Ally table. That is the only creature you can summon with this spell.

Duration: Short *(Focus + 5 rounds)*

Conjuration [Summoning]   **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.

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 attack against creatures vulnerable to sunlight.

  Success: 1d6 solar damage per two spellpower

  Critical Success: If the target is vulnerable to sunlight, it is also blinded *(unable to see, moves at half speed, defenseless)* for 5 rounds.

  Failure: Half damage, and no additional effects.

Evocation [Light]   **Lists**: Nature

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.

Sunburst   6th Level

You cause a globe of searing radiance to explode silently from a point you select.

Burst: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*

Targets: Everything in the area

Attack: Spellpower vs. Reflex

  Special: You gain a +5 bonus to attack against creatures vulnerable to sunlight.

  Success: 1d6 solar damage per two spellpower

  Critical Success: If the target is vulnerable to sunlight, it is also blinded *(unable to see, moves at half speed, defenseless)* for 5 rounds.

  Failure: Half damage, and no additional effects.

Evocation [Light]   **Lists**: Nature

Notes: This light is considered natural sunlight for the purpose of effects which depend on sunlight.

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.

Swarm of Bats   1st Level

You summon a swarm of bats that attack the eyes of your foes.

Burst: Medium *(20 ft.)* cone

Targets: All enemies in the area

Attack: Spellpower vs. Fortitude

  Success: The target's vision is impaired *(20% failure)*. This affects all sight-related actions, including physical attacks and targeted spells.

Conjuration [Summoning]   **Lists**: Arcane, Nature

Notes: The bats disappear after 1 round.

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 10.4: 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 (animalo)	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

Telepathy   5th 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/Transmutation [Augment]   **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.

Temporal Stasis   7th 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 targes moves at half speed for 5 rounds.

Transmutation [Temporal]   **Lists**: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Time Stop 9th Level

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.

Totemic Mind 2nd Level

You grant your ally the mental prowess of a totem animal.

Target: One creature   **Range**: Touch

Effect: The target gains a +2 enhancement 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)*.

If you cast this spell as if it was two levels higher, and you are the only target, the duration becomes Long *(1 hour)*.

Transmutation (Augment)   **Lists**: Arcane, Divine, Nature

Notes: Hit points gained by a temporary increase in Willpower are not temporary hit points. They go away when the target's Willpower drops back to normal, and are not lost first as temporary hit points are.

Totemic Mind, Greater 5th Level

Target: One creature   **Range**: Touch

Effect: The target's mind improves, as *totemic mind*, except that it gains a +4 enhancement bonus. Alternately, you can grant the target a +2 enhancement bonus to all its mental attributes.

Duration: Short *(Focus + 5 rounds)*.

If you cast this spell as if it was two levels higher, and you are the only target, the duration becomes Long *(1 hour)*.

Transmutation (Augment)   **Lists**: Arcane, Divine, Nature

Totemic Mind, Mass 4th Level

Targets: Up to five creatures   **Range**: Medium *(100 ft.)*

Special: This spell functions like *totemic mind*, except that it affects multiple creatures.

Duration: Short *(Focus + 5 rounds)*

Transmutation (Augment)   **Lists**: Arcane, Divine, Nature

Notes: All affected creatures must gain a bonus to the same attribute.

Totemic Power 2nd Level

You grant your ally the physical prowess of a totem animal.

Target: One creature   **Range**: Touch

Effect: The target gains a +2 enhancement 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)*.

If you cast this spell as if it was two levels higher, and you are the only target, the duration becomes Long *(1 hour)*.

Transmutation (Augment)   **Lists**: Arcane, Divine, Nature, Strength

Notes: Hit points gained by a temporary increase in Constitution are not temporary hit points. They go away when the target's Constitution drops back to normal, and are not lost first as temporary hit points are.

Totemic Power, Greater 5th Level

Target: One creature   **Range**: Touch

Effect: The target's body improves, as *totemic power*, except that it gains a +4 enhancement bonus. Alternately, you can grant the target a +2 enhancement bonus to all its physical attributes.

Duration: Short *(Focus + 5 rounds)*.

If you cast this spell as if it was two levels higher, and you are the only target, the duration becomes Long *(1 hour)*.

Transmutation (Augment)   **Lists**: Arcane, Divine, Nature, Strength

Totemic Power, Mass 4th Level

Targets: Up to five creatures   **Range**: Medium *(100 ft.)*

Special: This spell functions like *totemic power*, except that it affects multiple creatures.

Duration: Short *(Focus + 5 rounds)*

Transmutation (Augment)   **Lists**: Arcane, Divine, Nature

Notes: All affected creatures must gain a bonus to the same attribute.

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 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.

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: 1d10 physical damage per two 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.

    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 Miscast: The spell targets a random valid target within range (including yourself, if applicable).

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 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.

Tremorsense   1st Level

Target: One creature   **Range**: Touch

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)*.

    If you cast this spell as if it was two levels higher, and you are the only target, the duration becomes Long *(1 hour)*.

Transmutation [Augment]   **Lists**: Nature, Earth

Notes: Tremorsense functions on surfaces of any kind, regardless of lighting conditions.

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.

True Seeing   7th 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 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.

True Strike   1st Level

You grant your ally a temporary, intuitive insight into the immediate future during their next attack.

Target: One creature   **Range**: Medium *(100 ft.)*

Effect: The target gains an offensive legend point.

Duration: 1 round

Divination   **Lists**: Arcane

Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Unholy Aura   8th Level

You shield your allies with malevolent darkness, protecting them from good foes.

Range: Close *(30 ft.)*   **Targets**: Up to five creatures

Effect: The target gains spell resistance against good spells and spells cast by good creatures.

Duration: Short *(Focus + 5 rounds)*

Trigger: Whenever a good creature within 30 feet of the target makes a physical attack against it

Target: The attacking creature

Attack: Spellpower vs. Mental

    Success: 1d6 divine damage per two spellpower

Abjuration [Evil, Retributive, Shielding]   **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.

Unholy Blight   3rd Level

Target: One nonevil creature   **Range**: Medium *(100 ft.)*

Attack: Spellpower vs. Mental
  Success: 1d10 divine damage per two spellpower.
  Critical Success: As above, and the target is staggered *(unable to act in movement phase)* for 5 rounds.
  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   5th Level

Target: One creature   **Range**: Touch

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)*.
  If you cast this spell as if it was two levels higher, and you are the only target, the duration becomes Long *(1 hour)*.

Transmutation/Vivimancy [Augment, 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.

Unliving Heart   1st Level

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 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**: Death, Vivimancy
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.

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 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, 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.

Wail of the Banshee   9th Level

You emit a terrible scream that kills anyone that hears it.

Burst: Medium *(20 ft.)* radius centered on you
Targets: Everything in the area
Components: Verbal only

Attack: Spellpower vs. Fortitude
  Success: 1d6 sonic damage per two spellpower. If the target is living and has no hit points remaining, it dies.

Vivimancy [Auditory, Death]   **Lists**: Death, Vivimancy
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.
Duration: Short *(Focus + 5 rounds)*

Trigger: A creature passes through the wall   **Target**: The moving creature

Attack: Spellpower vs. Reflex
  Success: 1d6 fire damage per two spellpower.
  Failure: Half damage.

Evocation [Destructive, Fire, Wall]   **Lists**: Evocation, Fire, Nature
Notes: Any part of the wall takes 5 cold damage in a single round is extinguished.
  This spell can be made permanent with a *permanency* ritual. A permanent *wall of fire* that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal 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.

Wall of Fire, Greater   5th Level

Zone: 100 ft. wall, 20 ft. high (S)   **Range**: Medium *(100 ft.)*

Special: This spell functions like *wall of fire*, except that it is larger and can be shaped. The damage dealt to a creature passing through the wall is 1d6 fire damage per two spellpower.

Duration: Short *(Focus + 5 rounds)*

Evocation [Destructive, Fire, Wall]   **Lists**: Arcane, Nature, Fire

Notes: Any part of the wall takes 10 cold damage in a single round is extinguished.

This spell can be made permanent with a *permanency* ritual. A permanent *greater wall of fire* that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal 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.

Wall of Force   6th 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 *(Focus + 5 rounds)*

Evocation [Force, Physical, Wall]   **Lists**: Evocation

Notes: 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.

This spell can be made permanent with a *permanency* ritual.

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 Thorns   2nd Level

Zone: 20 ft. line, 5 ft. wide, 5 ft. high   **Range**: Medium *(100 ft.)*

Effect: This spell creates a thicket of thorns in the area. Moving into 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 *(Focus + 5 rounds)*

Trigger: A creature enters or exits a square in the area   **Target**: The moving creature

Effect: The target takes piercing damage equal to your spellpower.

Conjuration [Creation, Physical, Wall]   **Lists**: Nature, Wild

Notes: A *wall of thorns* 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.

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 Thorns, Greater   5th Level

Zone: 100 ft. line, 5 ft. wide, 5 ft. high (S)   **Range**: Medium *(100 ft.)*

Special: This spell functions like *wall of thorns*, except that it is larger and can be shaped.

Duration: Short *(Focus + 5 rounds)*

Trigger: A creature enters or exits a square in the area   **Target**: The moving creature

Effect: The target takes piercing damage equal to your spellpower.

Conjuration [Creation, Physical, Wall]   **Lists**: Nature, Wild

Notes: A *wall of thorns* can be breached by slow work with edged weapons or fire. It has hardness 8 and 30 hit points per square foot of thickness.

Physical spells cannot be dismissed or dispelled, and do not allow spell resistance.

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.

Water Walk   3rd Level

Targets: One creature   **Range**: Touch

Effect: The target can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the target's feet hover an inch or two above the surface.

If the target is underwater, it rises toward the surface at 60 feet per round it can stand on it.

Duration: Long *(1 hour)*

Transmutation [Augment, Water]   **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.

Waves of Fatigue   4th Level

Burst: Large *(50 ft.)* cone

Targets: All creatures in the area

Effect: The target is fatigued *(move at half speed, unable to sprint or charge)* for 5 rounds.

Vivimancy [Flesh]   **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.

Waves of Fatigue, Greater   7th Level

Burst: Large *(50 ft.)* cone

Targets: All creatures in the area

Attack: Spellpower vs. Fortitude

   Success: The target is exhausted *(move at half speed, unable to sprint or charge, impared with all actions)* for 5 rounds.

   Failure: The target is fatigued *(move at half speed, unable to sprint or charge)* for 5 rounds.

Vivimancy [Flesh]   **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.

Waves of Fatigue, Lesser   1st Level

Burst: Medium *(20 ft.)* cone
Targets: All creatures in the area
Effect: The target is fatigued *(move at half speed, unable to sprint or charge)* for 5 rounds.

Vivimancy [Flesh]   **Lists**: Arcane, Death, 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.

Web   8th 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 with a grapple or Escape Artist check against a DC 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 *(d6 damage/round, 20% failure, Dex DC 15 to extinguish)* by the flames.
    Physical spells cannot be dismissed or dispelled, and do not allow spell resistance.
    This spell can be made permanent with a *permanency* ritual. A permanent *web* that is destroyed regrows in 10 minutes.
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.

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
  Success: 1d10 bludgeoning damage per two spellpower.
  Failure: Half damage.
Attack: Spellpower vs. Maneuver defense (shove)
  Success: You shove the target in any direction – even vertically. Moving the target up takes twice as much movement as moving the target horizontally.

Evocation [Air]   **Lists**: Air, Nature
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Windstrike, Greater   5th Level

You command the air to bludgeon the target with tremendous force, sending it flying.

Target: One creature or object   **Range**: Extreme *(1,000 ft.)*
Attack: Spellpower vs. Fortitude
  Success: 1d10 bludgeoning damage per two spellpower.
  Failure: Half damage.
  Attack: Spellpower + 10 vs. Maneuver defense (shove)
  Success: You shove the target in any direction – even vertically.

Evocation [Air]   **Lists**: Air, Nature
Retargeting Miscast: The spell targets a random valid target within range (including yourself, if applicable).

Word of Recall   6th Level

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   1st Level

You imbue a weapon with the power of the wind, allowing it to manipulate air currents as it strikes.

Target: One melee weapon   **Range**: Touch
Effect: The target weapon gains an additional five feet of reach, extending the wielder's threatened area.
Duration: Short *(Focus + 5 rounds)*.
  If you cast this spell as if it was two levels higher, and you are the only target, the duration becomes Long *(1 hour)*.

Evocation/Transmutation [Air, Augment]   **Lists**: Air, 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.

Zephyr Blade, Greater   4th Level

You imbue a weapon with the full might of the wind, allowing it to shred opponents with nothing but the air itself.

Target: One melee weapon   **Range**: Touch

Special: This spell functions like *zephyr blade*, except that the damage at range is not halved.

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 30 feet. 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)*.

If you cast this spell as if it was two levels higher, and you are the only target, the duration becomes Long *(1 hour)*.

Evocation/Transmutation [Air, Augment]   **Lists**: Air, 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.

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 + 1 per two spellpower.

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 1d6 damage + 1 per two spellpower.
Duration: 1 round.

Transmutation [Augment]
Notes: 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 telekinetically 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 base attack bonus 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 full 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 *(moves randomly)*.
  Critical Success: The target is confused *(randomly babbles, flees, attacks nearest, or acts normally)*.
Duration: 1 round.

Enchantment [Compulsion, Mind]
Notes: 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: 1d6 piercing damage + 1 per two spellpower.

Conjuration [Creation, Physical]
Notes: 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.

Attack: Spellpower vs. Fortitude
  Success: 1d6 damage + 1 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.

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 *(move at half speed, unable to sprint or charge)* for 5 rounds.
  Critical Success: The target is exhausted *(move at half speed, unable to sprint or charge, impared with all actions)*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 *(flees if close to its fear)* by you.
  Success: The target is shaken *(unable to approach its fear)* by you.
Duration: Short *(Focus + 5 rounds)*

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 + 1 per two spellpower.

Evocation [Force]
Notes: 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 *(unable to act in movement phase, −2 to physical attacks, defenses, and checks)*.
  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 attacks, 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.)*
Special: When you perform this ritual, you choose whether to create an audible or mental alarm. You may also specify a password.
Trigger: A creature (Tiny or larger) enters the area without speaking the password
Effect (Audible Alarm): The sound of a hand bell rings in the area. It is typically clearly identifiable up to 100 feet away, and audible up to 500 feet away.
Effect (Mental Alarm): You receive a single mental "ping". This awakens you from normal sleep but does not otherwise disturb concentration.
Duration: Extreme *(12 hours)*

Abjuration (Warding) [Trap] **Lists**: Arcane, Divine
Spell Resistance: No
Notes: A *silence* spell or similar effect can prevent an audible alarm from being heard. This ritual can be made permanent with a *permanency* ritual.
Material Components: 5 gp in ritual components.

Alter Magic Aura 2nd Level

Target: One magical object (Large or smaller) **Range**:
Casting Time: 1 minute
Range: Touch
Attack: Magic vs. Will
  Success: This ritual alters one of the target's magic auras (see Spellcraft, page 77). You can decrease the spellpower of the aura by up to half your spellpower. Alternately, you can increase the spellpower of the aura, up to a maximum of your spellpower.
    In addition, you can change the school and descriptors of the aura.
Duration: One year

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 effects on artifacts.
Material Components: 20 gp in ritual components.

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 enhancement bonus on the check, and you take no penalties for emulating a different gender or race.
Duration: Long *(1 hour)*

Transmutation (Polymorph) **Lists**: Arcane
Material Components: 20 gp in ritual components.

Analyze Dweomer 5th Level

You infallibly discern the magical properties of a magic item.

Target: One object **Range**: Touch
Casting Time: 1 minute
Effect: You learn the target's magic properties, as *identify*. This ritual reveals the exact properties of cursed items and artifacts.

Divination (Knowledge) **Lists**: Arcane
Spell Resistance: No
Material Components: 300 gp in ritual components.

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.

Vivimancy (Soul, Vitalism) [Evil, Negative] **Lists**: Arcane, Divine
Notes: The undead you create remain under your control indefinitely. No matter how many times you use this ritual, however, 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.
Material Components: 50 gp in black onyx gems.

Animal Messenger 2nd Level

You compel a Tiny animal to go to a spot you designate.

Target: One Tiny animal **Range**:
Casting Time: 1 minute; see text
Range: Long *(300 ft.)*
Effect: As soon as you begin performing this ritual, the target animal approaches you and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. During the casting of the ritual, you can attach some small item or note to the messenger. The animal then 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.
Duration: One week

Enchantment (Compulsion) [Mind-Affecting] **Lists**: Arcane, Nature
Notes: The most common use for this ritual is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else.
Focus: Food desirable to the animal
Material Components: 20 gp in ritual components.

Antipathy   9th Level

You fill nearby creatures of a particular kind with an overpowering revulsion, compelling them to leave the area.

Casting Time: 1 hour
Zone: 1 mile radius   **Range**: Close *(30 ft.)*

Special: When you perform this ritual, choose an alignment (chaotic, good, evil, or lawful) or creature type.

Targets: All creatures in the area of the chosen alignment or type
  Attack: Magic vs. Will
  Effect: The target takes a −4 penalty to attacks, saves, and checks as long as it remains in the area.
  Success: The target leaves the area as soon as physically possible, using any means necessary. It will not willingly return to the area as long as the spell is in effect.
  Failure: The target feels a desire to leave the area, though it is not compelled to act on that desire immediately.
Duration: One week

Enchantment (Emotion) [Mind-Affecting]   **Lists**: Arcane, Nature
Material Components: 7500 gp in ritual components.

Apparition   5th Level

Casting Time: 1 minute
Range: Extreme *(1,000 ft.)* (Unrestricted)
Effect: A magic sensor appears at a location within range, as *clairaudience/clairvoyance*. You can hear and see through the sensor. In addition, a figment of you appears in the same location, as *major image*. You can speak through the figment.
Duration: Concentration

Divination/Illusion (Figment, Scrying)   **Lists**: Arcane
Spell Resistance: No
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.

Appraisal   1st Level

Target: One object   **Range**:
Casting Time: 10 minutes
Range: Touch
Effect: When you perform this ritual, you make a Craft, Knowledge, or Profession check to appraise the target's value. You gain a +10 enhancement bonus on the check.

Divination (Knowledge)   **Lists**: Arcane, Divine
Spell Resistance: No
Notes: You can use this ritual to appraise an item you have tried to appraise before.
Material Components: 5 gp in ritual components.

Arcane Eye   4th Level

Casting Time: 1 minute
Range: Medium *(100 ft.)*
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.
  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.
Duration: Long *(1 hour)*

Divination (Scrying)   **Lists**: Arcane
Spell Resistance: No
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: 125 gp in ritual components.

Arcane Lock   2nd Level

Target: One closable object, such as a door or box (Large or   **Range**:
smaller)
Casting Time: 1 minute
Range: Touch
Effect: The target object is magically locked. It can be unlocked with a Devices check against a DC equal to 30 + your spellpower. The DC to break it open forcibly increases by 10.
  You can freely pass your own *arcane lock*, as if the object were not locked.
Duration: Permanent

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.

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. The target is not harmed by the writing. You can choose whether the writing will be visible or invisible.
Duration: Permanent

Universal   **Lists**: Arcane
Notes: If an *arcane mark* is placed on a creature, normal wear gradually causes the effect to fade in about a month. You must place your mark on an object before *instant summons* can be cast on it.
Material Components: 5 gp in ritual components.

Atonement   5th Level

Target: One creature   **Range**:
Casting Time: 1 hour
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 (Channeling)   **Lists**: Divine, Nature
Material Components: 300 gp in ritual components.

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 a particular 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
Spell Resistance: No
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.

Awaken   7th Level

Target: One animal   **Range**:
Casting Time: 24 hours
Range: Touch

Effect: The target becomes sentient. Its Intelligence becomes 1d6-3. Its type changes from animal to magical beast. It gains the ability to speak and understand one language that you know.

Transmutation (Augment, Imbuement)   **Lists**: Nature
Material Components: 1500 gp in ritual components.

Binding   3rd 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.)*
Special: When you perform this ritual, you may cast *dimensional anchor*.
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.
Trigger: A creature other than you enters the area
Attack: Magic vs. Will
  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.

   If you cast *dimensional anchor* while performing the ritual, the target is also affected by *dimensional anchor*, preventing it from escaping the area magically.
  Failure: The target can leave the area, break the circle, and otherwise act normally.
Duration: 24 hours

Abjuration (Negation)   **Lists**: Arcane, Divine
Notes: You can perform this ritual on an existing *binding* to set 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 DC 16 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 DC 28 Perception check.
Material Components: 50 gp in ritual components.

Bless Water   1st Level

You imbue water with holy power.

Target: One pint of water   **Range**:
Casting Time: 1 minute
Range: Touch

Effect: The target becomes holy water.

Evocation (Channeling) [Good]   **Lists**: Divine
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.

Break Enchantment 5th Level

Target: One creature or object **Range**:
Casting Time: 1 minute
Range: Close *(30 ft.)*

Attack: Spellpower vs. Special
  Effect: Magical effects on the target are dispelled, as a targeted *dispel magic*. This ritual can also remove effects that are immune to *dispel magic*, such as curses, if they are 6th level or lower.
  If the effect comes from some permanent magic item, *break enchantment* does not remove the curse from the item, but it does frees the victim from the item's effects.

Abjuration (Negation) **Lists**: Arcane, Divine
Spell Resistance: No

Material Components: 300 gp in ritual components.

Clairaudience/Clairvoyance 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: Medium *(5 minutes)*

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.

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 137).

Conjuration (Creation) **Lists**: Arcane
Material Components: 1500 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.

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 one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead.
Duration: Medium *(5 minutes)* or until expended

Divination (Communication) [Planar] **Lists**: Divine
Spell Resistance: No
Notes: A cleric without a deity contacts a philosophically aligned deity.
Material Components: 300 gp in ritual components.

Commune with Nature 5th 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
Spell Resistance: No
Notes: The ritual does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.
Material Components: 300 gp in ritual components.

Comprehend Languages 2nd Level

You can understand any language.

Target: You **Range**:
Casting Time: 1 minute
Effect: You gain the ability to understand any language. This does not grant you any additional ability to speak or write in other languages.
Duration: Long *(1 hour)*

Divination (Communication) **Lists**: Arcane, Divine, Nature
Spell Resistance: No
Notes: This ritual can be foiled by certain obscuring magic (such as the *secret page* and *illusory script* rituals). It does not decipher codes or reveal messages concealed in otherwise normal text. You may be unable to understand dead or extremely obscure languages.
  This ritual can be made permanent with a *permanency* ritual.
Material Components: 20 gp in ritual components.

Consecrate   2nd Level

You bless an area with holy power, disrupting undead.

Target: All undead creatures in the area   **Range**:
Casting Time: 1 minute
~~**Zone**: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*~~
Effect: Undead cannot be created within or summoned into the area.
Target:
Effect:
　　The target is impaired *(20% failure)* with all actions.
Duration: 24 hours
Evocation (Channeling) [Good]   **Lists**: Divine
Spell Resistance: No
Material Components: 20 gp in ritual components.

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 one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because 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.

Contagion   3rd Level

You infect your foe with a contagious disease.

Target: One creature   **Range**:
Casting Time: 10 minutes
Range: 10 miles (Unrestricted)
Attack: Magic vs. Fortitude
　Success: The target contracts a disease selected from the table below, which strikes immediately (no incubation period). The disease's attack bonus for the initial and subsequent incubation periods is equal to your magic attack bonus.
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.

Disease	Damage
Blinding sickness	1d4 Str[1]
Cackle fever	1d6 Wis
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.

Continual Flame   2nd Level

Target: One object   **Range**:
Casting Time: 1 minute
Range: Touch
Effect: The target glows like a torch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A *continual flame* can be covered and hidden, but not smothered or quenched.
Duration: Permanent
Illusion (Figment) [Light]   **Lists**: Arcane, Divine
Spell Resistance: No
Material Components: 20 gp in ritual components.

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 conditions are not possible simultaneously.

Duration: Extreme *(12 hours)*

Evocation (Control) [Air]   **Lists**: Arcane, Divine, Nature

Spell Resistance: No

Notes: *Control weather* can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Material Components: 1500 gp in ritual components.

Create Food and Water   2nd Level

Casting Time: 10 minutes

~~**Range**: Close *(30 ft.)*~~

Effect: This ritual creates food and drink. The food is sufficient to sustain three creatures per caster level 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

Spell Resistance: No

Notes: The food can be kept fresh for another 24 hours by performing a *purify food and water* ritual on it.

Material Components: 20 gp in ritual components.

Create Magic Aura   1st Level

Target: One location or nonmagical object (Large or smaller)   **Range**:

Casting Time: 1 minute

Range: Touch

Effect: The target gains a magical aura (see Spellcraft, page 77). You can choose the school and descriptors of the aura. You can also choose the caster level, up to a maximum of your caster level.

Duration: One year

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.

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 volume of the object created cannot exceed 1 cubic foot per caster level.

Duration: Extreme *(12 hours)*

Conjuration (Creation)   **Lists**: Arcane

Notes: This ritual cannot create poisons, alchemical substances, and other reactive items.

Material Components: 50 gp in ritual components.

Create Object, Greater   6th Level

Casting Time: 10 minutes

Range: Close *(30 ft.)*

Effect: This ritual creates an object, as *create object*, except that it can also 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 the following table.

Duration: See text

Conjuration (Creation)   **Lists**: Arcane

Spell Resistance: No

Material Components: 300 gp in ritual components.

Hardness and Rarity Examples	Duration
Vegetable matter	One month
Stone, crystal, base metals	One week
Precious metals	24 hours
Gems	One hour
Rare metal[1]	1 minute

1 Includes adamantine, alchemical silver, and mithral. You can't use this ritual to create a cold iron item.

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 2 gallons per caster level. 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**: Divine

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.

Create Greater Undead   8th Level

Target: One intact corpse   **Range**:
Casting Time: 1 hour
Range: Close *(30 ft.)*

Effect: The target becomes an undead creature that obeys your spoken commands. The type of creature you can create depends on your caster level, as shown on Table 10.5: Create Greater Undead.

Vivimancy (Soul, Vitalism) [Evil, Negative]   **Lists**: Arcane, Divine
Spell Resistance: No
Notes: As *animate dead*.
Material Components: 3000 gp in black onyx gems.

Table 10.5: Create Greater Undead

Caster Level	Undead Created
16th–19th	Wraith
20th–24th	Spectre
25th or higher	Devourer

Create Undead   5th Level

Target: One intact corpse   **Range**:
Casting Time: 1 hour
Range: Close *(30 ft.)*

Effect: The target becomes an undead creature that obeys your spoken commands. The type of creature you can create depends on your caster level, as shown on Table 10.6: Create Undead.

Vivimancy (Soul, Vitalism) [Evil, Negative]   **Lists**: Arcane, Divine
Spell Resistance: No
Notes: As *animate dead*.
Material Components: 300 gp in black onyx gems.

Table 10.6: Create Undead

Caster Level	Undead Created
10th–12th	Ghoul
13th–16th	Ghast
17th–20th	Mummy
21st or higher	Mohrg

Curse Water   1st Level

Target: One pint of water   **Range**:
Casting Time: 1 minute
Range: Touch

Effect: The target becomes unholy water.

Evocation (Channeling) [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.

Darkness   2nd Level

You create a dark aura around an object of your choosing, keeping light without.

Casting Time: 1 minute
Range: Touch

Target: One object
Emanation: Medium *(20 ft.)* radius from the target

Effect: Light within or passing through the area is dimmed to be no greater than shadowy illumination.
Duration: Long *(1 hour)*

Illusion (Glamer) [Light]   **Lists**: Arcane, Divine
Spell Resistance: No
Notes: Any effect which blocks light also blocks this spell's emanation.
Material Components: 20 gp in ritual components.

Demand   8th Level

Target: One creature   **Range**:
Range: Unlimited (Unrestricted)

Special: You can target any creature with whom you are familiar, regardless of its location.
Attack: Magic vs. Will
    Effect: You send the target a short verbal message, as *sending*.
    Success: The target is compelled to obey the message, as *suggestion*.

Divination/Enchantment (Communication, Compulsion)   **Lists**: Arcane [Mind-Affecting]
Notes: As *sending*.
Notes: The contact itself is not mind-affecting – only the *suggestion* effect.
Material Components: 3000 gp in ritual components.

Desecrate   2nd Level

Target: All undead creatures in the area   **Range**:
Casting Time: 1 minute
~~**Zone**: Medium *(20 ft.)* radius~~   ~~**Range**: Close *(30 ft.)*~~
Effect: Undead created within or summoned into the area gain +1 hit point per level of the undead creature.
Target:
Effect:
    The target gains a +2 enhancement bonus to physical attacks, all checks, and special defenses.
Duration: 24 hours

Evocation (Channeling) [Evil]   **Lists**: Divine
Spell Resistance: No
Material Components: 20 gp in ritual components.

Detect Scrying   4th Level

Casting Time: 1 minute

Emanation: Large *(50 ft.)* radius centered on you

Effect: You automatically locate all magical sensors within the area, and immediately become aware of any attempt to observe you by means of a divination (scrying) spell or effect.

When you detect a scrying attempt, you make an opposed caster level check against the scrying creature (d20 + caster level). If you win, you get a visual image of the scrier and an accurate sense of his or her direction and distance from you.

Duration: Extreme *(12 hours)*

Divination (Awareness)   **Lists**: Arcane

Spell Resistance: No

Material Components: 125 gp in ritual components.

Disguise Self   1st Level

Target: You   **Range**:

Casting Time: 1 minute

Effect: When you perform this ritual, you make a Disguise check. You gain a +10 enhancement bonus on the check, and you can freely alter the appearance of your clothes and equipment, regardless of their original form.

Duration: Long *(1 hour)*

Illusion (Glamer) [Unreal]   **Lists**: Arcane

Notes: Creatures can identify the illusion, as *silent image*.

Material Components: 5 gp in ritual components.

Disguise Self, Greater   3rd Level

Target: You   **Range**:

Casting Time: 10 minutes

Effect: You alter your appearance, as *disguise self*. As a standard action, you can concentrate to alter your appearance, just as if you had performed the *disguise self* ritual again.

Duration: Extreme *(12 hours)*

Illusion (Glamer) [Unreal]   **Lists**: Arcane

Notes: Creatures can identify the illusion, as *silent image*.

Material Components: 50 gp in ritual components.

Discern Location   8th Level

Target: One creature or object   **Range**:

Casting Time: 10 minutes

Range: Unlimited (Unrestricted)

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.

Effect: You learn the target's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

Divination (Knowledge)   **Lists**: Arcane, Divine, Nature

Material Components: 3000 gp in ritual components.

Dimensional Lock   5th Level

You create a shimmering emerald field that completely blocks extradimensional travel.

Casting Time: 10 minutes

~~**Zone**: Large *(50 ft.)* radius~~   ~~**Range**: Medium *(100 ft.)*~~

Effect: Extradimensional travel into or out of the spell's area is impossible. All Conjuration (Translocation) and Conjuration (Summoning) effects are prohibited, as well as *astral projection* and similar spell-like abilities.

Duration: Thirty days

Abjuration (Negation)   **Lists**: Arcane, Divine

Spell Resistance: No

Notes: This ritual does not interfere with the movement of creatures already in ethereal or astral form when the ritual is finished, nor does it block extradimensional perception. Also, this not prevent summoned creatures from disappearing at the end of a summoning spell.

Material Components: 300 gp in ritual components.

Divination   4th Level

~~**Casting Time**: 10 minutes~~

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.

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.

Divination (Knowledge)   **Lists**: Divine

Spell Resistance: No

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.

Material Components: 125 gp in ritual components.

Dream   5th Level

Target: One creature   **Range**:

Casting Time: 10 minutes

Range: Unlimited (Unrestricted)

Special: You can target any creature that you can unambiguously identify, regardless of its location.

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/Illusion (Communication,   **Lists**: Arcane, Divine, Nature
Phantasm) [Mind-Affecting]

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

Target: One creature   **Range**:
Casting Time: 1 minute
Range: Medium *(100 ft.)* or see text

Effect: The target is freed from all spells and effects that restrict its actions, including binding, charms, entangle, daze, domination, grappling, imprisonment, *maze*, nausea, paralysis, petrification, pinning, sleep, slow, stun, *temporal stasis*, and *web*. To free a creature from *imprisonment* or *maze*, you must know its name and background, and you must cast this spell at the spot where it was entombed or banished into the maze.

Abjuration (Negation)   **Lists**: Arcane, Divine

Material Components: 3000 gp in ritual components.

Endure Elements   1st Level

Target: One creature or object   **Range**:
Casting Time: 1 minute
Range: Touch

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.

Enhance Armor   2nd Level

Target: One shield or suit of body armor   **Range**:
Casting Time: 1 hour
Range: Touch

Effect: If your caster level is high enough, the target's enhancement bonus increases by 1. Minimum caster levels are described in Table 10.7: Minimum Caster Levels for Item Enhancements (page 223).

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 262).

Transmutation (Augment)   **Lists**: Arcane, Divine, Nature

Enhance Weapon   2nd Level

Target: One weapon   **Range**:
Casting Time: 1 hour
Range: Touch

Effect: If your caster level is high enough, the target's enhancement bonus increases by 1. Minimum caster levels are described in Table 10.7: Minimum Caster Levels for Item Enhancements (page 223).

Material Components: Ritual components equal to the cost of the weapon's new enhancement bonus, as described in Table D.9: Magic Weapon Prices (page 269).

Transmutation (Augment)   **Lists**: Arcane, Divine, Nature

Table 10.7: Minimum Caster Levels for Item Enhancements

Enhancement Bonus	Minimum Caster Level
+1	4
+2	8
+3	12
+4	16
+5	20

Erase   1st Level

Target: One scroll, page, parchment, or other text with writing in ink   **Range**:
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 caster level check against a DC equal to 11 + the caster level of the magic.

Transmutation (Alteration)   **Lists**: Arcane

Notes: This ritual can remove *explosive runes*, a *glyph of warding*, a *sepia snake sigil*, or an *arcane mark*, but not *illusory script* or a *symbol* spell. 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.

Explosive Runes   3rd Level

You trace mystic runes that explode when read.

Casting Time: 1 minute
Range: Touch

Focus: One object with writing on it (Small or smaller)

Trigger: A creature reads the focus object while within 5 feet of it
Burst: Small *(10 ft.)* radius centered on the focus
Targets: Everything in the area
    Attack: Magic vs. Reflex
  Success: 3d6 force damage + d6 per four caster levels above 6th.
  Failure: As above, but half damage.
Duration: Thirty days or until discharged

Abjuration (Warding) [Force, Traps]   **Lists**: Arcane

Notes: The primary target receives no defense against the explosion when the runes are read.

Magic traps such as *explosive runes* can be detected with the Perception skill and disabled with the Devices skill. The DC is 25 + spell level, or DC 28 for *explosive runes*.

Material Components: 50 gp in ritual components.

Fabricate   5th Level

Casting Time: 10 minutes
Range: Close *(30 ft.)*
Targets: One or more nonmagical objects; see text

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 enhancement 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.

False Vision   5th Level

Casting Time: 10 minutes
Zone: Large *(50 ft.)* radius   **Range**: Close *(30 ft.)*
Effect: Any divination (scrying) spell used to view anything within the area instead views a figment of your design, as *major image*. As a standard action, you can concentrate to alter the image within the area.
Duration: Extreme *(12 hours)*

Illusion (Glamer)   **Lists**: Arcane
Spell Resistance: No
Notes: Creatures can identify the illusion, as *silent image*.
Material Components: 300 gp in ritual components.

Fertility/Infertility   3rd Level

Casting Time: 1 hour
Zone: 1/2 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 designate places within the area that are not affected.
Material Components: 50 gp in ritual components.

Find the Path   6th Level

Target: One creature   **Range**:
Casting Time: 1 minute
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 ends.
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.

Find Traps   2nd Level

You grant your ally an intuitive insight into the workings of traps, allowing her to easily spot danger ahead.

Target: One creature   **Range**:
Range: Touch

Effect: The target gains a bonus on Perception checks made to find traps equal to one-half your caster level. 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 Perception skill (see Search, page 65). If she detects a trap partway through her movement, she may immediately stop moving.
Duration: Medium *(5 minutes)*

Divination (Knowledge)   **Lists**: Arcana, Divine, Nature
Notes: This ritual does not grant any ability to disable any traps found. See Devices, page 69.
Material Components: 20 gp in ritual components.

Fire Trap   3rd Level

You create a trap that erupts in a fiery explosion when an intruder opens the item that the trap protects.

Casting Time: 10 minutes
Range: Touch
Focus: One openable object (Large or smaller)
Special: When you perform this ritual, you can specify a password.
Trigger: A creature opens the focus object without saying the password
Burst: Small *(10 ft.)* radius centered on the focus
Targets: Everything within the area
    Attack: Magic vs. Reflex
    Success: 3d6 fire damage + d6 per four levels after 6th
    Failure: As above, but half damage.
Duration: Thirty days or until discharged

Abjuration/Evocation (Energy, Warding) [Fire]   **Lists**: Arcane, Nature
Notes: Fire spells shed light equivalent to a torch. They do not function underwater. They can ignite combustable materials, such as dry wood and cloth.
    Magic traps such as *fire trap* can be detected with the Perception skill and disabled with the Devices skill. The DC is 25 + spell level, or DC 28 for *fire trap*.

Material Components: 50 gp in ritual components.

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 100 pounds of weight per caster level.
    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, it the disk disappears, dropping its contents.
Duration: Extreme *(12 hours)*

Evocation [Force]   **Lists**: Arcane
Spell Resistance: No
Notes: The disk can hold up to two gallons of liquid.
Material Components: 5 gp in ritual components.

Forbiddance   8th Level

Target: The entering creature   **Range**:
Casting Time: 1 hour
Zone: Up to ten 50 ft. cubes   **Range**: Extreme *(1,000 ft.)*
Special: When you perform this ritual, choose an alignment (chaotic, good, evil, or lawful). You may also specify a password.
Effect: Extraplanar travel within the area is forbidden, as *dimensional lock*.
Trigger: A creature of the chosen alignment enters the area without saying the password
Magic vs. Will Target:
Success:
    8d6 divine damage + d6 per caster level above 16th.
Duration: One year

Abjuration/Evocation (Power, Warding)   **Lists**: Divine
Notes: A successful dispel attempt only affects one 50-foot cube.
    You can't have multiple overlapping *forbiddance* rituals. In such a case, the more recent effect stops at the boundary of the older effect.
Material Components: 3000 gp in ritual components.

Gate   9th Level

Casting Time: 1 minute
Range: Medium *(100 ft.)*
Effect: This ritual creates an interdimensional connection between your plane of existence and a 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 (a creation effect).
Duration: Concentration (up to 5 rounds); see text

Conjuration (Creation, Translocation) [Planar]   **Lists**: Arcane, Divine
Spell Resistance: No
Notes: A *gate* cannot be opened to another point on the same plane. This ritual works only for interplanar travel.
Material Components: 7500 gp in ritual components.

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. However, it cannot use its free time to work against the completion of the task.

If the target is prevented from obeying the command for 24 hours, it takes a -2 penalty to all attributes. Each day, another -2 penalty accumulates, up to a total of -8. No attribute can be reduced to less than -9 by this effect. All attribute penalties are removed 24 hours after the subject resumes obeying the command.

Duration: Thirty days, one week, or until discharged

Enchantment (Compulsion) [Auditory, Mental,   **Lists**: Arcane, Divine Speech]

Notes: If the target is unable to understand the command, the ritual has no effect. 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 caster level is higher than this ritual's caster level.

Sorcerers and wizards usually refer to this spell as geas, while clerics call the same spell quest.

Material Components: 750 gp in ritual components.

Gentle Repose   2nd Level

You preserve the remains of a dead creature so that they do not decay.

Target: Nonmagical object touched   **Range**:
Casting Time: 10 minutes
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.

Glyph of Warding   3rd Level

You weave a tracery of faintly glowing lines in the air, forming a warding sigil. When the spell is completed, the glyph and tracery become nearly invisible.

Casting Time: 10 minutes
Range: Touch

Zone and Burst: Small *(10 ft.)* radius
Special: When you perform this ritual, you can specify a password. You must also choose an energy type (acid, cold, electricity, or fire).

Effect: An invisible, intangible glyph floats in the air at the center of the area. A creature that can see invisible objects can perceive the glyph, which is takes up approximately one square foot. If the creature can read magic, such as with the *read magic* ritual, it can identify the energy type of the glyph.

Trigger: A creature enters the area without speaking the password
Targets: Everything in the area   **Attack**: Magic vs. Reflex
  Success: 3d6 damage + d6 per four caster levels after 6th. The damage is of the energy type chosen when the ritual was performed.
  Failure: As above, but half damage.
Duration: Thirty days or until discharged

Abjuration (Warding) [Trap]   **Lists**: Divine

Notes: Magic traps such as *glyph of warding* can be detected with the Perception skill and disabled with the Devices skill. The DC is 25 + spell level, or DC 28 for *glyph of warding*.

Material Components: 50 gp in ritual components.

Glyph of Warding, Greater   7th Level

Casting Time: 10 minutes
Range: Touch

Zone and Burst: Large *(50 ft.)* radius
Special: When you perform this ritual, you can specify a password. You must also choose an energy type (acid, cold, electricity, or fire).

Effect: This spell creates an invisible glyph, as *glyph of warding*.

Trigger: A creature enters the area without speaking the password
Targets: Everything in the area   **Attack**: Magic vs. Reflex
  Success: 6d6 damage + d6 per four caster levels after 12th. The damage is of the energy type chosen when the ritual was performed.
  Failure: As above, but half damage.

Abjuration [Barrier]   **Lists**: Divine

Notes: Magic traps such as *greater glyph of warding* can be detected with the Perception skill and disabled with the Devices skill. The DC is 25 + spell level, or DC 32 for *greater glyph of warding*.

Material Components: 1500 gp in ritual components.

Hallow   7th Level

You make an area holy.

Casting Time: 24 hours

Zone: ~~Large *(50 ft.)* radius~~   **Range**: ~~Close *(30 ft.)*~~

Effect: The area becomes holy. This has several effects.

- A *magic circle against evil* effect fills the area.
- Any dead body interred in the area cannot be turned into an undead creature.
- While performing the ritual, you can cast another spell or perform another ritual you know. The spell or ritual functions in the entire area as long as this ritual lasts, regardless of its normal area or duration. You may designate whether the effect applies to all creatures, or to all creatures that have a specific faith or alignment. The spells and rituals which can be fixed to a *hallow* ritual are as follows: *aid*, *bane*, *bless*, *comprehend languages*, *darkness*, *daylight*, *death ward*, *dimensional anchor*, *endure elements*, *freedom*, *protection from energy*, *resist energy*, *silence*, *tongues*, and *zone of truth*.

Duration: One year

Evocation (Power) [Good]   **Lists**: Divine

Spell Resistance: No

Notes: An area can receive only one *hallow* spell (and its associated spell effect) at a time. If an area is *unhallowed*, it cannot be hallowed.

Material Components: 1500 gp in ritual components.

Hallucinatory Terrain   4th Level

Casting Time: 10 minutes

Zone: Ten 30 ft. cubes   **Range**: Long *(300 ft.)*

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: 24 hours

Illusion (Glamer)   **Lists**: Arcane

Notes: Creatures can identify the illusion, as *silent image*.

Material Components: 125 gp in ritual components.

Heroes' Feast   6th Level

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink, re-enacting the celebrations of ancient heroes. After your allies consume the ambrosial food and nectar-like bevarage, they are restored in body and mind.

Casting Time: 10 minutes   **Range**: ~~Close *(30 ft.)*~~

Effect: This ritual creates a feast that takes 1 hour to consume. The feast feeds a number of Medium or smaller creatures equal to your caster level. Large creatures count as two Medium creatures, Huge creatures count as two Large creatures, and so on.

Targets: All creatures partaking of the feast

Immediately after starting the feast, the target is cured of all disease, fear, poison, sickness, and nausea. After the feast is complete, the target becomes immune to poison and fear effects for 12 hours, and gains temporary hit points equal to 20 + 1 per two caster levels above 12th.

Duration: 1 hour plus Extreme *(12 hours)*; see text

Conjuration/Enchantment (Creation, Emotion)   **Lists**: Arcane, Divine, Nature

Notes: If the feast is interrupted for any reason, the ritual is ruined and all of its effects are ended.

Material Components: 750 gp in ritual components.

Identify   1st Level

Target: One object   **Range**:

Casting Time: 10 minutes

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

Spell Resistance: No

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.

Illusory Script   4th Level

You write a message woven with a hidden magical command, compelling any viewer except the message's intended recipient to obey you.

Target: One object   **Range**:
Casting Time: 1 minute or longer; see text
Range: Touch

Special: When you perform this ritual, you must specify a password. You must also specify a *suggestion*.
Effect: You write text onto the target object. The text is unintelligible once written. Any creature that attempts to read the text and speaks the password is able to see the text as it was originally written.
Trigger: A creature reads the primary target without speaking the password

Target: The reading creature   **Attack**: Magic vs. Will
  Success: The target is compelled to obey your chosen instructions, as *suggestion*.
Duration: One year or until discharged

Enchantment/Illusion (Compulsion, Glamer)   **Lists**: Arcane
[Mind-Affecting, Trap]
Notes: Performing this ritual takes ten times as long as it would normally take to write the same amount of text, to a minimum of 1 minute. A *true seeing* spell can reveal the hidden message.
Material Components: 125 gp in ritual components.

Illusory Wall   3rd Level

Casting Time: 1 minute
Range: Close *(30 ft.)*
Effect: A figment of your design appears, as *silent image*, except that the image must fit within a 10 foot square.
Duration: One year

Illusion (Figment) [Unreal]   **Lists**: Arcane
Spell Resistance: No
Notes: This ritual is usually used to create illusions of walls, floors, or ceilings. Creatures can identify the illusion, as *silent image*.
Material Components: 50 gp in ritual components.

Instant Refuge   7th Level

Target: One object   **Range**:
Casting Time: 10 minutes
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 (Imbuement, Translocation)   **Lists**: Divine
[Teleportation]
Notes: If you are on another plane, speaking the command word has no effect and does not discharge the ritual.
Material Components: 1500 gp in ritual components.

Instant Retrieval   7th Level

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 (Imbuement, 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: 1500 gp in ritual components.

Invisibility Purge   2nd Level

You surround the touched object or creature with a mobile sphere of power that reveals invisible objects and creatures.

Casting Time: 1 minute
Range: Touch

Focus: One object or creature
Emanation: Large *(50 ft.)* radius centered on the focus
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
Spell Resistance: No
Material Components: 20 gp in ritual components.

Ironwood   3rd Level

Target: One wooden object weighing up to 50 pounds   **Range**:
Casting Time: 1 hour
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: By performing this ritual multiple times in succession, you may transform wooden objects too heavy to be affected by a single casting of the ritual. 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.

Item Attunement   3rd Level

Target: One magical object   **Range**:
Casting Time: 1 hour
Range: Touch

Effect: You may use your caster level in place of your character level to determine the effects of the target's magical properties.

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.

Legend Lore   5th Level

Casting Time: 1 hour; see text

Effect: When you perform this ritual, you specify an important person, place, or thing. You gain information about the subject. The amount of information, and the speed of the ritual, 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.

Legend Lore, Greater   7th Level

~~**Casting Time**: 1 minute~~

Effect: When you perform this ritual, you specify an important person, place, or thing, and make a caster level check (1d20 + caster level). The difficulty of the check 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, the DC is 20. If you only know detailed information about the subject, the DC is 30. If you only know rumors about the subject, the DC is 40.

If you succeed, you learn legends that are either complete or specific, but not both. If you succeed by 10 or more, you learn complete and specific legends about the subject. If you fail, you learn incomplete and vague legends. If you fail by 10 or more, you gain no information at all.

After completing the ritual, you are exhausted *(move at half speed, unable to sprint or charge, impared with all actions)*. If you perform this ritual while fatigued or exhausted, you fall unconscious for ten minutes after completing the ritual. When you wake up, you remember the information (if any).

Divination (Knowledge)   **Lists**: Arcane

Spell Resistance: No

Material Components: 1500 gp in ritual components.

Light   1st Level

Target: One creature or object   **Range**:
Casting Time: 1 minute
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 for 1 round.

Duration: Long *(1 hour)*

Illusion (Figment) [Light]   **Lists**: Arcane, Divine, Nature

Spell Resistance: No

Material Components: 5 gp in ritual components.

Liveoak   6th Level

Casting Time: 10 minutes
Range: Touch

Target: One tree (Huge or smaller)

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.

Trigger: The triggering condition occurs

Effect: 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. After animating, 24 hours must pass before the target can animate again.

Duration: Thirty days

Transmutation (Animation)   **Lists**: Divine

Material Components: 750 gp in ritual components.

Mage's 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 caster level. A staff of near-transparent servants (as many as two per caster level), liveried and obedient, wait upon all who enter. The servants function as the *unseen servant* ritual, except that they are visible and can go anywhere in the mansion.

Duration: One week

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.
Material Components: 1500 gp in ritual components.

Mage's Private Sanctum 5th Level

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
Spell Resistance: No
Notes: This ritual does not prevent creatures or objects from moving into and out of the area. It can be made permanent with a *permanency* ritual.
Material Components: 300 gp in ritual components.

Magic Mouth 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.
Trigger: The triggering condition occurs
Effect: 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.

Mark of Justice 5th Level

Casting Time: 10 minutes
Range: Touch
Target: One creature
Special: When you perform this ritual, you specify a prohibited activity.
Trigger: The target performs the prohibited activity
Effect: The target is cursed, as *bestow curse*.
Duration: Permanent ; see text

Vivimancy (Life) [Curse] **Lists**: Divine
Notes: Curses cannot be dispelled with *dispel magic*, but can be removed with *break enchantment* or *remove curse*.
Material Components: 300 gp in ritual components.

Mending 1st Level

Target: One object **Range**:
Casting Time: 1 minute
Range: Touch
Effect: The target is healed for 2d6 damage + d6 per two caster levels above 2nd.

Transmutation (Alteration) **Lists**: Arcane, Divine, Nature
Notes: This ritual has no effect on broken or destroyed items.
Material Components: 5 gp in ritual components.

Mending, Greater 3rd Level

Target: One object **Range**:
Casting Time: 1 minute
Range: Touch
Effect: The target is healed for 6d6 damage + d6 per two caster levels above 2nd. For every 10 points of healing granted by this ritual, it can instead cure 1 point of critical damage.

Transmutation (Alteration) **Lists**: Arcane, Divine, Nature
Notes: This ritual has no effect on destroyed items.

Mind Blank — 9th Level

The target is protected from all effects that detect or influence emotions or thoughts.

Target: One creature **Range**:
Casting Time: 1 standard action
Range: Close *(30 ft.)*
Effect: The target is immune to all mind-affecting effects, even beneficial ones. In addition, it is immune to Divination (Awareness) and Divination (Scrying) effects. In the case of scrying that views an area the creature is in, such as *arcane eye*, the spell works, but the creature simply isn't detected. Scrying attempts that are targeted specifically at the target do not work at all.
Duration: Extreme *(12 hours)*

Abjuration (Shielding) **Lists**: Arcane
Material Components: 7500 gp in ritual components.

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
Spell Resistance: No
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**: 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.

Neutralize Poison — 4th Level

Target: One creature or object (Medium or smaller) **Range**:
Casting Time: 1 minute
Range: Touch
Effect: The target becomes immune to poison, and poison currently in the target is neutralized. Any poison-based abilities the target has, such as a creature's venom, are suppressed.
Duration: Extreme *(12 hours)*

Transmutation (Alteration) [Healing] **Lists**: Divine, Nature
Notes: This does not reverse instantaneous effects from poison, such as hit point damage, temporary ability damage, or effects that don't go away on their own.
Material Components: 125 gp in ritual components.

Nightmare — 6th Level

Target: One creature **Range**:
Casting Time: 10 minutes
Range: Unlimited (Unrestricted)
Special: You can target any creature that you can unambiguously identify, regardless of its location.
Attack: Magic vs. Will
  Effect: You send the target a dream, as *dream*, except that the dream is a nightmare.
  Success: The target is unable to sleep restfully. It regains no hit points for resting, and is fatigued *(move at half speed, unable to sprint or charge)* when it wakes up. It can still regain the use of its spells and other abilities.
  Special: Your 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 10.9: Scrying Modifiers (page 237).

Divination/Illusion (Communication, **Lists**: Arcane, Divine, Nature
Phantasm) [Mind-Affecting]
Notes: As *dream*.
Material Components: 750 gp in ritual components.

Nondetection — 3rd 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 Divination (Awareness) and Divination (Scrying) spells equal to 10 + your caster level. If you are the target, the spell resistance granted is equal to 15 + your caster level.
Duration: Extreme *(12 hours)*

Abjuration (Shielding) **Lists**: Arcane, Divine
Material Components: 50 gp in ritual components.

Overland Flight   6th Level

Target: One creature   **Range**:
Casting Time: 10 minutes
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 (Imbuement)   **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 247, for more details.

Material Components: 750 gp in ritual components.

Pass Without Trace   2nd Level

Target: One touched creature   **Range**:
Casting Time: 1 minute
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 DC is increased by 20.

Duration: Long *(1 hour)*

Transmutation (Imbuement)   **Lists**: Nature

Material Components: 20 gp in ritual components.

Passwall   5th Level

Casting Time: 10 minutes
Zone: One 5-foot cube per three caster levels   **Range**: Touch
Effect: This ritual creates a passage through 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* spells can then form a continuing passage to breach very thick walls. When *passwall* ends, creatures within the passage are ejected out the nearest exit.

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.

Material Components: 300 gp in ritual components.

Permanency   5th Level

Casting Time: 10 minutes
Range: See text
Target: See text

Effect: This ritual makes the duration of certain other spells and rituals permanent. You first cast the desired spell or perform the desired ritual, and then follow it with the *permanency* ritual. Depending on the effect, you must be of a minimum caster level and must expend a specific gp value of diamond dust as a material component.

You can make the following effects permanent in regard to yourself. You cannot cast these spells on other creatures. This application of permanency can be dispelled only by a caster of higher level than you were when you performed the *permanency* ritual.

In addition to personal use, permanency can be used to make the following effects permanent on yourself, another creature, or an object (as appropriate). Additionally, the following effects can only be rendered permanent on objects or areas.

Duration: Permanent; see text

Universal   **Lists**: Arcane

Notes: Spells cast on other creatures, objects, or locations (not on you) are vulnerable to *dispel magic* as normal.

Material Components: See tables above.

Spell	Minimum Caster Level	GP Cost
Magic fang	10th	1,250 gp
Magic fang, greater	14th	3,750 gp
Reduce person	10th	1,250 gp
Telepathic bond*	14th	3,750 gp

*Only bonds two creatures per casting of *permanency*.

Spell	Minimum Caster Level	GP Cost
Alarm	10th	1,250 gp
Animate objects	18th	6,250 gp
Create sound	10th	1,250 gp
Dancing lights	10th	1,250 gp
Gust of wind	10th	1,250 gp
Invisibility	14th	3,750 gp
Mage's private sanctum	18th	6,250 gp
Magic mouth	10th	1,250 gp
Phase door	22nd	8,750 gp
Shrink item	14th	3,750 gp
Solid fog	16th	5,000 gp
Stinking cloud	14th	3,750 gp
Symbol of death	22nd	8,750 gp
Symbol of destruction	22nd	8,750 gp
Symbol of terror	22th	8,750 gp
Symbol of insanity	20th	7,500 gp
Symbol of pain	18th	6,250 gp
Symbol of persuasion	16th	5,000 gp
Symbol of sleep	22nd	8,750 gp
Wall of fire	18th	6,250 gp
Wall of force	18th	6,250 gp
Wall of ice	16th	5,000 gp
Web	12th	2,500 gp

Spell	Minimum Caster Level	GP Cost
Arcane sight	14th	3,750 gp
Comprehend languages	12th	2,500 gp
Darkvision	12th	2,500 gp
Read magic	10th	1,250 gp
See invisibility	12th	2,500 gp
Tongues	14th	3,750 gp

Permanent Image — 6th Level

Zone: Large *(50 ft.)* radius **Range**: Medium *(100 ft.)*
Effect: A figment of your design appears within the area, as *major image*.
Duration: Permanent
Illusion (Figment) [Unreal] **Lists**: Arcane
Spell Resistance: No
Material Components: 750 gp in ritual components.

Phantom Steed — 3rd Level

You create a quasi-real horselike creature to serve you or one of your allies. It has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound.

Casting Time: 1 minute
Range: Close *(30 ft.)*
Effect: This ritual creates a Large, horselike creature that can only be ridden by you or one person you designate. On its body, it bears what seems to be a saddle, bit, and bridle sized perfectly for its intended rider. It moves at a speed of 10 feet per two caster levels. It can bear its rider's weight plus up to 10 pounds per caster level.

The phantom steed cannot fight. Its physical defenses are all equal to 10 + half your caster level, and it has 10 hit points + 1 per caster level. If it loses all its hit points, the phantom steed disappears.

As your caster level increases, the phantom steed gains additional abilities, as noted below.

8th level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

12th level: The mount can use *water walk* at will (as the spell, no action required to activate this ability).

16th level: The mount can use *air walk* at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground.

20th level: The mount can fly at its speed (good maneuverability) by concentrating, as the *overland flight* spell.
Duration: Extreme *(12 hours)*
Illusion/Transmutation (Imbuement, Shadow) **Lists**: Arcane
Spell Resistance: No
Material Components: 50 gp in ritual components.

Phase Door — 7th Level

Casting Time: 10 minutes
Zone: One 5-foot cube per three caster levels **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 caster level before the ritual is expended. A creature using the phase door enters the Ethereal Plane when it enters the passage, and reappears on the Matereal 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: 1500 gp in ritual components.

Planar Binding — 7th Level

Special: This ritual functions like *lesser planar binding*, except that it can call up to three extraplanar creatures whose combined level does not exceed 12.
Abjuration/Conjuration (Translocation) [Planar, Teleportation] **Lists**: Arcane
Material Components: 1500 gp in ritual components.

Planar Binding, Greater — 9th Level

Special: This ritual functions like *lesser planar binding*, except that it can call up to three extraplanar creatures whose combined level does not exceed 18.
Abjuration/Conjuration (Translocation) [Planar, Teleportation] [see text for lesser planar binding] **Lists**: Arcane
Material Components: 7500 gp in ritual components.

Planar Binding, Lesser   5th Level

You attempt to lure a creature from another plane into a trap so you can compel it to perform a service for you.

Target: One extraplanar creature   **Range**:
Casting Time: 2 hours
Range: See text

Special: When you perform this ritual, you must specify a type of extraplanar creature, or the proper name of a specific extraplanar creature. You may also cast *dimensional anchor*.
Effect: This ritual creates a trap to hold a creature, as *binding*. In addition, it calls a specified extraplanar creature into the binding.
Attack: Magic vs. Will
    Special: If you specified a type of extraplanar creature, the target is a random creature of that type. If you named a specific extraplanar creature, the target is that creature.
    Success: The target is teleported from its original location into the *binding*. You must then make a separate attack to determine whether the creature is bound. If the creature is not bound, it typically attacks you.

      If the creature is bound, you can attempt to negotiate with it (see Persuasion, page 74), or to magically compel it into servitude with rituals like *geas*
    Failure: The target learns your identity and that you attempted to bind it, but is otherwise unaffected.

Abjuration/Conjuration (Translocation) [Planar,   **Lists**: Arcane
Teleportation] [see text]
Notes: This ritual grants no special ability to return the creature to its home plane after binding it. If you use this ritual to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it gains the appropriate descriptor.
Material Components: 300 gp in ritual components.

Plane Shift   6th Level

Casting Time: 1 minute
Range: Touch

Targets: Up to five willing creatures
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,   **Lists**: Arcane, Divine
Teleportation]
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: 1500 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.
Trigger: The triggering condition occurs within the area.
Effect: A figment of your design appears within the area, as *major image*.
Duration: One year or until triggered, then Medium *(5 minutes)*

Illusion (Figment)   **Lists**: Arcane
Notes: Creatures can identify the illusion, as *silent image*.
Material Components: 1500 gp in ritual components.

Purify Food and Drink   1st Level

Casting Time: 1 minute
Range: Touch
Zone: 5 cubic feet
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**: Divine, Nature
Notes: This has no effect on alchemical substances, magical liquids such as holy water, or creatures of any kind.
    Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.
Material Components: 5 gp in ritual components.

Read Magic   1st Level

Target: You   **Range**:
Range: Personal
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. Once you have read an inscription in this way, you are thereafter 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 DC equal to 10 + spell level.
Duration: Long *(1 hour)*

Divination (Knowledge)   **Lists**: Arcane, Divine
Notes: This ritual can be made permanent with a *permanency* ritual.
Material Components: 5 gp in ritual components.

Reincarnate   5th Level

Target: The remains of one dead creature   **Range**:
Casting Time: 24 hours
Range: Touch

Attack: None; see text

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 10.8: Humanoid Reincarnations (page 235). 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. 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 103).

Conjuration/Vivimancy (Creation, Soul)   **Lists**: Nature
Notes: As *resurrection*.
Material Components: 1,000 gp in ritual components

Table 10.8: 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

Remove Blindness/Deafness   3rd Level

Target: One creature   **Range**:
Casting Time: 1 minute
Range: Touch

Effect: The target is cured of blindness, deafness, or both, as you choose. This ritual cannot recreate missing eyes, but it can repair damaged ones.

Vivimancy (Life) [Healing, Positive]   **Lists**: Divine, Nature
Material Components: 50 gp in ritual components.

Remove Curse   4th Level

Target: One creature or object   **Range**:
Casting Time: 1 minute
Range: 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.

Vivimancy   **Lists**: Arcane, Divine, Nature
Material Components: 125 gp in ritual components.

Remove Disease   3rd Level

Target: One creature   **Range**:
Casting Time: 1 minute
Range: Touch

Effect: All diseases affecting the target are removed. This also removes parasites, such as green slime.

Transmutation (Alteration) [Healing]   **Lists**: Divine, Nature
Material Components: 50 gp in ritual components.

Restoration   4th Level

Target: One creature   **Range**:
Casting Time: 1 minute
Range: Touch

Effect: The target is cured of all attribute damage, and up to five points of attribute drain. In addition, one negative level is removed.

Vivimancy (Life) [Healing, Positive]   **Lists**: Divine
Material Components: 125 gp in ritual components.

Restoration, Greater   7th Level

Target: One creature   **Range**:
Casting Time: 1 minute
Range: Touch

Effect: The target is cured of all attribute damage and attribute drain. In addition, up to five negative levels are removed.

Vivimancy (Life) [Healing, Positive]   **Lists**: Divine
Material Components: 1500 gp in ritual components.

Restoration, Lesser   2nd Level

Target: One creature   **Range**:
Casting Time: 1 minute
Range: Touch
Effect: The target is cured of up to five points of attribute damage.

Vivimancy (Life) [Healing, Positive]   **Lists**: Divine
Material Components: 20 gp in ritual components.

Resurrection, Lesser   5th Level

Target: The corpse of one dead creature   **Range**:
Casting Time: 1 hour
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, attribute 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. 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 no 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.

Resurrection   7th Level

Target: The remains of one dead creature   **Range**:
Casting Time: 1 hour
Range: Touch
Effect: The target returns to life. It must have been dead for no more than one year per caster level, 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 resurrected, but the target portion must have been part of the creature's body at the time of death.

The resurrected creature has 0 hit points, and all negative effects are removed, even curses and missing body parts.

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. 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)   **Lists**: Clr
Notes: As *lesser resurrection*.
Material Components: 5,000 gp in diamonds or diamond dust.

Resurrection, Greater   9th Level

Target: The one dead creature   **Range**:
Casting Time: 24 hours
Special: You can target any dead creature that you can unambiguously identify.
Effect: The target returns to life. It must have been dead for no more than ten years per caster level, and it must not have died due to old age.

The resurrected creature has full hit points, and all negative effects are removed, even curses and missing body parts.

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. 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)   **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 no consumed.

Constructs, elementals, outsiders, and undead creatures can't be resurrected.
Material Components: 25,000 gp in diamonds or diamond dust.

Screen   8th Level

Casting Time: 10 minutes
~~**Zone**: 20 ft. cube/level~~   ~~**Range**: Close *(30 ft.)*~~
Effect: A scripted figment appears in the area, as *persistent image*. In addition, everything else within the area cannot be seen, heard, or detected in any way by creatures outside the area, or scrying sensors in any location.
Duration: Extreme *(12 hours)*

Illusion (Figment, Glamer) [Unreal]   **Lists**: Arcane
Spell Resistance: No
Notes: Creatures can identify the illusion, as *silent image*. A creature that identifies the illusion remains unable to see the true events in the area without entering.
Material Components: 3000 gp in ritual components.

Scrying   5th Level

Target: One creature   **Range**:
Casting Time: 1 hour
Range: Unlimited (Unrestricted)

Special: You can target any creature that you can unambiguously identify, regardless of its location.
Attack: Magic vs. Will
  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.
  Special: Your 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 10.9: Scrying Modifiers (page 237).
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.

Table 10.9: Scrying Modifiers

Knowledge	Attack 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	**Attack Modifier**
Likeness or picture	+2
Possession or garment	+4
Body part, lock of hair, bit of nail, etc.	+10
Location	**Attack 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.

Scrying, Greater   7th Level

Target: One creature   **Range**:
Casting Time: 1 minute
Range: Unlimited (Unrestricted)

Special: You can target any creature that you can unambiguously identify, regardless of its location.
Attack: Magic vs. Will
  Success: You see the target's surroundings, as *scrying*. In addition, the following spells function through the sensor: *comprehend languages*, *detect alignment*, *message*, *read magic*, and *tongues*.
  Failure: As *scrying*.
  Special: As *scrying*.
Duration: Extreme *(12 hours)*

Divination (Scrying)   **Lists**: Arcane, Divine, Nature
Notes: As *scrying*.
Material Components: 1500 gp in ritual components.

Secret Chest   4th Level

Casting Time: 10 minutes
Range: Touch

Target: One Medium, nonmagical chest
Special: When you perform this ritual, you must specify a command word. You may also fill the chest with up to one cubic foot of objects per caster level. This fills the chest, regardless of its exact dimensions.
Effect: The chest is sent to the Ethereal Plane. As a standard action, you can speak the command word. If you do, the chest teleports into an open space on solid ground next to you, and the ritual is discharged.
  After the ritual's duration ends, speaking the command word has no effect, but the chest does not return.
Duration: One year or until discharged

Conjuration (Translocation) [Planar]   **Lists**: Arcane
Notes: The chest can be fitted with locks, wards, and so on, just like any normal chest. A typical chest cost 2 gp. If the chest contains any living creatures, there is a 75% chance that the ritual simply fails.
  If you are not on the Material Plane when you perform this ritual, it has no effect.
Material Components: 125 gp in ritual components.

Secret Page   3rd Level

Target: One object with writing on it (Small or smaller)   **Range**:
Casting Time: 10 minutes
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: One year or until discharged

Transmutation (Alteration)   **Lists**: Arcane
Material Components: 50 gp in ritual components.

Seeming   4th Level

Target: Five creatures in the area   **Range**:
Casting Time: 1 minute
Limit: Medium *(20 ft.)* radius   **Range**: Close *(30 ft.)*
Effect: The target is disguised, as *disguise self*.
Duration: Long *(1 hour)*

Illus (Glamer) [Unreal]   **Lists**: Arcane
Material Components: 125 gp in ritual components.

Sending   4th Level

Target: One creature   **Range**:
Casting Time: 10 minutes
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
Notes: If the creature in question is not on the same plane of existence as you are, there is a 10% chance that the sending does not arrive. (Local conditions on other planes may worsen this chance considerably.)
Material Components: 125 gp in ritual components.

Sensor Swarm   5th Level

Casting Time: 10 minutes
Range: One mile
Effect: This ritual creates a number of magic sensors equal to your caster level. 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 more than 1 mile away from you, it is destroyed.
Duration: Extreme *(12 hours)* or until expended

Conjuration (Creation)   **Lists**: Arcane
Spell Resistance: No
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.

Sensor Swarm, Greater   8th Level

Casting Time: 10 minutes
Range: 10 miles
Effect: This ritual creates magic sensors that obey your commands, as *sensor swarm*. In addition, the sensors benefit from the *darkvision* and *see invisibility* spells.
Duration: Extreme *(12 hours)* or until expended

Conjuration/Divination (Awareness, Creation)   **Lists**: Arcane
Spell Resistance: No
Material Components: 3000 gp in ritual components.

Sepia Snake Sigil   4th Level

Target: The reading creature   **Range**:
Casting Time: 10 minutes
Range: Touch
Focus: One object with writing on it (Small or smaller)
Trigger: A creature reads the focus object while within 5 feet of it
Magic vs. Reflex Target:
Success:
   The target is slowed *(unable to act in movement phase, −2 to physical attacks, defenses, and checks)*. In addition, a sigil of a snake appears on its forehead, marking its condition.
Duration: Thirty days or until discharged
Duration: Thirty days

Abjuration/Transmutation (Temporal, Warding) [Trap]   **Lists**: Arcane
Notes: Magic traps such as *sepia snake sigil* can be detected with the Perception skill and disabled with the Devices skill. The DC in each case is 25 + spell level, or 28 for *sepia snake sigil*.
Material Components: 50 gp in ritual components.

Sequester   7th Level

Target: One willing creature or object (Large or smaller)   **Range**:
Casting Time: 10 minutes
Range: Touch
Effect: The target is placed in a state of suspended animation, as the bloodied effect of *temporal stasis*. In addition, it is invisible and cannot be detected by Divination spells.
Duration: Ten years

Abjuration/Transmutation (Shielding, Temporal)   **Lists**: Arcane
Material Components: 1500 gp in ritual components.

Shadow Walk   6th Level

Casting Time: 1 standard action
Range: Touch
Targets: Up to five willing creatures
   Effect: The target is transported into the Plane of Shadow. It can travel and act normally there for the duration of the spell. When the spell ends, the target returns to the Material Plane. However, the Plane of Shadow and the Material Plane do not overlap perfectly, so it is shunted 1d10 x 1,000 feet in a random direction from its location on the Plane of Shadow as it returns. If this places it within a solid object, it appears in the closest open space to that point.
Duration: Extreme *(12 hours)*

Conjuration/Illusion (Shadow, Translocation) [Planar]   **Lists**: Arcane
Notes: While in the Plane of Shadow, creatures move much more rapidly relative to the Material Plane. In general, a creature moving at 30 feet per round on the Plane of Shadow moves at 30 miles per hour relative to the Material Plane. The Material Plane is dimly visible from the Plane of Shadow, but it is impossible to see anything with a Perception DC higher than 0.
   If you are not on the Material Plane when you perform this ritual, it has no effect.

Material Components: 750 gp in ritual components.

Shambler   9th Level

Casting Time: 1 hour
Limit: Medium *(20 ft.)* radius   **Range**: Medium *(100 ft.)*
   Effect: This ritual creates five shambling mounds under your control within the area. If you instruct them to perform a specific mission, such as guarding you, this ritual lasts for one week.
   Alternately, you can instruct the shambling mounds to guard a specific location. If you do, the ritual lasts for one year. However, the mounds are unable to move outside of a 1000 foot radius centered on the location without being destroyed.
Duration: One week or one year ; see text

Conjuration/Transmutation (Animation, Creation)   **Lists**: Natural
Spell Resistance: No
Notes: If the terrain the ritual is performed in is not rainy, marshy, or damp, the shambling mounds are not resistant to fire like normal shambling mounds.

Material Components: 7500 gp in ritual components.

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.

Shape Weapon   2nd Level

Target: One weapon   **Range**:
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.

Shape Weapon, Greater   5th Level

Target: One weapon   **Range**:
Casting Time: 10 minutes
Range: Touch
   Effect: The target transforms into any other manufactured weapon (but not an improvised weapon).

Transmutation (Alteration)   **Lists**: Arcane
Notes: As *shape weapon*.
Material Components: 300 gp in ritual components.

Shape Wood   2nd Level

Target: Up to 10 cubic feet of nonmagical wood   **Range**:
Casting Time: 10 minutes
Range: Touch
Zone: 10 cubic feet
   Effect: When you perform this ritual, you make a Craft (wood) check to change the target's shape. You gain a +10 enhancement bonus on the check, and you need no additional tools.

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.

Soul Bind   9th Level

Target: The corpse of one dead creature   **Range**:
Casting Time: 1 minute
Range: Close *(30 ft.)*

Components: Verbal, Somatic, Focus
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.
Focus: A black sapphire of at least 500 gp value for every level possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted. (While creatures have no concept of level as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more levels.)
Material Components: A black sapphire gem worth at least 1000 gp, and ritual components worth 1,000 gp per level the target has. The gem is not consumed by the ritual. (Since creatures have no concept of "level" as such, the exact cost of the ritual cannot be known in advance. However, it is known that stronger souls are more difficult to bind, so it is possible to guess or research the approximate cost. If the ritual is performed with more ritual components than necessary, the extra components will not be consumed by the ritual.)
Duration: Permanent

Vivimancy (Soul)   **Lists**: Arcane, Divine
Material Components: 7500 gp in ritual components.

Speak with Dead   3rd Level

Target: The corpse of one dead creature   **Range**:
Casting Time: 10 minutes
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 one question per two caster levels. Unasked questions are wasted if the duration expires.

The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). 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.

Symbol of Death   7th Level

Target: The specified target   **Range**:
Casting Time: 10 minutes
Zone: Large *(50 ft.)* radius   **Range**: Touch

Special: When you perform this ritual, you must specify a triggering condition. The condition must be something that a typical human in the area could detect. You may also specify a target. If you do not specify a target, the target will be the creature closest to the center of the area. (The target is chosen randomly if there are equally close targets.)
Effect: An invisible, intangible symbol floats in the air at the center of the area.
Trigger: The triggering condition occurs in the area
Magic vs. Fortitude Target:
Success:
    The target is affected by *finger of death*.
Duration: One year or until discharged

Abjuration/Vivimancy (Life, Warding) [Death, Trap]   **Lists**: Arcane
Notes: Magic traps such as *symbol of death* can be detected with the Perception skill and disabled with the Devices skill. The DC in each case is 25 + spell level, or 32 for *symbol of death*.

This ritual can be made permanent with a *permanency* spell. A permanent trap that is disabled becomes inactive for 10 minutes, then can be triggered again as normal.
Material Components: 1500 gp in ritual components.

Symbol of Destruction   7th Level

Special: This ritual functions like *symbol of death*, except that the target instead suffers the effects of the *destruction* spell.

Abjuration/Vivimancy (Flesh, Warding) [Death, Trap]   **Lists**: Divine
Notes: Magic traps such as *symbol of destruction* can be detected with the Perception skill and disabled with the Devices skill. The DC in each case is 25 + spell level, or 32 for *symbol of destruction*.

This ritual can be made permanent with a *permanency* spell. A permanent trap that is disabled becomes inactive for 10 minutes, then can be triggered again as normal.
Material Components: 1500 gp in ritual components.

Symbol of Insanity   6th Level

Special: This ritual functions like *symbol of death*, except that the target instead suffers the effects of the *insanity* spell.

Abjuration/Enchantment (Compulsion, Warding)   **Lists**: Arcane
[Mind-Affecting, Trap]
Notes: Magic traps such as *symbol of insanity* can be detected with the Perception skill and disabled with the Devices skill. The DC in each case is 25 + spell level, or 31 for *symbol of insanity*.
Material Components: 750 gp in ritual components.

Symbol of Pain   5th Level

Special: This ritual functions like *symbol of death*, except that the target instead suffers the effects of the *agony* spell.

Abjuration/Vivimancy (Flesh, Warding) [Trap]   **Lists**: Arcane
Notes: Magic traps such as *symbol of pain* can be detected with the Perception skill and disabled with the Devices skill. The DC in each case is 25 + spell level, or 30 for *symbol of pain*.
Material Components: 300 gp in ritual components.

Symbol of Persuasion   4th Level

Special: This ritual functions like *symbol of death*, except that the target is instead affected by the *suggestion* spell. When you perform this ritual, you choose which suggestion to issue.

Abjuration/Enchantment (Compulsion, Warding)   **Lists**: Arcane
[Auditory, Mental, Speech, Trap]
Notes: Magic traps such as *symbol of persuasion* can be detected with the Perception skill and disabled with the Devices skill. The DC in each case is 25 + spell level, or 29 for *symbol of persuasion*.
Material Components: 125 gp in ritual components.

Symbol of Sleep   7th Level

Attack: Will negates
Effect: This spell functions like *symbol of death*, except that the target instead suffers the effects of the *deep slumber* spell.

Abjuration/Enchantment (Compulsion, Warding)   **Lists**: Arcane
[Mind-Affecting, Trap]
Notes: Magic traps such as *symbol of sleep* can be detected with the Perception skill and disabled with the Devices skill. The DC in each case is 25 + spell level, or 32 for *symbol of sleep*.
Material Components: 1500 gp in ritual components.

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
Range: Close *(30 ft.)*
Zone: 10 mile radius (outer), 100 ft. radius (inner)
Special: When you perform this ritual, choose an alignment (chaotic, good, evil, or lawful) or creature type.
Targets: All creatures in the outer area of the chosen alignment or type
  Attack: Magic vs. Will
  Success: The target is compelled to enter the inner area as soon as physically possible, using any means necessary. Once in the inner area, it feels elated, and will not willingly leave the area as long as the spell is in effect.
  Failure: The target feels a desire to enter the inner area, though it is not compelled to act on that desire immediately.
Duration: One week

Enchantment (Emotion) [Mind-Affecting]   **Lists**: Arcane, Nature
Enchantment (Emotion) [Mind-Affecting]   **Lists**: Arcane, Nature
Material Components: 7500 gp in ritual components.

Telepathic Bond   3rd Level

You forge a mental link binding two allies together.

Casting Time: 10 minutes
Range: Close *(30 ft.)*
Targets: Two willing creatures
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 (Communication,   **Lists**: Arcane
Imbuement)
Notes: No special influence is established as a result of the bond. This ritual can be made permanent with a *permanency* ritual.
Material Components: 50 gp in ritual components.

Telepathic Bond, Mass   6th Level

Casting Time: 1 hour
Limit: Medium *(20 ft.)* radius centered on you
Targets: Up to five willing creatures in the area
Effect: The targets can communicate mentally through telepathy. Each target can communicate with all other creatures, either privately or to the group as a whole.
Duration: Extreme *(12 hours)*

Divination/Transmutation (Communication,   **Lists**: Arcane
Imbuement)
Notes: This ritual can be made permanent with a *permanency* ritual. If you perform this ritual multiple times, you may link each casting of the ritual together such that all targets may telepathically communicate with each other.
Material Components: 750 gp in ritual components.

Teleport   6th Level

Casting Time: 1 minute; see text
Range: Touch

Targets: Five willing creatures (Medium or smaller; see text)
Special: When you perform this ritual, you may double its casting time to affect an additional target. You can repeat this process, doubling the new casting time each time, up to a maximum of ten targets (with a casting time of thirty-two minutes).

     You may target creatures larger than Medium size. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth.
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 DC of the check depends on your familiarity with the destination, as shown on Table 10.10: Teleport DCs (page 242).

     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 must skip their next actions.

Conjuration (Translocation) [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.

Table 10.10: Teleport DCs

Familiarity	Destination Description	DC
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   7th Level

Target: One touched object (Large or smaller)   **Range**:
Casting Time: 1 minute
Range: Touch

     The target is teleported, as *teleport*.

Conjuration (Translocation) [Teleportation]   **Lists**: Arcane
Material Components: 1500 gp in ritual components.

Teleport, Greater   8th Level

Casting Time: 1 minute; see text
Range: Touch

Targets: Five willing creatures (Medium or smaller; see text)
Special: When you perform this ritual, you may double its casting time to affect an additional target. You can repeat this process, doubling the new casting time each time, up to a maximum of ten targets (with a casting time of thirty-two minutes).

     You may target creatures larger than Medium size. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth.
Effect: When you perform this ritual, you specify a destination up to 1,000 miles away on your current plane. You must have seen the destination or specify it unambiguously. If the destination is invalid, or does not exist, the ritual simply fails.

     The targets teleport to the destination. After teleporting, the targets must skip their next actions.

Conjuration (Translocation) [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: 3000 gp in ritual components.

Teleportation Circle   9th Level

Target: The entering creature   **Range**:
Casting Time: 10 minutes
Range: Touch

Zone: Small *(10 ft.)* radius
Special: When you perform this ritual, you specify a destination up to 1,000 miles away on your current plane. You must have seen the destination or specify it unambiguously. If the destination is invalid, or does not exist, the ritual simply fails.
Trigger: A creature enters the area
Special: Once this ritual has triggered a number of times equal to your caster level, it is expended.
Magic vs. Will Target:
Effect:
     The target is teleported to the specified destination. If the destination is invalid, or does not exist, the target is unaffected.
Duration: Extreme *(12 hours)* or until expended

Conjuration (Translocation) [Teleportation, Trap]   **Lists**: Arcane
Notes: Magic traps such as *teleportation circle* can be detected with the Perception skill and disabled with the Devices skill. The DC in each case is 25 + spell level, or 34 for *teleportation circle*.
Material Components: 7500 gp in ritual components.

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 can be raised by up to 50 degrees, or lowered by up to 25 degrees, until it reaches 70° F.

Duration: Extreme *(12 hours)*

Evocation (Control)   **Lists**: Arcane

Spell Resistance: No

Notes: Most creatures, objects, and spell effects can pass through the hut without affecting it.

Material Components: 50 gp in ritual components.

Tongues   4th Level

Target: Creature touched   **Range**:

Range: Touch

Effect: The target can speak and understand all langages, including dialects. It can speak only one language at a time, although it may be able to understand several 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.

This ritual can be made permanent with a *permanency* ritual.

Material Components: 125 gp in ritual components.

Transport via Plants   6th Level

Effect: This ritual functions like *teleport*, except that both the starting and ending points must be living, Medium or larger plants.

Conjuration (Translocation) [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 *teleport*, except that it only affects you, and both the starting and ending points must be Large or larger trees.

Conjuration (Translocation) [Teleportation]   **Lists**: Nature

Material Components: 300 gp in ritual components.

Undetectable Alignment   2nd Level

Target: One creature or object   **Range**:

Casting Time: 1 minute

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.

Unhallow   5th Level

Casting Time: 24 hours

~~**Zone**: Large *(50 ft.)* radius~~   ~~**Range**: Close *(30 ft.)*~~

Effect: The area becomes unholy. This has several effects.

- A *magic circle against good* effect fills the area.
- Any dead body interred in the area costs half the normal material components to animate as an undead creature.
- While performing the ritual, you can cast another spell or perform another ritual you know. The spell or ritual functions in the entire area as long as this ritual lasts, regardless of its normal area or duration. You may designate whether the effect applies to all creatures, or to all creatures that have a specific faith or alignment. The spells and rituals which can be fixed to a *hallow* ritual are as follows: *aid*, *bane*, *bless*, *comprehend languages*, *darkness*, *daylight*, *death ward*, *dimensional anchor*, *endure elements*, *freedom*, *protection from energy*, *resist energy*, *silence*, *tongues*, and *zone of truth*.

Duration: Instantaneous/1 year

Evocation (Power) [Evil]   **Lists**: Divine

Spell Resistance: No

Notes: An area can receive only one *unhallow* spell (and its associated spell effect) at a time. If an area is *hallowed*, it cannot be unhallowed.

Material Components: 1500 gp in ritual components.

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 −8 (so it can lift 20 pounds or drag 100 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 DC 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   3rd Level

Casting Time: 10 minutes
Range: Touch

Special: Divide the duration evenly among all targets.

Targets: Up to five creatures
Effect: The target can breathe water freely.
Duration: Extreme *(12 hours)*; see text

Transmutation (Imbuement)   **Lists**: Arcane, Divine, Nature
Notes: The ritual does not make creatures unable to breathe air.
Material Components: 50 gp in ritual components.

Whispering Wind   2nd Level

Casting Time: 1 minute
Range: 10 miles (Unrestricted)

Effect: You send a message on the wind to a specified location within range. The message must be twenty-five words or less, and speaking the message must not take longer than five rounds. You must know an approximate path for the wind to travel to reach the destination. The wind travels along that path at a speed you specify, up to 50 feet per round.

Until the wind reaches its destination, it is only detectable as a breeze. As soon as it arrives, it delivers the message audibly before dissipating.

Duration: Extreme *(12 hours)* or until discharged

Divination (Communication) [Air]   **Lists**: Arcane, Nature
Notes: The wind's pronunciation is too inexact to activate effects that require command words.
Material Components: 20 gp in ritual components.

Wind Walk   6th Level

Casting Time: 1 minute
~~**Range**: Touch~~
Targets: Up to five creatures

Effect: The target becomes a cloudlike vapor, as *gaseous form*. As a full-round action, it can summon a magical wind to propel it along at a speed of up to 600 feet per round (65 mph) with poor maneuverability.

By concentrating for five rounds, the target can return to its physical form. This does not end the effect, and it can return to gaseous form by concentrating for five rounds. While transitioning in this way, it is treated as being in its physical form for the purpose of its defenses and magical effects. If its concentration is interrupted, it cannot take any actions until it finishes transforming into either gaseous or physical form.

For the last minute of the ritual's duration, if the target is in its gaseous form, it automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the ritual is about to end.

Duration: Extreme *(12 hours)*; see text

Transmutation (Polymorph) [Air]   **Lists**: Divine, Nature
Material Components: 750 gp in ritual components.

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**: Magic vs. Will

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: Medium *(5 minutes)*

Enchantment (Inhibition) [Mind-Affecting]   **Lists**: Arcane, Divine
Notes: Creatures are effected as soon as they enter the area. Leaving and re-entering the area does not cause a new attack to be made.
Material Components: 20 gp in ritual components.

Chapter 11

Advanced Combat

11.1 Attacks

Multiple Attacks

If your base attack bonus is +6 or higher, you can make multiple attacks as part of a full attack.This progression is shown on Table 11.1: Attacks per Round.

Table 11.1: Attacks per Round

Base Attack Bonus	Attacks 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 attacks. In all cases, making multiple attacks requires using a standard action to make a full attack. Additionally, any penalties imposed by taking multiple attacks do not affect any other attacks you make.

Special Attacks

Feint

Instead of striking to deal damage, you can feint to leave your foe off-balance. You make an attack with a melee weapon as normal, except that you target the creature's Reflex defense instead of its Armor defense. Success means you deal no damage, but you gain a +5 bonus to physical attacks against the creature for 1 round.

Touch Attacks

Instead of striking to deal damage, you can try to just touch your opponent. This is usually done to channel spells that require touching a creature. Touch attacks target Reflex defense instead of Armor defense.

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 physical attack made during a full attack. You make an attack against a creature within your reach, adding your maneuver modifier to the roll instead of your attack modifier. If your result equals or exceeds your foe's Maneuver defense, your attack hits, and your foe is affected by the maneuver.

Table 11.2: Combat Maneuvers

Maneuver	Action	Attribute	Brief Description
Dirty Trick	Attack	Str or Dex	Impose penalty on a foe
Disarm	Attack	Str or Dex	Force foe to drop item
Grapple	Attack	Str	Wrestle with a foe
Overrun	Move	Str	Move through a foe
Shove	Attack	Str	Move a foe
Trip	Attack	Str or Dex	Trip a foe

Maneuver Modifier

Your maneuver modifier is equal to the following:

Base attack bonus or attack attribute + special size modifier + other bonuses and penalties

Your attack attribute depends on the maneuver you are using, as described in Combat Maneuvers, page 246. Your special size modifier is described in Table 1.4: Size in Combat (page 19).

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 vulnerable for an additional round. You can perform a dirty trick with either Str 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. If the item is not well secured, the item falls to the ground in the foe's square. If you take a foe's item using your bare hand, you can hold it rather than letting it fall to the ground. You can choose whether or not to deal damage to the object.

You can perform a disarm with any melee weapon, using either Strength or Dexterity.

Grapple: You physically grab and restrain your foe. Success means you and the creature become grappled, which limits your ability to act. See Grappling, page 249 for more details.

Overrun: As part of a move action, you move directly through creatures in your way. Each creature in your way can choose to avoid you, allowing you to pass through its square unhindered. Each time you encounter a creature in your way that didn't avoid you, you make an overrun attack. Success means you can move through the creature's space, though it is considered difficult terrain. Success by 10 or more means the creature is knocked prone, and the area is not considered difficult terrain. Failure means you end your movement immediately. You can only overrun a creature with Strength.

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 the creature encounters a solid object or creature, you must stop shoving it. You can only shove a creature with Strength.

Trip: You try to trip your foe. Success means the creature falls prone, causing it to take a −4 penalty to physical attacks and defenses. It can stand up as a move action. You can trip a creature with 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.

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.

Block: As a move action, you can remain stationary to impede the movement of nearby foes. All squares you threaten are considered **difficult terrain** *(half movement speed)* to your foes.

Charge: As a full-round action, you can move up to your speed in both the movement and action phase, and make a single attack with a +2 bonus to hit 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 you can make multiple attacks from a high base attack bonus, you can deal additional damage if your attack hits. For every 5 points by which your attack hits, you deal double damage, up to a maximum multiplier equal to the number of attacks you can make. For example, if your base attack bonus is +11 and you hit by 10, your attack would deal triple damage.

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 through 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 on physical attacks and 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 at the indicated speed while climbing. In addition, it has a +5 bonus to Climb checks (see Climb, page 66). It can always choose to take 10 on Climb checks, even if rushed or threatened. It cannot make an accelerated climb.

Flying

A creature with a fly speed can fly through the air at the indicated speed. It must be unencumbered (see Encumbrance, page 125). If a creature with a fly speed is encumbered, it is treated as having a glide speed instead (see Gliding, page 247), 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 DC 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 125).

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

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 ather, you only apply the largest penalty.

Table 11.3: Attack Roll Modifiers

Attacker's Condition	Attack 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.

Table 11.4: Physical Defense Modifiers

Defender's Condition	Defense Modifier
Behind active cover	20% miss
Behind passive cover	+4
Blinded	—[1]
Concealed	+4
Cowering	−2
Crouching or kneeling	−2[2]
Entangled	−2
Grappling (but attacker is not)	−2
Helpless (such as paralyzed, sleeping, or bound)	—[3]
Invisible	see Invisibility
Overwhelmed	special[4]
Pinned	—[3]
Prone	−4[2]
Squeezing through a space	−4
Stunned	−2[1]
Unaware of attacker	[5]
Total defense	+4
Vulnerable	−2

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 attacks automatically threaten critical hits.

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 attacks (such as the *haste* spell) do not stack.
- 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, he 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 appropritae.

Exceptionally well covered opponents, such as a creature behind an arrow slit in a castle, may receive additional benefits. For example, it might gain improved evasion, and there may be limitations on what kind of attacks are possible.

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 his space is entirely within an effect that grants concealment.

Deterining 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 249

- 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 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 attack rolls made 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 DC 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 esccape 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: 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 attack 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

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 Diminuitive 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 DC 20 Ride check each round as a move action to control such a horse. If you succeed, you can perform a standard action after the move action. If you fail, 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 DC 5 Ride check, you can guide your mount with your knees so as to use both hands to attack or defend yourself. This is a free action.

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 247).

You can use ranged weapons while your mount is taking a double move, but at a −4 penalty on the attack roll. You can use ranged weapons while your mount is sprinting, but at a −8 penalty (see Sprint, page 78). In either case, you make the attack roll when your mount has completed half its movement. You can make a full attack with a ranged weapon while your mount is moving. Likewise, you can take move actions normally.

Casting Spells while Mounted: You can cast a spell normally if your mount moves up to a normal move (its speed) either before or after you cast. If you have your mount move both before and after you cast a spell, then you're casting the spell while the mount is moving, and you have to make a Concentration check due to the vigorous motion (DC 10 + double spell level) or lose the spell. If the mount is sprinting, your Concentration check is more difficult due to the violent motion (DC 15 + double spell level).

If Your Mount Falls in Battle: If your mount falls, you have to succeed on a DC 15 Ride check to make a soft fall and take no damage. If the check fails, you take 1d6 points of damage.

If You Are Dropped: If you are knocked unconscious, you have a 50% chance to stay in the saddle (or 75% if you're in a military saddle). Otherwise you fall and take 1d6 points of damage. Without you to guide it, most mounts avoid combat.

Dual Wielding

If you are wielding two weapons at once, you can attack with both weapons whenever you attack. This is called dual wielding. Roll a single attack roll for both weapons. If you hit, roll damage for both weapons seperately, including all damage modifiers that apply to attacks with that weapon. You deal damage equal to the higher of the two results. This is treated as a single attack, so damage reduction, sneak attack damage, and other effects are only applied once.

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 threat ranges, it is possible to only score a critical hit with one of the two weapons. In that case, only use that weapon's attack and damage bonuses when confirming the critical threat and dealing extra damage.

Weapon Size: Dual wielding is easiest with light weapons. You take a −1 penalty to attack 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 and other characters who have the special ability to treat multiple parts of their body as weapons can use two-weapon fighting with unarmed attacks.

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 base attack bonus of +4. This means his attack bonus is +4. If he attacks with both weapons at once, he takes no penalty to his attack roll, 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

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. 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**.

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.

class skill: A class skill is a skill which you can train with using skill points from your class. See Skill Training, page 61.

critical damage penalties: If you have **critical damage**, you take a penalty to attacks, checks, and defenses equal to the amount of critical damage you have.

defense: A defense is a static number which represents how difficult you are to affect with attacks. See **attack rolls**.

difficult terrain: Difficult terrain costs double the normal movement cost to move through.

hit value: Your hit value is the number of hit points you gain per level. Your hit value is equal to half your Constitution, half your Willpower, or half your base Fortitude bonus, whichever is higher.

potency: The potency of a poison, disease, or similar effect determines its attack bonus

restricted spell: Arcane spells are divided into two categories: restricted spells, and unrestricted spells. Most spells are unrestricted spells, which can be be learned by both sorcerers and wizards. Restricted spells are listed in italics. Wizards have a limited ability to learn and cast restricted spells with the Arcane Insight class feature (see Arcane Insight, page 57 for details).

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 49, for details.

unrestricted spell: The most common kind of arcane spell. See **restricted spells**.

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 64). It is severely impaired *(50% failure)* at any vision-related actions, such as physical attacks and targeted spells, 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.

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.

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 137). 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 actions, such as speaking intelligibly or casting spells.

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.

Dying: A dying creature is unconscious and near death. See Dying, page 18.

Encumbered: An encumbered creature has its motion restricted by armor or weight. It may be unable to use certain class features and abilities which require free motion. See Encumbrance, page 125 for details.

Engaged: An engaged creature is in melee combat with other creatures. It moves at half speed.

Exhausted: An exhausted creature cannot sprint or charge, moves at half speed, and is impaired *(20% failure)* with all actions. 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 all actions 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 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 attack rolls made 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 DC 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 246 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 249).

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 d6 fire damage at the end of each round, and is impaired *(20% failure)* with all actions. As a move action, an ignited creature can make a DC 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 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 visual impairment suffers a 20% chance of failure at all tasks that depend on sight. This failure chance only applies to actions that would normally require a roll to accomplish; it does not apply to walking or similar actions.

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 64 and Stealth, page 78, for how to identify invisible creatures.

Nauseated: A nauseated creature moves at half speed, and is unable to act during the action phase.

Overwhelmed: An overwhelmed creature suffers a penalty to physical defenses equal to the number of enemies threatening it, up

to a maximum penalty of −8. Normally, any creature with more than one creature threatening it is overwhelmed.

Negative Levels: A creature with a negative level takes a −1 penalty to attacks, special 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.

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 physical melee attacks and 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.

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.

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 18.

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 unable to move away from the creature that taunted it. It can move sideways or towards the taunting creature, but not farther away. It can otherwise act normally.

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 125 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

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 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

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 powers while worn. A *flaming burst full plate* and a *ring of protection* are apparel items.
- Implements provide access to their powers when wielded. A *flaming longsword* and a *wand of fire* are implements.
- Tools provide access to their powers 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 half your level or half your Willpower, whichever is higher. 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 attack bonus is listed in the item's description. Typically, the attack bonus is equal to the level of the item's wielder + the spell level of the item's effect.

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 DC 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 powers detailed, and each of the following topics is covered in notational form at the end of the description.

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.

Spellpower: The next item in a notational entry gives the spellpower of the item, indicating its relative power. The spellpower determines the item's special defenses, as well as other level-dependent aspects of the powers of the item (if variable). It also determines the level that must be contended with should the item come under the effect of a dispel magic spell or similar situation. This information is given in the form "CL x," where "CL" is an abbreviation for spellpower and "x" is a number representing the spellpower itself.

For potions, scrolls, and wands, the creator can set the spellpower of an item at any number high enough to cast the stored spell and not higher than her own spellpower. For other magic items,

the spellpower is determined by the item itself. In this case, the creator's spellpower must be as high as the item's spellpower (and prerequisites may effectively put a higher minimum on the creator's level).

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).

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 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.

Table D.1: Other Apparel Special Abilities

Special Ability	Cost	Item Level	Location
Ring of Protection +1	100 gp	2nd	Ring
Ring of Energy Resistance, Lesser	200 gp	3rd	Ring
Boots of Elvenkind	300 gp	5th	Legs
Ring of Protection +2	500 gp	4th	Ring
Belt of Constitution	2,000 gp	8th	Torso
Circlet of Wisdom	2,000 gp	8th	Head
Cloak of Charisma	2,000 gp	8th	Torso
Gauntlets of Strength	2,000 gp	8th	Arms
Gloves of Dexterity	2,000 gp	8th	Arms
Headband of Intellect	2,000 gp	8th	Head
Boots of Mobility	1,000 gp	6th	Legs
Ring of Sustenance	1,000 gp	6th	Ring
Ring of Energy Resistance	2,000 gp	8th	Ring
Ring of Protection +3	2,500 gp	8th	Ring
Boots of Speed	5,000 gp	10th	Legs
Belt of Constitution, Greater	12,000 gp	12th	Torso
Circlet of Wisdom, Greater	12,000 gp	12th	Head
Cloak of Charisma, Greater	12,000 gp	12th	Torso
Gauntlets of Strength, Greater	12,000 gp	12th	Arms
Gloves of Dexterity, Greater	12,000 gp	12th	Arms
Headband of Intellect, Greater	12,000 gp	12th	Head
Ring of Protection +4	12,500 gp	12th	Ring
Ring of Protection +5	62,500 gp	16th	Ring

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 D.3: 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

Spellpower for Armor and Shields: The spellpower 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 spellpower is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two spellpower requirements must be met.

Shields: Shield enhancement bonuses do not act as attack 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 struck or damaged, while special abilities on shields are usually activated if the character avoids an attack.

Armor Special Abilities

Bashing, Lesser

Price (Level): 200 gp (3rd)
Body Location: Shield
Aura, Spellpower: Faint Transmutation (Augment), 4th
Activation: —
When a shield with this ability is used to perform a shield bash, it deals damage as if it were one size category larger (so a Medium light shield deals 1d4 damage, and a Medium heavy shield deals 1d6 damage). This is considered an enhancement bonus, and does not stack with similar abilities.
Creation Requirements: Transmutation (Augment) 2; spellpower 4th or Craft (as shield) 8

Bashing

Price (Level): 1,000 gp (6th)
Body Location: Shield
Aura, Spellpower: Faint Transmutation (Augment), 6th
Activation: —
When a shield with this ability is used to perform a shield bash, it

Table D.3: Magic Armor Special Abilities

Special Ability	Cost	Item Level	Location
Feather –1	100 gp	2nd	Body, Shield
Bashing, Lesser	200 gp	3rd	Shield
Energy Resistance, Lesser	200 gp	3rd	Armor
Feather –2	500 gp	4th	Body, Shield
Flaming Burst	800 gp	5th	Body, Shield
Freezing Burst	800 gp	5th	Body, Shield
Glamered	800 gp	5th	Armor
Bashing	1,000 gp	6th	Shield
Ghost Touch	1,000 gp	7th	Body, Shield
Energy Resistance	2,000 gp	8th	Armor
Shocking Burst	2,000 gp	8th	Body, Shield
Invulnerability	2,000 gp	12th	Armor
Feather –3	2,500 gp	8th	Body, Shield
Bashing, Greater	5,000 gp	10th	Shield
Spell Resistance	5,000 gp	10th	Armor
Feather –4	12,500 gp	12th	Body, Shield
Invulnerability, Greater	30,000 gp	14th	Armor
Spell Reflecting	60,000 gp	16th	Shield
Feather –5	62,500 gp	16th	Body, Shield

deals damage as if it were two size categories larger (so a Medium light shield deals 1d6 damage, and a Medium heavy shield deals 1d8 damage). This is considered an enhancement bonus, and does not stack with similar abilities.
Creation Requirements: Transmutation (Augment) 3; spellpower 6th or Craft (as shield) 10

Bashing, Greater

Price (Level): 5,000 gp (10th)
Body Location: Shield
Aura, Spellpower: Faint Transmutation (Augment), 10th
Activation: —
This shield functions like a *bashing* shield. In addition, you gain a +2 bonus to your physical defenses for 1 round against any creature you successfully shield bash with this shield.
Creation Requirements: Transmutation (Augment) 5; spellpower 10th or Craft (as shield) 14

Energy Resistance, Lesser

Price (Level): 200 gp (3rd)
Body Location: Body
Aura, Spellpower: Faint Abjuration (Shielding), 2nd
Activation: Immediate (triggered)
When you take energy damage, you can activate this armor to reduce the damage by 5 + half your level.
Creation Requirements: Abjuration (Shielding) 1; spellpower 2nd or Craft (as armor) 6

Energy Resistance

Price (Level): 2,000 gp (8th)
Body Location: Body
Aura, Spellpower: Moderate Abjuration (Shielding), 6th
Activation: Immediate (triggered)
When you take energy damage, you can activate this armor to gain damage reduction equal to 10 + half your level against that type of energy damage. In addition, the armor casts light as a torch.

The color of the light depends on the energy damage resisted: green for acid, blue for cold, yellow for electricity, and red for fire. Both effects lasts for 5 rounds, during which time you cannot activate the item's abilities.

Creation Requirements: Abjuration (Shielding) 3; spellpower 6th or Craft (as armor) 10

Flaming Burst

Price (Level): 800 gp (5th)
Body Location: Body, Shield
Aura, Spellpower: Faint Evocation (Energy) [Fire], 4th
Activation: Immediate (triggered)

When you are struck or missed by a melee attack, you can trigger a burst of flames which sear the foe that attacked you. Body armor triggers if the attack hits, and shields trigger if the attack misses.

If you activate the item, you deal 1d6 fire damage + d6 per four levels to your attacker. In addition, it is ignited 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 d6 damage from the fire. If the creature takes a move action, it can attempt a DC 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, you are wreathed in flame, causing you to cast light as a torch. This effect lasts for 5 rounds, during which time you cannot activate the item's abilities.

Creation Requirements: Evocation (Energy) [Fire] 2; spellpower 4th or Craft (as armor) 8

Freezing Burst

Price (Level): 800 gp (5th)
Body Location: Body, Shield
Aura, Spellpower: Faint Evocation (Energy) [Cold], 4th
Activation: Immediate (triggered)

When you are struck or missed by a melee attack, you can trigger a frigid burst against the foe that attacked you. Body armor triggers if the attack hits, and shields trigger if the attack misses.

If you activate the item, you deal 1d6 cold damage + d6 per four levels to your attacker. In addition, it is fatigued for 5 rounds. A fatigued character can neither sprint nor charge and is vulnerable, giving it a −2 penalty to attacks, defenses, and checks.

When you activate this ability, you radiate frigid cold, causing you to snuff out torches and other small fires within a 5 foot radius of you. This effect lasts for 5 rounds, during which time you cannot activate the item's abilities.

Creation Requirements: Evocation (Energy) [Cold] 2; spellpower 4th or Craft (as armor) 8

Ghost Touch

Price (Level): 1,000 gp (6th)
Body Location: Body, Shield
Aura, Spellpower: Faint Conjuration (Translocation) [Planar], 6th
Activation: —

This armor or shield seems almost translucent. You apply the full bonus granted by this armor or shield, including its enhancement bonus, against the attacks of incorporeal creatures. It can be picked up, moved, and worn by incorporeal creatures at any time. Incorpo-real creatures gain the armor or shield's enhancement bonus against both corporeal and incorporeal attacks, and they can still pass freely through solid objects.

Creation Requirements: Conjuration (Translocation) [Planar] 3; spellpower 6th or Craft (as armor) 10

Glamered

Price (Level): 800 gp (5th)
Body Location: Body
Aura, Spellpower: Faint Illusion (Glamer), 4th
Activation: Standard (specific action)

If you trace the symbol of a mask on your chest (a standard action), 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. Only a *true seeing* spell or similar magic reveals the true nature of the armor when disguised. 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) 2; spellpower 4th or Craft (as armor) 8

Invulnerability

Price (Level): 2,000 gp (8th)
Body Location: Body
Aura, Spellpower: Moderate Abjuration (Shielding), 8th
Activation: Standard (specific action)

If you strike your chest with a weapon or other hard object (a standard action), this armor grants you physical damage reduction equal to half your level for 5 rounds. This allows you to ignore the first points of physical damage you take each round. If you are hit by an adamantine weapon, you cannot use your damage reduction for 1 round.

Creation Requirements: Abjuration (Shielding) 3; spellpower 6th or Craft (as armor) 10

Invulnerability, Greater

Price (Level): 30,000 gp (14th)
Body Location: Body
Aura, Spellpower: Moderate Abjuration (Shielding), 12th
Activation: —

This armor functions like *invulnerability* armor, except that the damage reduction lasts for 12 hours.

Creation Requirements: Abjuration (Shielding) 6; spellpower 12th or Craft (as armor) 16

Feather

Price (Level): Varies gp (see text)
Body Location: Body, Shield
Aura, Spellpower: Varied Transmutation (Augment),
Activation: —

Feather armor reduces the armor check penalty of the armor it is on. The price of the bonus depends on its penalty reduction, as shown in the table below.

The spellpower 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 spellpower + 4.

Table D.4: 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

Creation Requirements: Transmutation (Augment) 1; spellpower varies or Craft (as armor) varies

Shocking Burst

Price (Level): 2,000 gp (8th)
Body Location: Body, Shield
Aura, Spellpower: Faint Evocation (Energy) [Electricity], 6th
Activation: Immediate (triggered)
Special Attack (Attack Bonus): Fortitude (level + 3)

When you are struck or missed by a melee attack, you can trigger a powerful jolt of electricity that zaps the foe that attacked you. Body armor triggers if the attack hits, and shields trigger if the attack misses.

If you activate the item, you deal 1d6 electricity damage + d6 per four levels to your attacker. In addition, if you succeed at a Fortitude attack, it is staggered for 5 rounds. A staggered character 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] 3; spellpower 6th or Craft (as armor) 10

Spell Reflecting

Price (Level): 60,000 gp (16th)
Body Location: Shield
Aura, Spellpower: Strong Abjuration (Shielding) [Magic], 14th
Activation: Immediate (triggered)

This shield's surface is completely reflective, allowing it to act as a mirror. When you are targeted by a spell or spell-like ability, you can activate the 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 the item's abilities.

Creation Requirements: Abjuration (Shielding) [Magic] 7; spellpower 14th or Craft (as armor) 18

Spell Resistance

Price (Level): 5,000 gp (10th)
Body Location: Body
Aura, Spellpower: Moderate Abjuration (Shielding) [Magic], 8th
Activation: Standard (specific action)

If you crouch low and strike the ground with your fist (a standard action), this armor grants you spell resistance. The 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 or spell-like ability, a special attack is always required. The defense used against the attack is indicated by the spell. If the attack fails, the spell has no effect.

Creation Requirements: Abjuration (Shielding) [Magic] 4; spellpower 8th or Craft (as armor) 12

Arms

Bracers of Archery

Price (Level): Varies gp (see text)
Body Location: Arms
Aura, Spellpower: Varied Transmutation (Augment),
Activation: —

While you wear these bracers, you gain an enhancement bonus to physical attacks with bows and crossbows. The price of the amulet depends on its enhancement bonus, as shown in the table below.

Table D.5: Bracers of Archery

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

The spellpower is equal to three times the item's enhancement bonus. To craft the item, you must have a number of ranks in Craft (leather or metal) equal to the item's spellpower + 4.

Creation Requirements: Transmutation (Augment) 1; spellpower varies or Craft (leather or metal) varies

Bracers of Armor

Price (Level): Varies gp (see text)
Body Location: Arms
Aura, Spellpower: Abjuration (Shielding) [Force],
Activation: —

While you wear these bracers, you gain an invisible but tangible field of force that acts as armor. The armor bonus provided by the bracers depends on its bonus, as shown on the table below. Since this armor is made of magical force, incorporeal creatures can't bypass it the way they do normal armor. Armor from the bracers is considered a separate piece of armor from any body armor you wear, so they do not stack; use the higher of the two values.

Table D.6: Bracers of 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

The spellpower is equal to three times the item's bonus. To craft the item, you must have a number of ranks in Craft (leather or metal) equal to the item's spellpower + 4.

Creation Requirements: Abjuration (Shielding) [Force] 1; spellpower varies or Craft (leather or metal) varies

Gloves of Dexterity

Price (Level): 2,000 gp (8th)
Body Location: Arms
Aura, Spellpower: Faint Transmutation (Augment), 6th
Activation: —

While wearing these gloves, you gain a +2 bonus to Dexterity, to a maximum Dexterity of 5.

Creation Requirements: Transmutation (Augment) 2; spellpower 6th or Craft (leather or textiles) 10

Gloves of Dexterity, Greater

Price (Level): 12,000 gp (12th)
Body Location: Arms
Aura, Spellpower: Moderate Transmutation (Augment), 12th
Activation: Standard (specific action)

These gloves function like *gloves of dexterity*, except the maximum Dexterity is 10 instead.

Creation Requirements: Transmutation (Augment) 5; spellpower 12th or —

Gauntlets of Strength

Price (Level): 2,000 gp (8th)
Body Location: Arms
Aura, Spellpower: Faint Transmutation (Augment), 6th
Activation: —

While wearing these gauntlets, you gain a +2 bonus to Strength, to a maximum Strength of 5.

Creation Requirements: Transmutation (Augment) 2; spellpower 6th or Craft (metal) 10

Gauntlets of Strength, Greater

Price (Level): 12,000 gp (12th)
Body Location: Arms
Aura, Spellpower: Moderate Transmutation (Augment), 8th
Activation: Standard (specific action)

These gauntlets function like *gauntlets of ogre strength*, except the maximum Strength is 10 instead.

Creation Requirements: Transmutation (Augment) 5; spellpower 12th or Craft (metal) 16

Gauntlet of the Ram

Price (Level): 400 gp (3rd)
Body Location: Arms
Aura, Spellpower: Faint Evocation (Control), 2nd
Activation: Immediate (triggered)

When you strike a foe with an unarmed attack using the hand wearing this gauntlet, 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 your damage dealt. In addition, you do not need to move with the foe to push it backwards.

When you activate this ability, the gauntlet grows small ram horns. This effect lasts for 5 rounds, during which time you cannot activate the item's abilities.

Creation Requirements: Evocation (Control) 1; spellpower 2nd or Craft (metal) 6

Puppeteer's Glove

Price (Level): 800 gp (5th)
Body Location: Arms
Aura, Spellpower: Faint Illusion (Figment), 4th
Activation: Immediate (triggered)

When you cast an Illusion (Figment) spell or use an Illusion (figment) spell-like ability, you can activate these gloves. If you do, you can concentrate on the effect 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.

When 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 the item.

Creation Requirements: Illusion (Figment) 2; spellpower 4th or Craft (leather or textiles) 8

Throwing Gloves

Price (Level): 200 gp (3rd)
Body Location: Arms
Aura, Spellpower: Faint Transmutation (Augment), 2nd
Activation: Immediate (triggered)

When you throw an item, you can activate these gauntlets to gain a +2 bonus to the attack. In addition, the item is treated as a thrown weapon, so you do not take the normal −4 penalty for throwing an item not designed to be thrown.

Creation Requirements: Transmutation (Augment) 1; spellpower 2nd or Craft (leather or textiles) 6

Head

Circlet of Wisdom

Price (Level): 2,000 gp (8th)
Body Location: Head
Aura, Spellpower: Faint Transmutation (Augment), 6th
Activation: —

While wearing this circlet, you gain a +2 bonus to Wisdom, to a maximum Wisdom of 5.

Creation Requirements: Transmutation (Augment) 2; spellpower 6th or Craft (metal) 10

Circlet of Wisdom, Greater

Price (Level): 12,000 gp (10th)
Body Location: Head
Aura, Spellpower: Moderate Transmutation (Augment), 12th
Activation: Standard (specific action) 1/day

This circlet functions like a *circlet of wisdom*, except the maximum Wisdom is 10 instead.

Creation Requirements: Transmutation (Augment) 5; spellpower 12th or Craft (metal) 16

Headband of Intellect

Price (Level): 2,000 gp (8th)
Body Location: Head
Aura, Spellpower: Faint Transmutation (Augment), 6th
Activation: —

While wearing this headband, you gain a +2 bonus to Intelligence, to a maximum Intelligence of 5.

Creation Requirements: Transmutation (Augment) 2; spellpower 6th or Craft (metal) 10

Headband of Intellect, Greater

Price (Level): 12,000 gp (10th)
Body Location: Head
Aura, Spellpower: Moderate Transmutation (Augment), 12th
Activation: Standard (specific action)

This headband functions like a *headband of intellect*, except the maximum Intelligence is 10 instead.

Creation Requirements: Transmutation (Augment) 5; spellpower 12th or Craft (metal) 16

Legs

Boots of Elvenkind

Price (Level): 500 gp (4th)
Body Location: Legs
Aura, Spellpower: Faint Transmutation (Augment), 2nd
Activation: —

While wearing these boots, you gain a +4 enhancement bonus to Stealth checks.

Creation Requirements: Transmutation (Augment) 1; spellpower 2nd or Craft (leather or textiles) 6

Boots of Levitation

Price (Level): 2,000 gp (8th)
Body Location: Legs
Aura, Spellpower: Faint Evocation (Control), 6th
Activation: Standard (specific action)

By lifting and planting one leg in mid-air, as if climbing an invisible stair (a standard action), you can gain the benefit of the *levitate* spell on yourself for 5 rounds.

Creation Requirements: Evocation (Control) 3; spellpower 6th or Craft (leather or textiles) 10

Boots of Mobility

Price (Level): 1,000 gp (6th)
Body Location: Legs
Aura, Spellpower: Faint Transmutation (Augment), 4th
Activation: —

While wearing these boots, you gain a +4 enhancement bonus to Acrobatics and Athletics checks.

Creation Requirements: Transmutation (Augment) 1; spellpower 4th or Craft (leather or textiles) 8

Boots of Speed

Price (Level): 5,000 gp (10th)
Body Location: Legs
Aura, Spellpower: Moderate Transmutation (Temporal), 8th
Activation: Standard (specific action)

If you stomp your foot on the ground three times (a standard action), 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) 4; spellpower

8th or Craft (leather or textiles) 12

Boots of Striding and Springing

Price (Level): 2,500 gp (6th)
Body Location: Legs
Aura, Spellpower: Faint Transmutation (Augment), 4th
Activation: —

While wearing these boots, you gain a +10 foot enhancement bonus to your land speed. In addition, you gain a +4 enhancement bonus to Jump checks.

Creation Requirements: Transmutation (Augment) 2; spellpower 4th or Craft (leather or textiles) 8

Boots of Teleportation, Lesser

Price (Level): 2,000 gp (8th)
Body Location: Legs
Aura, Spellpower: Faint Conjuration (Translocation) [Teleportation], 6th
Activation: Standard (specific action)

By clicking your heels together three times (a standard action), you can teleport up to 30 feet to a location you can see, as the *dimension slide* spell.

Creation Requirements: Conjuration (Translocation) [Teleportation] 3; spellpower 6th or Craft (leather or textiles) 10

Boots of Teleportation

Price (Level): 5,000 gp (10th)
Body Location: Legs
Aura, Spellpower: Moderate Conjuration (Translocation) [Teleportation], 8th
Activation: Standard (specific action)

These boots function like *lesser boots of teleportation*, except that you can teleport up to 1000 feet to a location you can specify, as the *dimension door* spell.

Creation Requirements: Conjuration (Translocation) [Teleportation] 4; spellpower 8th or Craft (leather or textiles) 12

Boots of Teleportation, Greater

Price (Level): 30,000 gp (14th)
Body Location: Legs
Aura, Spellpower: Moderate Conjuration (Translocation) [Teleportation], 12th
Activation: Standard (specific action)

These boots function like *lesser boots of teleportation*, except that you can teleport up to 100 miles to a location you can specify, as the *teleport* ritual.

Creation Requirements: Conjuration (Translocation) [Teleportation] 6; spellpower 12th or Craft (leather or textiles) 16

Boots of the Winterlands

Price (Level): 1,400 gp (7th)
Body Location: Legs
Aura, Spellpower: Faint Evocation/Transmutation(Augment, Control), 4th
Activation: —

While wearing these boots, 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, Control) 2; spellpower 4th or Craft (leather or textiles) 8

Winged Boots

Price (Level): 5,000 gp (10th)
Body Location: Legs
Aura, Spellpower: Moderate Transmutation (Imbuement), 8th
Activation: Standard (specific action)

By touching the sides of both of these boots simultaneously (a standard action), you can cause wings to sprout from them. If you are unencumbered, you can fly with a 30 foot speed and average maneuverability, as the *fly* spell, for 5 rounds. See Flying, page 247, for more details.

Creation Requirements: Transmutation (Imbuement) 4; spellpower 8th 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 ring has AC 13, 2 hit points, hardness 10, and a break DC of 25.

Energy Resistance, Lesser

Price (Level): 200 gp (3rd)
Body Location: Ring
Aura, Spellpower: Faint Abjuration (Shielding), 2nd
Activation: Immediate (triggered)

When you take energy damage, you can activate this ring to reduce the damage by 5 + half your level.

Creation Requirements: Abjuration (Shielding) 1; spellpower 2nd or Craft (metal) 6

Energy Resistance

Price (Level): 2,000 gp (8th)
Body Location: Ring
Aura, Spellpower: Moderate Abjuration (Shielding), 6th
Activation: Immediate (triggered)

When you take energy damage, you can activate this ring to gain damage reduction equal to 10 + half your level against that type of energy damage for 5 rounds. During this time, the ring casts light as a torch. 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) 3; spellpower 6th or Craft (metal) 10

Sustenance

Price (Level): 1,000 gp (6th)
Body Location: Ring
Aura, Spellpower: Faint Conjuration/Transmutation (Creation, Temporal), 4th
Activation: —

This ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. This does not affect how much rest the wearer must

get to regain spells. The ring must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week to reattune it to himself.

Creation Requirements: Conjuration/Transmutation (Creation, Temporal) 2; spellpower 4th or Craft (metal) 8

Protection

Price (Level): Varies gp (see text)
Body Location: Ring
Aura, Spellpower: Varied Abjuration (Shielding),
Activation: —

A ring of protection grants an enhancement bonus to your special defenses while worn. The price of the ring depends on its enhancement bonus, as shown in the table below.

Table D.7: 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

The spellpower is equal to three times the item's enhancement bonus. To craft the item, you must have a number of ranks in Craft (jewelry) equal to the item's spellpower + 4.

Creation Requirements: Abjuration (Shielding) 1; spellpower varies or Craft (jewelry) varies

Torso

Amulet of Mighty Fists

Price (Level): Varies gp (see text)
Body Location: Torso
Aura, Spellpower: Varied Transmutation (Augment),
Activation: —

While wearing this amulet, you gain an enhancement bonus to physical attack and damage with natural weapons, including unarmed attacks. The price of the amulet depends on its enhancement bonus, as shown in the table below.

Table D.8: 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

The spellpower is equal to three times the item's enhancement bonus. To craft the item, you must have a number of ranks in Craft (jewelry) equal to the item's spellpower + 4.

Creation Requirements: Transmutation (Augment) 1; spellpower varies or Craft (jewelry) varies

Amulet of the Planes

Price (Level): 30,000 gp (14th)
Body Location: Torso

Aura, Spellpower: Moderate Conjuration (Translocation) [Planar], 12th

Activation: 1 minute (specific action)

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 DC 15 Knowledge (planes) check. If you fail, your activation of the amulet has no effect. If you fail by 10 or more, you and any creatures with you are transported to a random plane. Each time you activate this item in the same day, the DC of the check increases by 5.

Creation Requirements: Conjuration (Translocation) [Planar] 6; spellpower 12th or Craft (jewelry) 16

Amulet of Nondetection

Price (Level): 5,000 gp (10th)
Body Location: Torso
Aura, Spellpower: Moderate Abjuration (Shielding), 8th
Activation: —

While you wear this silver amulet, it protects you from divination effects as the *nondetection* ritual. If a divination is attempted against you, the caster must make a spellpower check against a DC equal to 15 + your level (minimum DC 23).

Creation Requirements: Abjuration (Shielding) 3; spellpower 8th or Craft (jewelry) 10

Belt of Constitution

Price (Level): 2,000 gp (8th)
Body Location: Torso
Aura, Spellpower: Faint Transmutation (Augment), 6th
Activation: —

While wearing this belt, you gain a +2 bonus to Constitution, to a maximum Constitution of 5.

Creation Requirements: Transmutation (Augment) 2; spellpower 6th or Craft (textiles) 10

Belt of Constitution, Greater

Price (Level): 12,000 gp (12th)
Body Location: Torso
Aura, Spellpower: Moderate Transmutation (Augment), 12th
Activation: Standard (specific action)

This belt functions like a *belt of constitution*, except the maximum Constitution is 10 instead.

Creation Requirements: Transmutation (Augment) 5; spellpower 12th or Craft (textiles) 16

Belt of Dwarvenkind

Price (Level): 4,000 gp (7th)
Body Location: Torso
Aura, Spellpower: Faint Divination/Transmutation (Augment, Awareness), 6th

Activation: Standard (specific action)

This belt functions like a *belt of constitution*. In addition, you gain dwarven characteristics while wearing it. 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, Awareness) 3; spellpower 6th or Craft (textiles) 10

Cloak of Charisma

Price (Level): 2,000 gp (8th)
Body Location: Torso
Aura, Spellpower: Faint Transmutation (Augment), 6th
Activation: —

While wearing this cloak, you gain a +2 bonus to Charisma, to a maximum Charisma of 5.

Creation Requirements: Transmutation (Augment) 2; spellpower 6th or Craft (textiles) 10

Cloak of Charisma, Greater

Price (Level): 12,000 gp (12th)
Body Location: Torso
Aura, Spellpower: Moderate Transmutation (Augment), 12th
Activation: Standard (specific action)

This cloak functions like a *cloak of charisma*, except the maximum Charisma is 10 instead.

Creation Requirements: Transmutation (Augment) 5; spellpower 12th or Craft (textiles) 16

Healing Belt

Price (Level): 200 gp (3rd)
Body Location: Torso
Aura, Spellpower: Faint Necromancy (Vitalism) [Positive], 2nd
Activation: Standard (specific action)

By grabbing the belt in one hand and touching a creature in the other (a standard action), you can heal the touched 2d6 or more points of damage, as the *cure light wounds* spell. As normal for magic items, your spellpower is equal to your level. If you heal yourself, you only need one hand free to grab the belt.

Creation Requirements: Necromancy (Vitalism) [Positive] 1; spellpower 2nd or Craft (textiles

Vanishing Cloak, Lesser

Price (Level): 800 gp (5th)
Body Location: Torso
Aura, Spellpower: Faint Conjuration (Creation) [Fog], 4th
Activation: Standard (specific action)

By wrapping this cloak around yourself with one hand (a standard action), you can conjure a cloud of fog centered on you, as the *obscuring mist* spell. 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: Conjuration (Creation) [Fog] 2; spellpower 4nd or Craft (textiles) 8

Vanishing Cloak

Price (Level): 12,000 gp (12th)
Body Location: Torso
Aura, Spellpower: Moderate Conjuration (Translocation) [Teleportation], 10th

Activation: Standard (specific action)

This cloak functions like a *lesser vanishing cloak*, except that you can also teleport up to 1000 feet to a location you can specify, as the *dimension door* spell.

Creation Requirements: Conjuration (Creation, Translocation) [Fog, Teleportation] 4; spellpower 10th or Craft (leather or textiles) 14

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. They always provide an enhancement bonus to a character's attack and damage with attacks using the weapon. 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.9: Magic Weapon Prices, and the prices of special abilities are listed on Table D.10: 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.

Table D.9: 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

Spellpower for Weapons: The spellpower of a magic weapon with a special ability is given in the item description. For an item with only an enhancement bonus, the spellpower is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two spellpower requirements must be met.

Hardness and Hit Points: Each +1 of enhancement bonus adds 2 to a weapon's hardness and +10 to its hit points.

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). These glowing weapons are quite obviously magical. Such a weapon can't be concealed when drawn, nor can its light 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

Price (Level): Special
Aura, Spellpower: 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.

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	

Creation Requirements: Transmutation (Augment) 2; spellpower 4th or Craft (as weapon) 8

Cleaving

Price (Level): 800 gp (5th)
Aura, Spellpower: Faint Abjuration (Shielding), 4th
Activation: Immediate (triggered)
If you make a melee attack that knocks a creature unconscious or kills it, you can activate this weapon to take an extra attack, as the Cleave feat (Cleave, page 92). If you already have the Cleave feat, activating this weapon instead grants a +5 bonus to attack and damage on your cleave attack.

Creation Requirements: Transmutation (Augment) 2; spellpower 4th or Craft (as weapon) 8

Table D.10: 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
Surestrike, Lesser	Roll critical confirmation twice	400 gp	4th
Defending	Trade attack and damage for AC	500 gp	4th
Cleaving	Extra attack 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

Defending

Price (Level): 500 gp (4th)
Aura, Spellpower: Faint Abjuration (Shielding), 4th
Activation: Move (specific action)

If you spin this weapon in your hands in a complete revolution clockwise, you do not apply its enhancement bonus to attack and damage. However, you add its enhancement bonus to your physical defenses for 1 round whenever you make a full attack or take the total defense action. If you spin the weapon counter-clockwise, the weapon instead applies its bonus to your attack and damage, as normal.

Creation Requirements: Abjuration (Shielding) 2; spellpower 4th or Craft (as weapon) 8

Entangling

Price (Level): 400 gp (4th)
Aura, Spellpower: Faint Conjuration (Creation), 2nd
Activation: Immediate (triggered)

When you strike a foe with this weapon, you can cause webbing to spring into existence, entangling the struck foe for 5 rounds. The foe can break out of the webbing with a grapple or Escape Artist check against a DC equal to 15 + your level.

An entangled creature moves at half speed, cannot run or charge, and takes a −2 penalty to physical attacks and defenses, as well as Strength and Dexterity-based checks. An entangled character who attempts to cast a spell must make a Concentration check (DC 10 + double the spell's level) or lose the spell.

Creation Requirements: Conjuration (Creation) 1; spellpower 2nd or Craft (as weapon) 6

Flaming

Price (Level): 400 gp (4th)
Aura, Spellpower: Faint Evocation (Energy) [Fire], 2nd
Activation: Immediate (triggered)

When you strike a foe with this weapon, you can engulf the struck creature in flames. If you do, it is ignited 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 d6 damage from the fire. If the creature takes a move action, it can attempt a DC 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 weapon is wreathed in flames, causing damage you deal with it to be treated as fire damage in addition to its other types. This effect lasts for 5 rounds, during which time you cannot activate the item's abilities.

Creation Requirements: Evocation (Energy) [Fire] 1; spellpower 2nd or Craft (as weapon) 6

Freezing

Price (Level): 400 gp (4th)
Aura, Spellpower: Faint Evocation (Energy) [Cold], 2nd
Activation: Immediate (triggered)

When you strike a foe with this weapon, you can unleash an icy blast from the weapon. If you do, your foe is fatigued 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 weapon radiates chilling cold, causing damage you deal with it to be treated as cold damage in addition to its other types. 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 weapon) 6

Forceful

Price (Level): 400 gp (4th)
Aura, Spellpower: Faint Evocation (Control), 4th
Activation: Immediate (triggered)

When you strike a foe with this weapon, you can activate the weapon to immediately make a shove attempt with a circumstance bonus equal to the damage you dealt with the attack. You do not have to move with your foe to knock it back the full distance.

After you activate this ability, the weapon feels heavier in your hands. This effect lasts for 5 rounds, during which time you cannot activate the item's abilities.

Creation Requirements: Evocation (Control) 1; spellpower 2nd or Craft (as weapon) 6

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Heartseeking

Price (Level): 12,000 gp (12th)

Aura, Spellpower: Moderate Divination (Awareness), 10th

Activation: Immediate (triggered)

When you strike the same foe with this weapon for multiple rounds in a row, you can suddenly perceive a critical weakness in your foe's defenses. You must strike the foe for a number of consecutive rounds equal to the critical multiplier of the weapon you are using. If you activate the item, the final hit automatically becomes a confirmed critical hit. This has no effect on creatures immune to critical hits.

When you activate this ability, you gain a +4 bonus to confirm critical hits. This effect lasts for 5 rounds, during which time you cannot activate the item's abilities.

Creation Requirements: Divination (Awareness) 5; spellpower 10th or Craft (as weapon) 14

Morphing

Price (Level): 200 gp (6th)

Aura, Spellpower: Faint Transmutation (Alteration), 4th

Activation: Standard (specific action)

A morphing weapon can transform into any other weapon from its weapon group. To transform a morphing weapon, you must grab it with both hands and strike it against your knee or other hard object, as if breaking it, while visualizing its new form (a standard action). It remains transformed until you transform it again.

Creation Requirements: Transmutation (Alteration) 1; spellpower 2nd or Craft (as weapon) 6

Poisoning

Price (Level): 1,600 gp (7th)

Aura, Spellpower: Faint Conjuration/Transmutation (Creation, Temporal), 4th

Activation: Swift (specific action) and standard (specific action)

A poisoning weapon can conjure poisons to cover the striking surface of the weapon. The poison must first be inserted into a small slot in the hilt of the weapon (a standard action). Once a poison is present in the slot, you can coat the weapon with a dose of the poison by pressing a small button on the hilt (a swift action). After a poison has been used, it takes 5 rounds for the weapon to create more poison, during which time the weapon cannot be activated. Only liquid poisons worth 100 gp per dose or less can be duplicated in this way.

The poison within the weapon is kept fresh magically, decaying at a rate of one minute per day. The weapon can be emptied by pressing a second button to open its slot and pouring the poison out (a standard action). You can freely insert and remove poison from the weapon, but coating the weapon in poison costs an activation.

Creation Requirements: Conjuration, Transmutation (2) 4th; spellpower Craft (as weapon) 8 or

Poisoning, Greater

Price (Level): 24,000 gp (13th)

Aura, Spellpower: Moderate Conjuration/Transmutation (Creation, Temporal), 10th

Activation: Swift (specific action) and standard (specific action)

This ability functions like the *poisoning* weapon ability, except that it can duplicate liquid poisons of up to 1,000 gp per dose. 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: Conjuration, Transmutation (5) 10th; spellpower Craft (as weapon) 14 or

Returning

Price (Level): 1,000 gp (6th)

Aura, Spellpower: Faint Conjuration (Translocation) [Teleportation], 4th

Activation: —

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: Conjuration (Translocation) [Teleportation] 2; spellpower 4th or Craft (as weapon) 8

Returning, Greater

Price (Level): 5,000 gp (10th)

Aura, Spellpower: Faint Conjuration (Translocation) [Teleportation], 6th

Activation: —

This ability functions like the *returning* ability, 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: Conjuration (Translocation) [Teleportation] 3; spellpower 6th or Craft (as weapon) 10

There aren't actually any spells this can be based on.

Soulreaving

Price (Level): 60,000 gp (16th)

Aura, Spellpower: Strong Necromancy (Soul), 16th

Activation: —and standard (specific action)

This ghostly, translucent weapon strikes directly at the target's soul. 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.

In order to convert the delayed damage into real damage, the wielder must stab themselves through the heart with the weapon as a standard action. This deals no damage to the wielder, but any crea-

tures that have been dealt damage by the weapon immediately take lethal 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.

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.

Creation Requirements: Necromancy (Soul) 7; spellpower 14th or Craft (as weapon) 18

Shocking

Price (Level): 1,600 gp (7th)
Aura, Spellpower: Faint Evocation (Energy) [Electricity], 4th
Activation: Immediate (triggered)
Special Attack (Attack Bonus): Fortitude (level + 2)

When you strike a foe with this weapon, you can unleash an powerful electrical jolt from the weapon. If you do, make a Fortitude attack. If you succeed, your foe is 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, the weapon crackles with electrical energy, causing damage you deal with it to be treated as electrical damage in addition to its other types. 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 weapon) 8

Surestrike, Lesser

Price (Level): 400 gp (4th)
Aura, Spellpower: Faint Divination (Knowledge), 2nd
Activation: Immediate (triggered)

When you threaten a critical hit with this weapon, you can activate it to receive a brief glimpse of the future, showing you how to wound your foe deeply. If you do, you may roll the threat confirmation twice and take whichever roll you prefer.

After you activate this ability, you see shadowy glimpses of alternate futures out of the corner of your eyes. This effect lasts for 5 rounds, during which time you cannot activate the item's abilities.

Creation Requirements: Divination (Knowledge) 1; spellpower 2nd or Craft (as weapon) 6

Surestrike

Price (Level): 4,000 gp (9th)
Aura, Spellpower: Faint Divination (Knowledge), 8th
Activation: Immediate (triggered)

When you miss an attack with this weapon, you can activate it to reroll the attack roll. You must take the second result.

When 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 the item's abilities.

Creation Requirements: Divination (Knowledge) 3; spellpower 6th or Craft (as weapon) 10

Thieving

Price (Level): 4,000 gp (9th)
Aura, Spellpower: Faint Transmutation (Alteration), 4th
Activation: Immediate (trigger) and standard (specific action)

When you strike an 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. Striking an attended object requires a successful disarm attempt.

You can retrieve objects from the weapon by running your hand along the length of the striking surface of the weapon (a standard action). If you do, the last item absorbed by the weapon appears in your hand. You may freely retrieve objects from within the weapon, but absorbing objects costs an activation.

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) 2; spellpower 4th or Craft (as weapon) 8

Thundering

Price (Level): 400 gp (4th)
Aura, Spellpower: Faint Evocation (Energy) [Sonic], 2nd
Activation: Immediate (triggered)
Special Attack (Attack Bonus): Fortitude (level + 1)

When you strike a foe with this weapon in melee, you can detonate a deafening roll of thunder. If you do, make a Fortitude attack against the struck foe and all other creatures within a Small *(10 ft.)* radius of you. A successful attack deafens a creature for 5 rounds. You are immune to the deafening effect.

After you activate this ability, the weapon emits non-damaging thunderous echoes whenever it strikes a solid object or creature. This effect lasts for 5 rounds, during which time you cannot activate the item's abilities.

Creation Requirements: Evocation (Energy) [Sonic] 4; spellpower 8th or Craft (as weapon) 8

Vampiric

Price (Level): 1,600 gp (7th)
Aura, Spellpower: Faint Necromancy (Life), 4th
Activation: Move (specific action)

If you lick the striking part of this weapon (a move action), 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) 2; spellpower 4th or Craft (as weapon) 8

Vorpal

Price (Level): 140,000 gp (18th)
Aura, Spellpower: Strong Transmutation (Augment), 18th
Activation: Immediate (triggered)

If you roll a 20 with this weapon and confirm the critical hit, you can instantly decapitate your foe. If you do, it dies immediately. This has no effect on creatures without a discernable head, creatures unaffected by the loss of a single head, or creatures whose head you cannot reach.

Creation Requirements: Transmutation (Augment) 9; spellpower

18th or Craft (as weapon) 22

Staffs

A staff is a long shaft, usually made of wood, that enhances a spellcaster's power. Staffs function exactly like wands (see below), except that they enhance all schools of magic at once.

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.11: 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 DC 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.12: 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 a 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.

Channeling

Price (Level): 1,500 gp (7th)

Special Ability	Cost	Item Level
Channeling	2,000	6th
Channeling, Greater	8,000	12th

Aura, Spellpower: Faint Evocation (Channeling), 6th
Activation: Immediate (triggered)

When you channel energy, you can activate this holy symbol to inflict or heal an extra d6 points of damage. If you do not have the channel energy ability, this ability does not affect you.

Creation Requirements: Evocation (Channeling) 2; spellpower 4th or Craft (as holy symbol) 8

Channeling, Greater

Price (Level): 10,000 gp (11th)
Aura, Spellpower: Moderate Evocation (Channeling), 12th
Activation: Immediate (triggered)

This holy symbol functions like a *channeling* holy symbol, except that it increases the damage by 2d6 instead.

Creation Requirements: Evocation (Channeling) 4; spellpower 8th or Craft (as holy symbol) 12

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.13: Magic Wands, and the prices of special abilities are listed on Table D.14: 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.

Table D.13: 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

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 decorated with carvings or runes. A typical wand has AC 7, 5 hit points, hardness 5, and a break DC of 16.

Table D.14: 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 d6 damage from the fire. If the creature takes a move action, it can attempt a DC 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 DC 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 (DC 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.15: 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.

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 externally 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 DC 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.16: Potion Mishaps.

Table D.16: 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

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)

Table D.17: 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

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 Conjuration (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: Conjuration (Translocation) [Planar] 2; spellpower 4th or Craft (textiles) 8

Bag of Tricks

Price (Level): Varies gp (see text)
Spellpower: Varied Conjuration (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.

Table D.18: 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.19: 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

Creation Requirements: Conjuration (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)

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

Spellpower: Faint Conjuration (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 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: Conjuration (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 Conjuration/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: Conjuration/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

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.

Table D.20: 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	

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 armor check 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 grant an enhancement bonus to physical attack and damage equal to a third of your level (to a maximum of +5 at 15th level).

Dragonbone armor grants its wearer spell resistance. To affect a creature with spell resistance using a spell or spell-like ability, a special attack is always required. The defense used against the attack is indicated by the spell. If the attack fails, 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 armor check penalty reduced by 4.

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 77). 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 unattended 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 Charisma and Intelligence 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*.

Creating Magic Items

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 tems 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.21: 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.
2. Decide how the ability will be activated.
3. Determine the price for an item which can be used once per day, using Table D.22: Item Prices by Activation Method (page 280).

Continuous Effects

To price an item that grants a continuous effect, use the spell level of spell with a duration of Permanent and a specific action trigger. In most cases, the item only grants its bonus to the wielder, so use a range of Personal.

Table D.21: 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 class	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.22: Item Prices by Activation Method

Spell Level	Specific Action[1] (Item Level)	Difficult Trigger[2] (Item Level)	Easy Trigger[3] (Item Level)	Continuous[4] (Item Level)
Invocation[5]	100 gp (2nd)	100 gp (3rd)	200 gp (3rd)	200 gp (3rd)
1st	200 gp (3rd)	200 gp (3rd)	400 gp (4th)	800 gp (5th)
2nd	800 gp (5th)	800 gp (5th)	1,600 gp (7th)	2,000 gp (8th)
3rd	2,000 gp (8th)	2,000 gp (8th)	4,000 gp (9th)	5,000 gp (10th)
4th	5,000 gp (10th)	5,000 gp (10th)	10,000 gp (11th)	12,000 gp (12th)
5th	12,000 gp (12th)	12,000 gp (12th)	24,000 gp (13th)	30,000 gp (14th)
6th	30,000 gp (14th)	30,000 gp (14th)	60,000 gp (16th)	60,000 gp (16th)
7th	60,000 gp (16th)	60,000 gp (16th)	120,000 gp (17th)	140,000 gp (18th)
8th	140,000 gp (18th)	140,000 gp (18th)	280,000 gp (19th)	300,000 gp (20th)
9th	300,000 gp (20th)	300,000 gp (20th)	600,000 gp (—)	700,000 gp (—)

1 Actiated with a time-consuming action, such as making a gesture or drinking a potion.
2 Triggered by an unusual circumstance, such as getting a critical hit, or an action beyond your control, such as an enemy's attack. 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 Triggered by a common cicumstance, such as a successful attack, or activated by a trivial action, such as snapping your fingers. 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.
4 For effects with Extreme *(12 hours)* duration. Increase the effective spell level by 1 for each duration category shorter than Extreme, to a minimum duration of Short *(Focus + 5 rounds)*.
5 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.

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.

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 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 chracters. 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 21.

Attributes: +2 Dexterity, −2 Strength.

Speed: 20 feet.

Special Abilities:

- *Scent* A cat has the scent ability (see Scent, page 65).
- *Claws* A cat's paws end in claws, which it can use to attack (see Natural Weapons, page 115). 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.

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 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 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 ingrained, 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: Dryaidi.

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.